Periods

Some of the rules change over the course of the game. Periods during which special rules apply are marked with bars above the horizon track. As long as the marker is under such a bar, the corresponding rule is active (these rules are described in more detail below):

- Safety (indicated by a shield)
  It lasts for the first three rounds. During this time you cannot attack other players (but you can purchase weapons).

- Artifact availability (indicated by a gear wheel)
  It lasts from round 6 until the end of the game. Only during this period you can get artifacts when organizing events.

- Pre-realization (indicated by a broken gear)
  These are small periods of one round at the end of each phase, starting with the second. During such periods you cannot cast artifacts from the Events group.

The display of periods on the horizon track is illustrated on the previous page.

Victory

When the game ends, the player with the most points during the game wins. It is his future that becomes the basis for the common future. If two players have the same number of points, it will matter who started the scoring first. A draw is described in more detail in the additional rules.

It's time to live here and now!

Almost all activities, items and artifacts associated with time travel require energy. This also applies to the sphere of travel, the mechanism that allows the characters to move through time and space between the nodes of the continuum. If the player loses the last unit of energy his sphere stops working and he immediately finds himself in the place and time where he was at that moment. He can no longer move in space-time and is effectively out of the game. Nevertheless, this player can still win. It is possible to lose the last energy either by attack or by one's own deliberate decision.

A player's turn

General Approach

In his turn a player can perform the actions described below in any order. Including interspersing them with each other such as moving to the next node, get energy, move again and get energy again. A turn ends when the player can no longer perform an action or does not want to do so. When learning the available actions and their limitations, keep a hint on hand, it will make it easier to understand what it's about.

Different actions have different restrictions. There are three types of restrictions in total:

- By quantity
  For example, a player can only acquire items once per turn. And the movement can be made as many times as the player's speed.

- By energy consumption
  This refers to the cost you have to pay to perform an action once. For example, movement is limited not only by the number of times equal to the player's speed, but also by the need to pay 1✎ for each movement.

- By Activity Units (AU)
  A player has 2 AU for each turn. It is not necessary to spend them, but units do not accumulate. Some actions require 1 AU and some require 2. For example, it is possible to take one turn to have a weak action (1 AU) and extract energy (1 AU). But it is impossible to extract energy (1 AU) and organize an event (2 AU) in one turn.

Movement 1✎, ? times

The player can move to an adjacent unrealized node, spending 1✎ to do so. In total, during one turn the movement can be made as many times as the character's speed. Initially the speed of all characters is 2, but it can be increased up to 5 with items.

Event organization 2AU, 13✎

Organizing an event is practically the only way to score points. It is a costly and complicated action, many of the nuances of which depend on what kind of event the player is organizing. There is a separate section about this below.

Energy extraction 1AU

The player can extract energy with the help of the travel sphere. It's a pretty complicated activity that would require 1AU. The number of ✎ you get depends on the node where the extraction takes place. Each node notes how much ✎ you can get by being in it (this value is equal to 3 * node radius). In addition, if an event is located in a node, it can additionally increase the amount of energy received. The energy bonus is marked with blue circles on the event cards. Note that tokens ✎ of different denominations have slightly different colors.

Impact on the event

With the help of impact on the event, players can make it come true in a way that is beneficial to them (more details in the section on event realization). The impact is marked with special tokens, which players place on the green side near the symbol ✓ (to make the event happen) or on the red side near ✗ (not to make the event happen). The impacts balance each other out, so you may not add tokens but rather remove tokens already lying around. This would be the same as adding tokens to the opposite side. Reduce the impact on the opposite side of the card and use larger denominations of tokens so as not to clutter up the game.

Players have a weak impact, which costs 1AU and brings the player 2✎ and a strong (double) impact, which costs 1 AU and 6✎. When making a strong impact, put 2✎ on the event card at once. The player may have a maximum of 4 effects per turn (strongest twice).

A place for AGAINST impacts

A place for FOR impacts

Impact Tokens:
Single for and double against