

# Additional rules

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## Draw

In case several players have the same number of points, the winner is the one who has more points after the first phase, as the earlier events have a greater influence on the future. If this does not resolve the dispute, compare the points after Phase 2 and then after Phase 3. Players colors tokens posted before each phase begins will allow you to reconstruct a points gathering history.

## Perfect Balance

The game tries to maintain a balance between causes and hindrances. Therefore, when playing a non-full team, it is advisable to choose player colors so that the backward links on their attacking initial cards alternate. This is not a rule, just a recommendation. If you really like a certain color, don't deny yourself the pleasure of choosing it.

## Too many points

If a player has to score the 15th point that is not on the track, place a token of the player's color marked 15 in front of the track and move the pawn to the 0 position.

## Horizontal Surfing

When the player finds himself in a realizable event, he must move to any neighboring unrealized event. It is not forbidden to choose an event of the same radius, which should be realized next. In this way, the player can move around the circle up to the last event in the radius.

## Link Amplifier and special links

The Link Amplifier can amplify any links. When reinforcing links created by a Logistic Event, place the reinforcement tokens on top of the link tokens. When reinforcing links created by the Lachesis Needle, place the reinforcement tokens under the target link marker. In either case, the maximum strength limit (4) is retained.

## Kinetic Storage and special moves

As stated in the description of the Kinetic Storage, it is charged by any move. When a player moves to an adjacent event during the realization, the storage receives  $\Delta$  for each move. When moving with the Collapse Generator, the storage receives 1  $\Delta$  regardless of distance. Even when moving to V616Mon or using a wormhole.

## The Tangle of Destinies and getting the events

As long as the Tangle of Fates is not casted, it is considered an artifact in a player's hand. If a player has 4 event cards and the Tangle of Destinies in his hand after the end of the turn, he must gain one more event card.

## Movement with the Coagulation Generator

Using a Coagulation Generator counts as movement. Both in the case of moving into a node (with artifact charge consumption) and in the case of passing through a wormhole. That is, these moves count towards the player's speed limit and, as stated above, charge the Kinetic Store.

## Shields and Anti-charge Field

The field created when the Hole in the Box collapses has a completely different nature than the Energy Gun - shields are useless against it. Players in any case will lose  $\Delta$  as long as all anticharges are compensated.

## Deep draw

If the players scored the same number of points with the same dynamics, the winner is the one who retained the greatest potential (has the most  $\Delta$ ). In this case, only  $\Delta$  the player has and  $\Delta$  in the Kinetic Storage are considered. If even an amount of energy left is same, then both of them are considered winners.

## Public information

Players must keep their energy in such a way that others can see its amount. Or at any time they have to answer the question about it honestly. But this rule does not apply in the period between the cast of the Tangle of Fates and the opening of the players' bets.

## Endless exchange

The exchange really has no limit on the number of times, AU or  $\Delta$ . Therefore, it can be exchanged as many times as you want within one turn.

## Use once per turn and exchange

If one player uses an artifact and then gives it to another player, they can also use it on their turn. Even if his turn is in the same round.

## Discharged artifacts and exchange

Even discharged artifact may be exchanged. It may be an option to avoid a restriction to use another same artifact.

## Lack of events to choose from

Theoretically, a situation is possible when a player cannot draw enough cards to select a new event to restore the hand. This can only happen if other players are already holding multiple cards in their hand while choosing from them. The game stops and all players holding cards must make a choice and discard the excess. Then this discard is shuffled and the player draws as many cards as he did not have enough to choose from.

## A multiple amplification of one link in one turn

Each amplification occurs separately. So, you cannot find a link with the power of 3, and amplify it three times at once, getting 6. After the first amplification, its strength will become 4 and it will no longer be possible to carry out the second amplification.

## Lachesis Needle and transit links

The Lachesis Needle cannot be used if the source and target are already linked. But this rule does not include a transit link - the case when the source is linked to a node, which in turn is linked to the target. However, if the source and target are already linked using this artifact, they cannot be linked again.

## Using once per turn and the Hole in the Box

Unlike most other artifacts, in the case of the Hole in the Box, it is not entirely clear what counts as a use and what does not. During his entire turn, the player can draw  $\Delta$  from the artifact (no more than limit in total). But taking at least one  $\Delta$  the player loses the ability to use other artifacts from the "Energy" group. Similarly, by using another artifact from this group, the player loses the ability to take  $\Delta$  from the Hole in the Box. Returning a debt does not count as using the artifact.