

ANACHRONY

RULEBOOK



COMPONENT LIST



1x Main board



4x1 Player boards

Workers



25x Scientist
25x Engineer
15x Administrator
15x Genius



24x Energy Core tokens

Resources (cubes/tokens)



15x Neutronium *(purple)*
20x Gold *(yellow)*
20x Uranium *(green)*
25x Titanium *(grey)*



66x Victory Point tokens
(30x 5 VPs and 35x 1 VPs, 1x -3 VPs)

Water



20x "1 Water" drops *(light blue)*
10x "5 Water" drops *(dark blue)*

IMPORTANT: The Water, Resource and Worker general supplies are not considered limited. In the unlikely case the general supply runs out of Water or a Resource/Worker type, use proxies as replacements.

Player materials



4x1 Dual-sided Path boards



4x6 Hex-shaped Exosuit markers



4x1 Dual-sided player aid cards



4x2 Leader cards



4x1 Player banners with plastic standee



4x2 Time Travel and Morale Markers
(+ 2x2 spare)



4x8 Path markers



4x9 Warp tiles
(3x Workers, 4x Resources, 1x "2 Water", 1x powered up Exosuit)
(+1x spare)



4x15 Building tiles
(Power Plants, Factories, Life Supports, Labs)



11x Recruit pool cards
11x Mine pool cards



12x Dual-sided Timeline tiles **1x** Impact tile
(+3x spare)



18x Superproject tiles



2x Research dice



1x Paradox die



1x Dual-sided Evacuation Action tile



12x Anomaly tiles



3x15 Breakthrough tiles



15x Collapsing Capital tiles



9x "Hex Unavailable" tiles



8x Endgame Condition cards
(+1x spare)



16x Starting Asset cards



1x Scoring pad



16x Paradox tokens

"DOOMSDAY" MODULE COMPONENTS



1x Doomsday board



10x Level 1 Experiments
10x Level 2 Experiments



1x Endgame Condition card



2x Trajectory dice



1x "Save Earth" Tracker token *(+1x spare)*
1x "Seal Fate" Tracker token *(+1x spare)*

CHRONOBOT COMPONENTS



1x Chronobot board



1x Chronobot banner



6x Hex-shaped Exosuit markers



8x Chronobot warp tiles



6x Chronobot tokens

1x Chronobot die

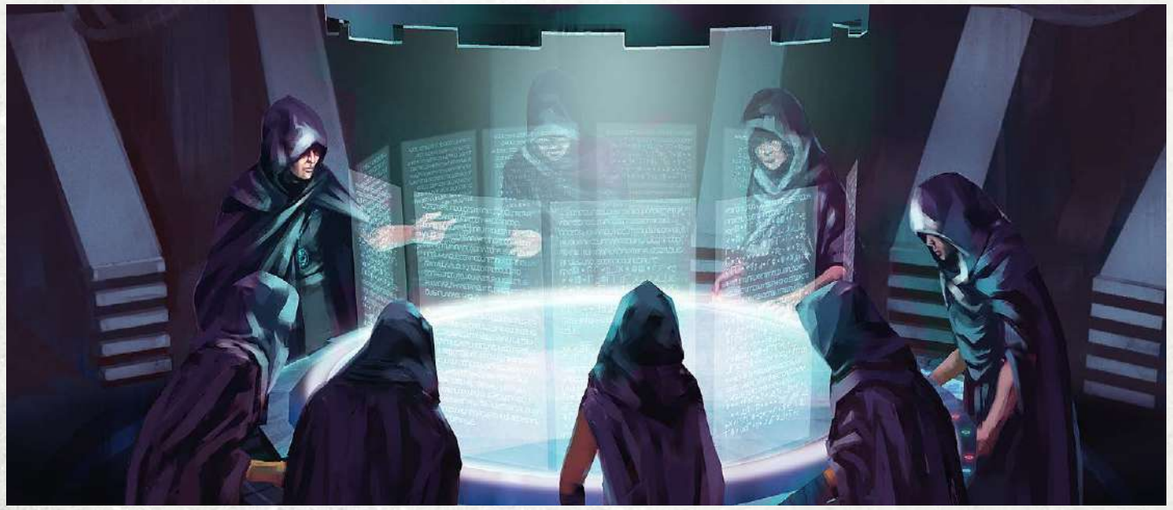


THE STORY SO FAR

The world has changed. It is the 26th century and New Earth is slowly recovering from the Day of Purgation: the day a mysterious, catastrophic explosion shook the entire planet. The majority of the population was exterminated, and most of the surface became uninhabitable. No one understood what really caused the apocalypse — the only thing the survivors could do was find shelter until the dust settled.

The remnants of humanity organized along four radically different ideologies, called Paths: the peaceful Path of Harmony, living in one of the few surviving cradles of nature blooming with flora and fauna; the stern Path of Dominance, ever cruising the oceans in their huge ship built into a floating metropolis; the cunning Path of Progress, looking down on Earth from their city in the sky; and the devout Path of Salvation, dwelling in huge underground halls and chambers. Followers of the four Paths live in a fragile peace, but in almost complete isolation. Their only meeting point is the Capital, the last independent city on Earth, led by a global governing body: the World Council.

Many years later, explorers discovered a rich seam of an unknown substance at the desolate Ground Zero of the Day of Purgation. The durable and light Neutronium, as they named it, proved excellent as building material. To commemorate the 300th anniversary of the apocalyptic day, the World Council initiated the construction of five Monuments, made



entirely of Neutronium, representing the four Paths and the World Capital. When the celebration started, the delegations of the four Paths witnessed humanity's most life-changing event since the Purgation.

Time Rifts from the future opened on the Monuments, revealing the true power of the mysterious Neutronium: when exposed to energy, it is capable of opening wormholes through time. The connection with the future gifted humanity with unprecedented growth and prosperity, but also led to a grim realization: the Purgation was the result of the very first of the Time Rifts. The devastating energy of a future asteroid impact was transferred back in time due to the massive amount of Neutronium within the asteroid's matter. This impact is now looming on the horizon, threatening to devastate not only the past, but also the future.

With the assets of present and future at their disposal, each Path will do everything to prepare for the upcoming impact – and dominate Humanity's future as the one true Path.

Discover more about Anachrony's story and the Paths at anachronyboardgame.com!

GENERAL SETUP

1. Place the **Main board** in the middle of the table. If playing with 2 or 3 players, use the side with only two Hexagonal slots for the Research, Recruit and Construct spots.
2. Place the two **Research dice** on the indicated spots on the Main board.
3. Place the **Evacuation Action tile** on its respective space on the Main board, with its A (intact) side up.
4. Shuffle the **11 Recruit pool cards and 11 Mine pool cards** into two face-down decks. Place them next to the Main board.
5. Separate the **buildings** into four stacks divided by type (Power Plants, Factories, Life Supports, and Labs) and shuffle each stack separately. These will be the primary stacks. Place them face up next to the Main board. The building on the top of each primary stack will be available to Construct during the game.
6. Place the **Anomalies** in a face-up stack. Place the **Paradox die** and **Paradox tokens** next to the Anomalies.
7. Place all **Resources** on the top-right side of the board, and all **Water** on the top left. Place all **Workers, Energy Cores and Breakthroughs** next to the Main board, across the board from the buildings. Workers can be sorted by type and Breakthroughs by shape for easier access. Place the **Victory Point tokens** within reach.
8. Arrange the **Timeline tiles** in a straight line left to right below the Main board. This will be the Timeline. Place the Impact tile between the fourth and the fifth Timeline tiles.
9. Shuffle all **Superprojects** and randomly place one of them above each of the seven Timeline tiles. The first (leftmost) Superproject should be placed face up, the rest face down. Do not place a Superproject above the Impact tile. Return the remaining Superprojects to the box.
10. Place one of each player's **Path markers** below the leftmost Timeline tile. These will be their **Focus markers**.
11. Return the "Most Completed Experiments" Endgame Condition card to the box (it is only used with the Doomsday module), then randomly choose **5 Endgame Condition cards**, and place them face up above the Main board.



PLAYER SETUP

12. Each player picks a Path to play, and receives its respective **Player board**. Players may choose whether they use the A side or B side - all players must use the same side. Give players the coloured components matching their Path color (**6 Exosuits, 9 Warp tiles, 8 Path markers and the Morale and Time Travel markers**).
13. Place the **Path board** belonging to their chosen Path in front of each player, with a randomly chosen side up. Each side has a different Evacuation condition printed on it, which is scored when the player takes the Evacuation Action.
14. Give all players their **starting Resources, Water, Energy Cores** and anything else indicated on their chosen Path board. The Path of Progress receives its starting Breakthrough at random. Place the starting Workers in the Active column (unless otherwise indicated) and set the Morale and Time Travel markers to their indicated starting positions.
15. Each player must pick one of the two **Leader cards** available to their Path. Place the chosen Leader on the designated spot on the Path board.
16. Give each player their **Player banners** (in their plastic standees), and place them in front of them. The player who most recently had a "déjà vu" becomes First Player: place his Banner on the designated space next to the World Council Action spaces. Finally, players in a clockwise order starting from the First Player receive 0/1/1/2 Water.



GAME OVERVIEW

In Anachrony, you are the Leader of one of New Earth's ideological Paths: Harmony, Dominance, Progress and Salvation.

Your ultimate goal is to prepare for an upcoming asteroid impact, secure the future of your people, and overcome the other three Paths as the dominant ideology in shaping humanity's future.

The game is played through up to seven rounds, called Eras, each symbolizing several years. After the fourth Era, the asteroid impact occurs, changing how the remaining Eras play out, and triggering the countdown to the game end.

Anachrony is centered around three game concepts: powering up and using Exosuits, taking Actions with Workers, and using Time Travel. In this section, we give a short overview of these concepts - details of the gameplay will be described in the subsequent chapters.



Exosuits: At the beginning of each Era, each player may choose to power up up to 6 Exosuits. This potentially costs Energy Cores. The number of Exosuits determines how many Actions you can take on the Main board (they protect your Workers as they venture out of the safety of your Path's Capital).



Taking Actions with Workers: The Action rounds phase is the heart of each Era, when players alternate taking Actions using their Workers. A Worker may be used individually (on your Player board) or in an Exosuit (on the Main board). Usually, Workers used to take an Action during the Action Rounds phase become tired at the end of the Era.





Timeline tile

Time Travel: Thanks to the Time Rifts, humanity can now use Time Travel to boost its progress: at the beginning of each Era, in the Warp phase, they may request resources and manpower from their future – this is symbolized by the Warp tiles placed on the Timeline. Later, however, these assets have to be sent back to the past to close the loop – this is done with Power Plant buildings that power up your Time Rift and open its Focus to a past Era. The later the assets are returned to the past, the more likely they are to cause temporal Paradoxes, and ultimately Anomalies.

The game ends with a Victory Point scoring after the collapse of the World Capital due to the asteroid impact. There are a number of ways to score Victory Points, with the most important ones being constructing Buildings and Superprojects, making scientific Breakthroughs, using Time Travel, achieving a high Morale, and evacuating the collapsing World Capital.

GAME TURN – ONE ERA OF PLAY

Each Era is comprised of the following phases, in this order:

1. **Preparation phase** – Reveal the Superproject above the next Timeline tile, shift the building stacks, fill up the supply of Workers and Resources available for this Era.
2. **Paradox phase** – Players who excessively strained the Timeline with Warping have to roll for Paradoxes. This phase is skipped in the first Era.
3. **Power up phase** – Players may power up Exosuits, which allow their Workers to perform Actions on the Main board.
4. **Warp phase** – Players may place Warp tiles on the current Timeline tile to bring assets from the future to the present.
5. **Action rounds phase** – Players alternate taking Actions on their Player boards and the Main board until everyone has passed.
6. **Clean up phase** – Retrieve Workers and Exosuits from the Action spaces, check for Impact and game end, and set the players' Focus marker on the next Era.

1 PREPARATION PHASE

Reveal Superproject: Flip the Superproject above the next Timeline tile face up (i.e., the tile right to the current one).

Example:



Shift building offers: Place the top building of each primary stack face up next to it to form a secondary stack (one for each of the four building types). If there are buildings in the secondary stack already, place the newly shifted one on top of them, covering the previous top one.

Example:



The top buildings of each primary and secondary stack are available to Construct during the Action Rounds phase.

Example:
Determine available Workers



Example:
Determine available Resources



Example:
Paradox phase



Determine available Workers: Remove any remaining Workers from the Recruit pool. Draw the top card of the Recruit pool deck and place the four Workers depicted on the card on the respective Recruit pool slots next to the Recruit Action. Workers of the same type are stacked upon each other.

Determine available Resources: Remove any remaining Resources from the Mine pool. Draw the top card of the Mine pool deck and place the five Resources depicted on the card on the Mine pool slots to the left of the Mine Action. Finally, place a Uranium, a Gold and a Titanium on the respective slot next to each Mine Hex space.

IMPORTANT: After the Impact, ignore the topmost Resource on the drawn card, and always place a Neutronium on the topmost slot instead.

2 PARADOX PHASE

NOTE: The Paradox phase is only relevant from the second Era onwards. For reading this rulebook and teaching the game, we suggest skipping this phase for the first time until you are familiar with the concepts of Warping (Phase 4) and Time Travel.

Paradox rolls

Starting from the left, check every Timeline tile with at least one Warp tile on it. For each tile, the player(s) with the most Warp tiles on it must roll the Paradox die once, and receive the rolled number of Paradox tokens (0, 1 or 2). If there is a tie for the highest number of Warp tiles on a Timeline tile, all tied players have to roll.

Anomalies

Anomalies are strange and dangerous faults in the fabric of time that cover building spots but do not count as buildings. Each Anomaly still in place at the end of the game is worth -3 Victory Points.

A player receiving a third Paradox token (by any means) is immediately affected by an Anomaly. When this happens, he:

- Stops rolling for Paradoxes (if he had remaining rolls).
- Returns all his Paradox tokens to the supply (even if he has more than 3 tokens at this time).
- May choose to retrieve one of his Warp tiles from any Timeline tile back to his personal supply (only after all players' Paradox rolls have been resolved).
- Takes an Anomaly tile from the stack and places it on the leftmost free building spot of his Player board (the player may choose on which row if several are tied).

Any Anomaly tile remaining on a Player board at the end of the game is worth -3 Victory Points for that player.

NOTE: If players prefer predictability, they may agree not to use the Paradox die at all, and simply receive 1 Paradox whenever they would roll it.

Example:



NOTE: If there are no free building spots, the player must place the Anomaly on top of any of his buildings. That building is not available until the Anomaly covering it is removed.

NOTE: Certain abilities in the game may raise the limit of Paradoxes above three.

3 POWER UP PHASE

In this phase, players may power up their Path's Exosuits, which will help their Workers survive the harsh conditions of New Earth on their way to taking Actions on the Main board.

In a clockwise order starting with the First Player, each player:

1. **Places up to 6 of their Exosuits** on the Hex slots of their Player board (one Exosuit per slot), paying **1 Energy Core** for each one placed on the three bottom slots.
2. Then receives **1 Water for each remaining empty Hex slot.**

Example:



NOTE: To speed up the game, players can agree to power up their Exosuits simultaneously instead of in turn order.

NOTE: After the Impact (see "Impact" on Page 18), two of the top three Hex slots will be covered and unavailable. No Exosuits can be placed there, nor do they produce any Water income.

4 WARP PHASE

Thanks to the Neutronium brought to Earth by the original cataclysm, Time Travel is now possible. Thus, every Era, players may decide that they will receive something from the future. A decision is all it takes; the desired good appears immediately. But it doesn't come for free – a few Eras later it will be the players' turn to fulfill the claim to their past selves, and send the goods back, or else risk tearing holes in the time-space continuum.

Each player secretly hides **0-2 Warp tiles** in their hand (hide the other Warp tiles to maintain secrecy). Reveal them simultaneously and place them on the present Timeline tile (the order is not important). In player order, each Player immediately receives any asset shown on the selected Warp tile(s). Each tile placed on the Timeline can be recovered later (see "Power Plant buildings: Time Travel and Focus" on Page 16) and used again.

Example:



1. Warped assets are taken from the common supply.
2. Each Worker requires paying 1 Water to be warped in (sending people through the Time Rift seriously strains them), or else that Warp tile cannot be chosen. However, paying with Water warped in together with the Worker is possible. Warped Workers are put in the player's Active column.
3. Warped Exosuits are placed on one of the Hex slots of the Player board, even on an Exosuit Hex Unavailable tile.

5 ACTION ROUNDS

This is the main phase of the game. Play goes in rounds in clockwise order starting from the First Player. On their turn, a player may perform any number of **Free Actions, then** do one of the following:

1. **Place one Worker** on any empty Worker space on the player's own Player board (typically on buildings, Superprojects or Anomalies) and perform its Action.
2. **Place one Worker with an Exosuit** on a Hex space or Hex pool space on the Main board and perform its Action.
3. **Pass**, not placing any more Workers during the Era.

Once all players have passed, proceed to the Clean up phase.

Example:





IMPORTANT: Free Actions
Free Actions may each be performed once per Era, during any of the player's turns. When used, cover the Free Action spot with a Path marker as a reminder that it has already been performed. Using a Free Action doesn't end the player's turn – he may also place a Worker (or pass) in that same turn. If a player runs out of Path markers, he may not take any more Free Actions during that Era.

Free Actions typically appear on buildings and Superprojects, but Force Workers and certain Leader Abilities are Free Actions as well.

Example:





6 CLEAN UP PHASE

A) RETRIEVE WORKERS

Retrieve every Worker from every Exosuit on the Main board and all Workers placed on the Player boards' Worker spaces. If the Action was marked Motivated, place the Worker in its owner's **Active column** (to the right of the Supply Action space); otherwise place it in the **Tired column** (to the left of the Supply Action space).



Tired column *Active column*

Retrieve every empty Exosuit from the Main board and place them into each players' personal supply (NOT on the Hexes on the Player boards - the Exosuits need to be powered-up again).

IMPORTANT: After the Impact, if an Exosuit is retrieved from a Collapsing Capital Hex space, flip it to its Hex Unavailable side.

Finally, all players retrieve all Path markers from their Free Action slots, so they can be used again in the next Era.

B) CHECK FOR IMPACT

If the current Timeline tile is followed by the Impact tile, the Impact occurs. Proceed to the Impact rules (Page 18) to resolve it, then continue from here.

NOTE: In the core game, Impact will always happen after the fourth Era.

C) CHECK FOR GAME END

If any of the below conditions are met, the game ends immediately at this point. Proceed to "Ending the Game" rules (Page 19) for final scoring (and skip step D).

- The Capital's infrastructure has collapsed: All Collapsing Capital Actions are flipped to their Hex Unavailable side.
- It is the 7th Era.

D) NEXT ERA

If there are unused Exosuits left on the Player boards' Hexes at this point, return them to their personal supply. Move each player's Focus marker to the Timeline tile corresponding to the next Era. (further details at "Power Plant buildings: Time Travel and Focus", Page 16). Each Era begins with that Timeline tile in Focus for each player. Proceed with the next Era. The First Player will still be the one who most recently took the respective World Council Action.

ACTIONS

WORKERS AND ACTION SPACES

There are four different types of Workers in Anachrony: Engineers, Scientists, Administrators and Geniuses. Workers are placed on Action spaces and take Actions, either on the Main board (with Exosuits) or the players' own boards. Some of these Worker types excel at certain Actions, while being unable to perform others.



Genius
ACTS AS



Scientist *Engineer* *Administrator*
WHEN TAKING ACTIONS

The Genius is a special Worker that may be used as any Worker type when placed.

IMPORTANT: The Genius may NOT be used instead of other Workers when paying a non-Genius Worker cost or retrieving Worker Warp tiles via Time Travel.

A player's Worker is considered Active while it is in the Active column on the Player board (as opposed to being busy on a board, or in the Tired column). Only Active Workers can be used for performing Actions or returned to retrieve Warp tiles via Time Travel. However, both Active and Tired workers can be used to pay Worker costs (typically on Superprojects).

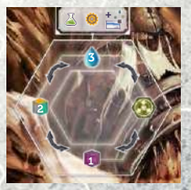
There are three distinct kinds of Action spaces in the game:

1. **Hex spaces**: On the Main board, Action spaces are Hex-shaped since Workers must be placed on them in a powered-up Exosuit. A Hex space on the Main board becomes unavailable for the rest of the Era once a Worker is placed there. Different Hex spaces associated with the same Action do not have to be occupied in any specific order.
2. **Hex Pool spaces:** Hex Pool spaces work similarly to Hex spaces, with the exception that they are always available and any number of Workers may be placed on them (in an Exosuit).

Example:



Example:



3. **Worker spaces:** On the Player boards (including buildings, Superprojects and Anomalies), Worker spaces may only be used once per Era. Workers do not need Exosuits to be sent to these spaces.

Example: Worker spaces



As additional features associated with Action spaces, some of them:

- Have Worker restrictions – Only Workers of the pictured types (or Geniuses) may be placed on them.
- Give additional benefits if a specific type of Worker (or a Genius) is placed on them.
- Have an associated (Water or Resource) cost – These assets must be spent in order to place a Worker on them.
- Keep Workers "Motivated" – Workers on these spaces are placed in the Active column during the Retrieve Workers phase.

The detailed rules and Worker restrictions of each Action are described in the subsequent chapters.



MAIN BOARD ACTIONS

Capital Actions: Construct, Recruit and Research are Capital Actions. After the Impact, Capital Action spaces are covered by Collapsing Capital tiles providing improved space-related features, whereas the usual Worker-related restrictions and benefits still apply (see "Impact" for details, Page 18). Only Capital Actions can be copied with the World Council Action (see later).

Capital Actions each have 3 available Hex spaces:

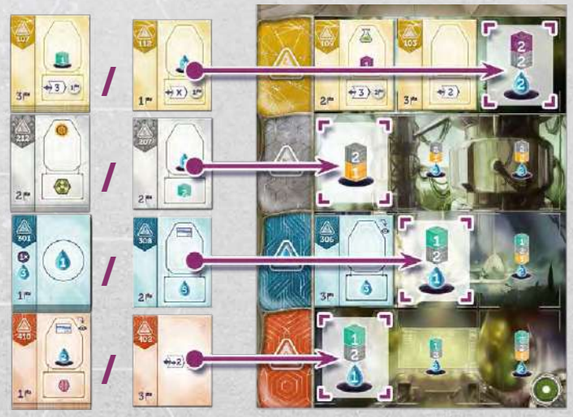
1. Upper space – no modifiers.
2. Middle space – must pay 1 Water.
3. Lower space – must pay 2 Water (available in 4-player games only).

CONSTRUCT

Standard Action: Choose one of the following two options:

1. Select a face-up **building** from the top of any of the 8 building stacks (primary and secondary stacks of each building type), then place the building on the leftmost empty spot of its respective row of your Player board, **paying the costs indicated on the spot**.
   - If there are no empty spots for a building type, you may not build any more buildings of that type.
   - If a building was selected from the primary stack, the building underneath becomes immediately available.
   - If a building was selected from the secondary stack, if there is a building underneath it, it becomes immediately available (again).

Example:



2. Build the **Superproject** in Focus (i.e. the one above the Timeline tile where your Focus marker is). By default, this is the current Era's Timeline, but Focus can be changed via Time Travel. Place the Superproject on the two leftmost horizontally adjacent free spots of your Player board (you may choose which row to place it on if several rows are tied). **Ignore the costs printed on the spots, and instead pay the costs indicated on the Superproject itself** (including Breakthroughs). If a Superproject has a Worker in its construction cost, the Worker can be paid from either the Active or Tired columns.

Example:



Worker specifics

- May not be activated by an Administrator.
- If activated by an Engineer, subtract 1 Titanium from the total cost of the Action.



RECRUIT

Standard Action: Select a Worker from the Recruit pool and add it to the Active column of your Player board. You also receive a bonus based on the type of the Worker chosen:

- Scientist: 2 Water.
- Engineer: 1 Energy Core.
- Administrator: 1 Victory Point.
- Genius: Any one of the above three bonuses.



Worker specifics

- May not be activated by a Scientist.
- If activated by an Engineer, you may not select a Genius (only a Scientist, an Engineer or an Administrator).



RESEARCH

Standard Action: Set one Research die (shape or icon) to the face of your choice, and roll the other. Take a **Breakthrough tile** with the shape and icon shown by the dice. The "?" on the icon die stands for any icon of your choice. **You may not set the icon die to its "?" face.**



Shape die



Icon die *Time travel* *Warfare* *Genetics* *Technology* *Society*

Example:



NOTE: In the unlikely case the rolled Breakthrough is not available, reroll one die of your choice.

Worker specifics

- May only be activated by a Scientist.



WORLD COUNCIL

You may **choose a Capital Action** (Construct, Recruit, Research) **with no more available spaces** and perform its associated standard Action.

Worker restrictions and benefits of the copied Capital Action apply for the Worker placed on the World Council, but space-related features (e.g. Water costs on Hexes and Collapsing Capital tile bonuses) do not.

Example:



NOTE: In order to become First Player, you may place a Worker on the left World Council space even if there are still available Worker spaces in all Capital Actions. In this case, you become the First Player, but otherwise do not get to perform an Action.

Worker specifics

- Worker restrictions and/or bonuses of this Action are the same as those of the copied Capital Action.

World Council has 2 available Hex spaces:

Example:



1. Left space – must pay 2 Water and become the First Player (replace the previous First Player's banner on the spot next to this Action space).
2. Right space – must pay 1 Water.

IMPORTANT: After the Impact, standard Capital Actions can still be copied through the World Council as usual. At that point a Capital Action may be copied even if each of its spaces are either occupied by an Exosuit or covered by a Hex Unavailable tile.

MINE RESOURCE

Take 1 Resource of your choice from the Mine pool.

Worker specifics

- If activated by an Engineer, he is kept Motivated.

Mine Resource has 3 available Hex spaces:

1. Upper space – take a Uranium in addition to the Resource taken from the Mine pool.
2. Middle space – take a Gold in addition to the Resource taken from the Mine pool.
3. Lower space – take a Titanium in addition to the Resource taken from the Mine pool.

Example:



PURIFY WATER



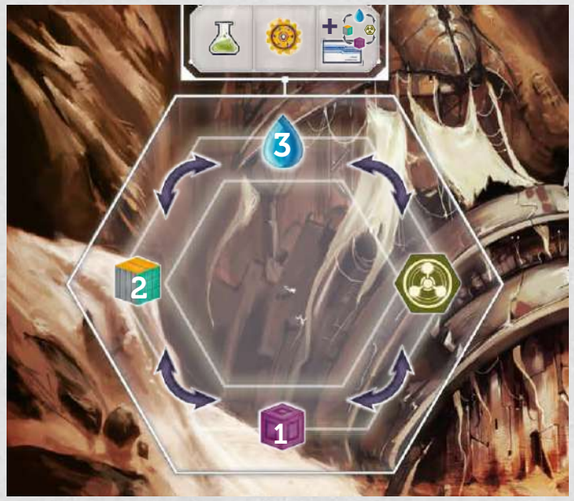
Take 3 Water from the supply.

Worker specifics

- If activated by a Scientist, take 1 additional Water.

Purify Water has a Hex Pool space, where any number of Workers can be placed.

TRADE WITH NOMADS



You may choose one of the following:

- Exchange 3 Water to 1 Energy Core; or vice versa.
- Exchange 1 Energy Core to 1 Neutronium; or vice versa.
- Exchange 1 Neutronium to any 2 of Titanium, Uranium, or Gold; or vice versa.
- Exchange any 2 of Titanium, Uranium, or Gold to 3 Water; or vice versa.

Worker specifics

- If activated by an Administrator, you may choose from the above options twice (one after the other).

Trade with Nomads has a Hex Pool space, where any number of Workers can be placed.

EVACUATION

This Action space will only be available after the Impact. It may only be taken by each player once per game, and **only if they meet the condition stated on their Path board**.

Place one of your Path markers on the uppermost free numbered slot on the tile and receive the Victory Points specified on your Path board under the Evacuation condition. If you placed your Path marker on the spot with the -3 Victory Points marker, you receive 3 less Victory Points for your Evacuation (to a minimum of 0). **The maximum number of Victory Points that can be received for the Evacuation Action is 30.**



The Path board also addresses specific assets and a related Victory Point ratio. You receive additional Victory Points based on the amount of that asset you hold when you take the Evacuation Action. After scoring, you keep these assets.

Worker specifics

- The Evacuation Action can be taken by any Worker.

Evacuation has a Hex Pool space, where any number of Workers can be placed, but each player may only take this Action once per game.



PLAYER BOARD ACTIONS

All spaces on the Player boards are either Worker spaces or Free Actions — Exosuits are not needed to activate them.

SUPPLY

The Supply Action is printed on every Player board between the Active and Tired columns. Spend Water equal to the number printed on the Water symbol below your current position on the Morale track **(1)**, then **move all of your Workers from the Tired column to the Active column (2)** (ready to be used in later Action rounds of the same Era). Finally, **advance one step on the Morale track (3)** (to the right). If you are already at maximum Morale, you receive a number of VPs indicated at the right end of the Morale track instead of advancing on it..

Example:



Worker specifics

- If activated by an Administrator, he is kept Motivated.

FORCE WORKERS

The Force Workers Action is printed on every Player board between the Active and Tired columns. **Force Workers is a Free Action,** and requires no Worker. Place one of your Path markers on the slot **(1)**, then **move all of your Workers from the Tired column to the Active column (2)** (ready to be used in later Action rounds of the same Era). Finally, you **fall back one step on the Morale track (3)** (to the left). If you are already at minimum Morale, you lose a Worker of your choice instead of falling back on the Morale track.

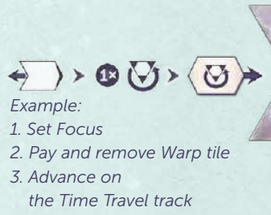
Example:



POWER PLANT BUILDINGS: TIME TRAVEL AND FOCUS

Power Plant buildings allow manipulation of time by powering up the Time Rift. Players can activate them to **turn the Focus of the Time Rift to an earlier Timeline tile**. Each Power Plant has a strength and complexity rating expressed in game terms as its **range**. When you activate your Power Plant, you may execute the following steps, in this order:

1. Move your **Focus marker** onto any **past** Timeline tile no further to the left than the Power Plant's range (measured from the current Era's Timeline tile, Ranges are not cumulative). You may also choose to leave your Focus marker on the same past Timeline as long as it is in range of the Power Plant used. You may never end up with your Focus marker in the current Era after using a Power Plant.
2. You may **optionally send an asset back through the Time Rift**. Select **one** of your own Warp tiles present on the Timeline where the Focus was set to, and spend the Resource/Water/Worker/Exosuit on that Warp tile. Finally, **remove the Warp tile** corresponding to the spent asset from the Focused Timeline tile and return it to your personal supply.



Example:
1. Set Focus
2. Pay and remove Warp tile
3. Advance on the Time Travel track







NOTE: This represents the assets being sent back in time, and "technically" these goods being spent are the very same goods you received in the past, seemingly "for free".

IMPORTANT: Workers must be spent from the Active column and an Exosuit must be sent back powered-up (from one of the Hexes on the Player board).

3. If you executed **both steps 1 and 2**, **move your Time Travel marker on your Player board one step to the right.** Each step on the Time Travel track will be worth Victory Points at the end of the game, signifying the advances the Path has made in using Time Travel technology.

IMPORTANT: If a Warp tile is removed through any other way (by using a building's retrieve ability or when placing an Anomaly), the Time Travel marker is not moved.

NOTE: Superprojects of earlier Eras can be built by using the Construct Action as long as they are in Focus (see the Construct Action).

ANOMALIES

A building spot can occasionally be covered by an **Anomaly** (see "Paradox phase"). As an Action, a player may place a Worker on an Anomaly and spend either 2 Titanium/Uranium/Gold plus 2 Water or 1 Neutronium plus 2 Water to seal it. Remove the Anomaly and the Worker immediately and place them back in their respective general supplies. It is possible that gaps might appear on the Player board because of removing an Anomaly - new buildings or even Superprojects can be constructed there later.



Worker specifics

- The Worker placed on (and thus removing) the Anomaly is immediately returned to the general supply.

OTHER BUILDINGS AND SUPERPROJECTS

Once a building or Superproject is placed on a Player board, it is available for use to its owner. The abilities and benefits they provide fall into one of four categories:

1. **Worker Actions** behave just like any other Player board Worker space. Some Action spaces may have Worker restrictions or benefits, or costs associated with taking them. Some may keep the Worker Motivated.
2. **Free Actions** may each be performed once per Era during any of the player's turns in the Action Rounds phase, up to and including the turn the player passes. When used, cover them with Path markers to remember they have already been performed.
3. **Passive abilities** provide a benefit that remains in effect throughout the game and/or influences the final scoring.
4. **One-time abilities** are performed once, when the building or Superproject is built.



Details of specific buildings and Superprojects can be found in the Appendix.

IMPACT



At the end of the 4th Era, the asteroid impact hits a desolate part of the Earth, initiating a cataclysm that will eventually destroy the Capital. Players only have a few turns to do what they have to and attempt to evacuate parts of the city, securing further influence in deciding humanity's future.

EVACUATION

Turn the Evacuation Action tile to its "B" (damaged) side, revealing the Evacuation Action. In a 2/3/4 player game, place the "-3 Victory Points" marker on the second/third/fourth spot from the top.



COLLAPSING CAPITAL TILES

After the Impact, the Capital's structures begin to fail. Because of this, the number of Capital Actions (Construct, Recruit, Research) players can take for the remainder of the game will be strictly limited.

Separate the Collapsing Capital tiles by their Action into three piles. Select 2/2/3 Hexes randomly from each pile (for 2/3/4 players) and place them on the Capital Actions' Hexes, with their available side face up.

The Collapsing Capital tiles provide stronger, "last ditch" versions of the Capital Actions (Worker restrictions still apply). In addition to taking the standard Capital Action, the player also receives the bonus depicted on the tile. A detailed list of these bonuses can be found in the Appendix.



In the Retrieve Workers step of the Clean up phase, flip each Collapsing Capital tile to its unavailable side if an Exosuit was retrieved from it.

REMINDER: Once the last Collapsing Capital tile is flipped this way, the game will end at the end of the current Era.

IMPORTANT: The World Council spots can still be used to take standard Capital Actions (ignoring any Collapsing Capital tile bonuses) once the respective Capital Action has no free Hex spots left.

HEX UNAVAILABLE TILES

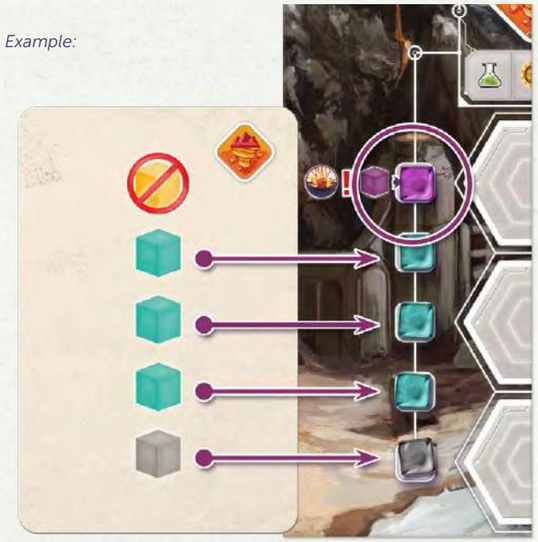
While the Paths' capitals are more or less prepared for the Impact, some damage is inevitable. **Cover two of the three Exosuit Hex spaces in the top row** on each Player board with a Hex Unavailable tile. Players may no longer power up Exosuits on these Tiles, nor do they receive any Water income for them.



NEUTRONIUM

The Impact further increases the amount of Neutronium on Earth. In post-Impact Eras, ignore the topmost Resource of the drawn Mine pool card, and place a Neutronium on the topmost slot instead.

Example:



ENDING THE GAME

The game ends at the end of the Era when the last Capital Action space becomes unavailable or if the final Era (7th) is finished.

UNTANGLE THE CONTINUUM

At this point, players must straighten out the problems they have with the Timeline. They must fulfill every outstanding Warp tile to remove them from the Timeline. Workers must still be returned from the Active column and an Exosuit must be powered-up to be returned this way. These removals do not count as Time Travel: players don't use Power Plants for them, and they score no points and do not advance the Time Travel marker.
For each Warp tile players are unable to remove from the Timeline, they score -2 Victory Points.

SCORE ENDGAME CONDITIONS

Look at the five Endgame Condition cards above the Main board. Each player scores 3 VP for each of these conditions they meet. In case of a tie, all players involved in the tie score the full amount.

FINAL SCORING

Tally up points from buildings, Anomalies, Superprojects, Time Travel, Morale, Victory Point tokens, Timeline penalties and Endgame Conditions using the scoring pad provided. Each individual Breakthrough is worth 1 VP. In addition, a set of three Breakthroughs with different shapes (i.e. Circle, Triangle, Square; the icons do NOT have to match) is worth an additional 2 VP/set.

Example:



The Path Capital with the most Victory Points becomes the new seat of the World Council and thus wins the game. In case of a tie, most Water, then most total Resources decide the winner. If still undecided, players share victory – the Council will rotate between them.

FREQUENTLY OVERLOOKED RULES

- Geniuses may be used as any kind of Worker when placed on Action spaces, but they may NOT be spent as another kind of Worker, or sent back in time to remove a Worker Warp tile.
- Whenever paying a Worker cost of an Action (typically when building Superprojects), the Worker can be spent from either the Active or Tired columns, but Workers that are busy (i.e., currently on an Action space) may NOT be spent.
- When a Worker is returned for a Warp tile when shifting Focus, it can only be taken from the Active column (since it was warped in as Active in the past).
- The only time when you can remove a Warp tile from a past Timeline tile by returning the respective asset is the moment you shift Focus to that tile. You only advance on the Time Travel track if you return a Warp tile by paying the respective asset.
- Warp tiles on the present Timeline tile cannot be removed through Power Plants and Focus, but they can be removed using the retrieve abilities of certain buildings, Anomalies and Superprojects.
- The **Impact tile does not count as a Timeline/Era** and does not have to be accounted for when using Power Plants.

THE DOOMSDAY MODULE

Playing the Doomsday module, players can truly take humanity's fate into their hands. By conducting various Experiments, they can actively influence the event chain leading up to the Impact, which can potentially lead to mitigating its effects completely. However, not all Paths share the vision of saving Earth from the second cataclysm — some rather see it as a way to overcome their rival Paths, once and for all...

EXPERIMENTS AND THE DOOMSDAY TRACK

Experiment cards are a major addition to the main game, and symbolize the Paths' efforts to influence the time and effect of the incoming Impact. Each Experiment card consists of a condition, a cost and a Victory Point reward. While in Focus, they can be claimed by using the new Experiment Action on the Main board. Each Experiment grants Victory Points to the player who claimed it, as well as a chance to advance on the Doomsday track according to the Path's interests — either towards saving Earth by mitigating the Impact's damage, or sealing the planet's fate. Depending on the movements on the Doomsday track, the Paths can score additional VPs for their Experiments, and even the time of Impact can change.

CHANGES IN SETUP

1. Place the **Impact tile** between the fifth and sixth Timeline Tile (instead of the fourth and fifth).
2. Once the Timeline has been laid out, place a random face-up **Level 1 Experiment card** below the first Timeline tile, and a face-down Level 1 Experiment card below each other Timeline tile. Return the leftover Level 1 Experiment cards to the box without looking at them. At the start of the game, the first Timeline tile should have a face-up Superproject above and a face-up Level 1 Experiment below it, while all other Superprojects and Experiments should be face down.
3. Place the **Doomsday board** next to the Main board. Treat this as part of the Main board. Place the Trajectory dice on the designated slots on this board, and the Save Earth and Seal Fate tracker tokens on their respective starting positions on the Doomsday Track.
4. Shuffle all **Level 2 Experiment cards** into a face-down stack and place it next to the Doomsday board.
5. Before choosing the 5 random Endgame Condition cards, add the "Most Completed Experiments" card to the card pool.

DOOMSDAY BOARD



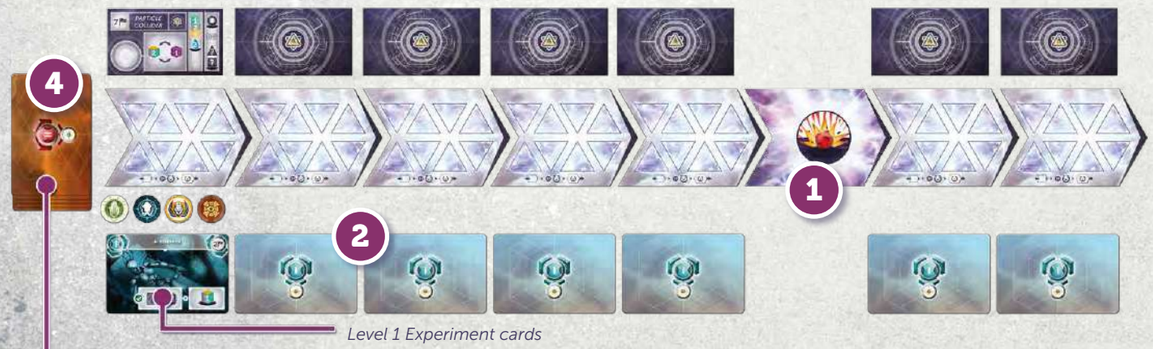
Endgame Condition card

Trajectory dice

Seal Fate tracker token

Save Earth tracker token

Example:



Level 1 Experiment cards

Level 2 Experiment cards

1 PREPARATION PHASE — CHANGES

After flipping the Superproject above the following Era's Timeline tile, also flip the face-down Level 1 Experiment card below it. Then, place a face-up Level 2 Experiment card from the top of the stack below each Timeline with no Experiment card below it.

Example:



NEW ACTION — EXPERIMENT

The Doomsday module introduces a new Main board Action: the Experiment.

When you take the Experiment Action, you may claim an Experiment card if:

- it is **in Focus** for you;
- you **meet the Experiment card's condition;**
- you **pay the Experiment card's cost.**



Reward

Card's Condition *Card's cost*

When an Experiment card is successfully claimed:

1. **Remove it** from below the Timeline tile and place it next to your Player board as a reminder.
2. If you play the Path of Harmony or the Path of Dominance, you **may move the "Save Earth" tracker one step up** on the Doomsday track.
3. If you play the Path of Salvation or the Path of Progress, you **may move the "Seal Fate" tracker one step down** on the Doomsday track.
4. **Receive a number of VP tokens** indicated on the Experiment card (2 or 3), and potentially additional VPs depending on the marker's new position on the Doomsday track (see below).

Worker specifics

- The Experiment Action can be taken by any Worker.

Experiment has a Hex Pool space, where any number of Workers can be placed.

THE DOOMSDAY TRACK

Whenever a player conducts an Experiment, he may move either the "Save Earth" tracker one step up, or the "Seal Fate" tracker one step down, depending on his Path. After this movement, **if there is a Victory Point value printed next to the spot associated to the Path that moved to the new spot** (see the Path symbols in the four corners), that player receives that amount of Victory Points in addition to the claimed Experiment's Victory Point value. **Only the player that moved the tracker may gain Victory Points from the Doomsday track**. The Paths of Harmony and Salvation receive larger amounts of Victory Point for the last two steps in each direction, while the Paths of Dominance and Progress receive smaller amounts of Victory Points for the initial steps.

Example 1: Dominance player's move *Example 2: Harmony player's move*



IMPORTANT: Players may no longer make any movements on the Doomsday track after:

- the Impact has occurred, or
- either the "Save Earth" or the "Seal Fate" tracker is on the final (top or bottom) slot of the Doomsday Track.

Even when any of the above is true, Experiments may still be conducted for their VP values.

6 CLEAN UP PHASE — CHANGES

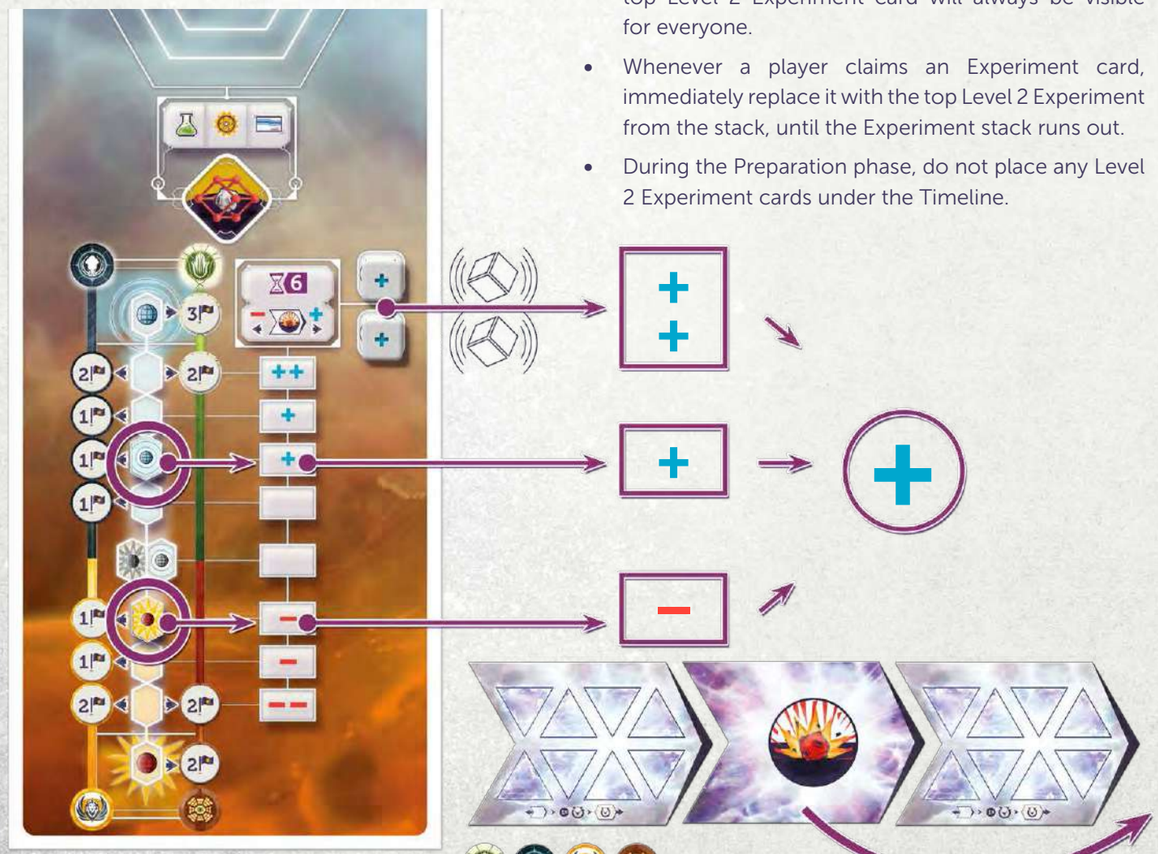
B) CHECK FOR IMPACT

Before resolving a potential Impact, **roll the two Trajectory dice**, then count the total number of (-) and (+) symbols

- on the Trajectory die roll's result;
- next to the Doomsday track slots where the "Save Earth" and "Seal Fate" Trackers currently are.

Three things can happen based on the result:

1. **If there are more (+) symbols in total than (-)**, move the Impact tile 1 space to the right on the Timeline track if possible — the Impact will occur one Era later.
2. **If there are more (-) symbols in total than (+),** move the Impact tile 1 space to the left on the Timeline track — the Impact will occur one Era earlier. If this would move the Impact tile behind the current Era tile, do not move the Impact tile.
3. **If the number of (-) and (+) symbols is equal**, do not move the Impact tile.



Example:
Move the Impact tile 1 space to the right.

IMPORTANT: If the "Seal Fate" tracker is on the bottommost spot of the Doomsday track during the Check for Impact phase, do not roll the Trajectory dice - instead, place the Impact tile after the current Timeline tile (regardless of its position) and resolve the Impact immediately.

IMPORTANT: If the "Save Earth" tracker is on the topmost spot of the Doomsday track, the Impact's damage to the present is completely mitigated, and the game is over — proceed to Ending the Game (see Page 19). **In games when Earth is saved, the Impact is never resolved, so there will be no Evacuation - try to adjust your game plan accordingly!**

OPTIONAL RULE — PLANNED EXPERIMENTS

These optional rules are meant for players who are already familiar with the Doomsday module, and prefer planning their Experiment Actions ahead.

- Place the Level 2 Experiment stack face up next to the Doomsday board (instead of face down). The top Level 2 Experiment card will always be visible for everyone.
- Whenever a player claims an Experiment card, immediately replace it with the top Level 2 Experiment from the stack, until the Experiment stack runs out.
- During the Preparation phase, do not place any Level 2 Experiment cards under the Timeline.

1-PLAYER MODE: THE CHRONOBOT

CHANGES IN SETUP

The Chronobot is a solo play variant for Anachrony, playable with the base game only.

Set up a 2-player game, with the Chronobot as one of the players. The following modifications apply to the setup:

1. The Chronobot receives its 6 Exosuits and 8 Warp tiles. It doesn't receive any Starting Assets (nor Workers).
2. Leave all Endgame Condition cards in the box.
3. Place the Chronobot board next to the Main board, and place the 6 Chronobot tokens on the 6 marked positions.
4. The Chronobot is the First Player in the first Era. Place its Banner on the First Player spot. The player receives 1 additional Water (as normal for the second player).
5. The player may still choose to use either the "A" or the "B" side of his Player board.

2 PARADOX PHASE

The Chronobot rolls for Paradoxes last. If the Chronobot gains an Anomaly, remove any one Warp tile from the Timeline tile where the Chronobot has the most Warp tiles (oldest if tied). If it would gain an Anomaly when it already has 3 Anomalies, it does not receive another one nor remove a Warp tile.

3 POWER UP PHASE

In pre-Impact Eras, the Chronobot always powers up 6 Exosuits, while in post-Impact Eras, it powers up 4. The Chronobot neither gains nor spends Energy Cores. Powered up Exosuit markers are piled on top of each other on the upper right Hex-shaped slot.

4 WARP PHASE

Warping occurs in player order. The player chooses 0-2 Warp tiles to place as normal. For the Chronobot's Warp, the player rolls the Paradox die. Place random Warp tiles for the Chronobot equal to the rolled number of Paradoxes. The Chronobot does not gain anything for its Warp tiles.

5 ACTION ROUNDS PHASE

On the Chronobot's turn, roll the Chronobot die. **Perform the Action shown above or below the token with that number, then advance the token to the next position.** If there are three tokens on the same position, advance the highest numbered one to the next position. If the Chronobot does nothing, still advance the token and take 2 Water and 1 Victory Point instead.



General rules of the Chronobot's Actions:

- The Chronobot **doesn't use Workers** to take Main board Actions, only empty Exosuits.
- **It never pays costs of Actions** and ignores everything printed on the Action spaces and Collapsing Capital tiles. It always picks the topmost available space on Capital Actions.
- If there are no available spaces on a Capital Action the Chronobot rolled, **it places on World Council instead**, always taking the First Player space if possible.
- **If an Action cannot be taken, it receives 2 Water and 1 Victory Point instead**.



Construct



Each of the Chronobot's Construct Actions is for a specific building type (or Superproject). When using the Construct Action, the Chronobot always picks the building with the higher Victory Point value. If tied, it takes the one in the secondary stack. If it already has 3 buildings of the rolled type, it takes nothing (but it still places an Exosuit to block a Construct space, and takes the 2 Water and 1 Victory Point as usual).



When Constructing a Superproject, the Chronobot takes the one with the highest Victory Point value (oldest if tied). If "Construct Superproject" is rolled before the Impact, it receives 1 Victory Point instead, and places no Exosuit. If "Construct Superproject" is rolled and the Chronobot already has 2 Superprojects, it does nothing (but it still places an Exosuit to block a Construct space, and takes the 2 Water and 1 Victory Point as usual).



Recruit

When taking the Recruit action, the Chronobot takes a Worker type it does not have yet, following the priority order below. It does not receive its respective Recruit bonus. If this worker type is unavailable, it takes an available type, following the priority order.



Genius > Administrator > Engineer > Scientist

Once it has at least one of all 4 Worker types, it discards one of each and gains 5 Victory Points.

Example 1:



Example 2:





Research

When using the Research Action, only roll the shape die and take any Breakthrough of the rolled shape.



Mine Resources

When taking the Mining action, the Chronobot always takes Resources it does not have yet, following the priority order below. If this Resource is not available, it takes an available Resource, following the priority order.



Neutronium > Uranium > Gold > Titanium

Once it has at least one of all 4 Resource types, it discards one of each and gains 5 Victory Points.

Example 1:



Example 2:





Time Travel

Each time "Time Travel" is rolled by the Chronobot, remove any one Warp tile from the past Timeline tile where the Chronobot has the most Warp tiles (oldest if tied), and advance one step on the Time Travel track. The Chronobot does not place any Exosuits on a Time Travel roll.



Supply/Recruit

If "Supply/Recruit" is rolled, the Chronobot pays Water according to its position on the Morale track, then advances on the Morale track. If it doesn't have enough Water, it takes a Recruit Action instead.



Remove Anomaly

If "Remove Anomaly" is rolled, no Exosuit is placed, and the Chronobot discards 2 Water and 2 cubes of the one Resource it has most of; if tied, the order of priority is Titanium > Gold > Uranium > Neutronium. A Neutronium cube counts as 2 cubes when calculating priority and discarding. Then it removes 1 Anomaly. If it doesn't have an Anomaly or enough Water and/or Resources, it takes 2 Water and 1 Victory Point instead.



Evacuation

The Chronobot never takes the Evacuation Action.

End of the Round

Once the Chronobot has run out of Exosuits, it takes a Time Travel Action on its next turn if able, then passes. If the player passes first, the Action Rounds phase ends immediately, even if the Chronobot has not yet run out of Exosuits.

EXCEPTION: The Chronobot always takes at least 3 actions, so if the player passes as one of their first 3 actions, the Chronobot will still take 3 actions before ending the Action Rounds phase

6 CLEAN UP PHASE

Retrieve the Chronobot's Exosuits along with the player's. After the Impact, flip Collapsing Capital tiles normally.

END OF GAME

At the end of the game, no Endgame Conditions are scored. The Chronobot doesn't lose Victory Points for its Warp tiles remaining on the Timeline. It scores the usual 1 Victory Point per Breakthrough at the end of the game, plus 2 additional Victory Points for each complete shape set.

NOTE: Optional Chronobot Difficulties

Beginner: Play with the standard Chronobot rules, but whenever the Chronobot does nothing, it only gains 2 Water instead of 2 Water and 1 Victory Point.

Normal: Play with the standard Chronobot rules.

Expert: Play with the standard Chronobot rules, but do not use your Leader Ability.



OPTIONAL RULES

GAMEPLAY VARIANT — ALTERNATE TIMELINE

With the Alternate Timeline gameplay variant, players can add another strategic twist to the Warp phase.



After setting up the Timeline, turn each Timeline tile to its alternate (crimson-colored) side. Certain Warp slots on this side have bonuses or penalties associated with them.

When playing with the Alternate Timeline, **players have to follow the standard player order** (clockwise, starting from the First Player) when revealing and placing their hidden Warp tiles. When it's a player's turn to reveal and place his Warp tiles, he must **place them on the first available empty slot(s) in the order pointed out by the arrows.** If he chooses to place two Warp tiles at once, he may choose the order in which he places them. If a Warp tile is placed on a slot with a bonus or penalty symbol, **the player immediately receives that bonus or penalty.**

The following bonuses can appear on the Alternate Timeline tiles:

Inspiring Message: Gain 1 Morale

Glorious Future: Gain 1 Victory Point

Parallel Timeline: Receive an additional one of the asset on the Warp tile placed here.

Stable Time Rift: Remove 1 Paradox

The following penalties can appear on the Alternate Timeline tiles:

Grim Message: Lose 1 Morale

Collapsing Time Rift: Gain 1 Paradox

NOTE: When returning a Warp tile on a Parallel Timeline slot via Time Travel later, the player still only has to pay one of the respective asset (even though he received two when he placed the Warp tile).

GAMEPLAY VARIANT — STARTING ASSET DRAFT

By using the Starting Asset Draft, players can add more variety to the starting assets of their Path each game.

During the Setup, **instead of giving each player the Starting Assets** depicted on their Path board, give each player:

- 2 Scientists (Active)
- 1 Engineer (Active)
- 2 Energy Cores
- 2 Water



Then, deal the following number of Starting Asset cards to each player:

- 8 in a 2-player game
- 5 in a 3-player game
- 4 in a 4-player game



After this, each player chooses one card in their hand, places it face down in front of them, and passes the remaining cards to the player to their right. Repeat this process **until each player has chosen four cards.** Return the remaining cards to the box (8 in a 2-player game and 3 in a 3-player game). All players receive the assets printed on their four chosen cards.

Finally, each player adds up the numbers on the bottom of their selected cards. **The player with the lowest sum will be the First Player** in the first Era. If there is a tie, the player with the lowest-numbered card will be the First Player.

GAMEPLAY VARIANT — ENDGAME CONDITION DRAFT

With the Endgame Condition Draft, players have more control over what will be worth additional Victory Points at the end of the game.

Instead of selecting 5 Endgame Condition cards randomly:

- Deal 4 to each player in a 2-player game, then each player simultaneously picks two of the four, and reveals them.
- Deal 2 to each player in a 3 and 4-player game, then each player simultaneously picks one of the two, and reveals it.

Finally, **from the undealt cards, choose one** (two in a 3-player game), and add it to the previously picked cards. Players will now have 5 Endgame Condition cards to play with.

APPENDIX

BUILDING DETAILS

At the end of the game, each building is worth a number of Victory Points printed in the bottom left corner of the tile.

Abbreviations:

W - Water
U - Uranium
G - Gold
T - Titanium
N - Neutronium
VP - Victory Point
x - Any amount

Power Plants:

101: Any Worker: Set Focus to the previous Timeline tile.

102-103: Any Worker: Set Focus to a Timeline tile up to 2 Eras before the current Era's tile.

104: Scientist: Set Focus to a Timeline tile up to 2 Eras before the current Era's tile.

105-106: Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era's tile.

107: Any Worker, spend 1 U: Set Focus to a Timeline tile up to 3 Eras before the current Era's tile. Receive 1 VP.

108: Scientist (kept Motivated): Set Focus to a Timeline tile up to 2 Eras before the current Era's tile.

109: Scientist, spend 1 N: Set Focus to a Timeline tile up to 3 Eras before the current Era's Tile. Receive 2 VPs.

110: Any Worker, spend 1 W: Set Focus to a Timeline tile up to 4 Eras before the current Era's tile.

111: Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era's tile. When you construct this building, you may immediately return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).

112: Any Worker, spend x W: Set Focus to a Timeline tile up to x Eras before the current Era's tile. Receive 1 VP. Labs #401 and #402 decrease the amount of W you have to pay, to a minimum of 1.

113: Any Worker, spend x T/U/G: Set Focus to a Timeline tile x Eras before the current Era's tile. Receive x VPs. You may use Labs #401 and #402 to set Focus further back than x, but you still only receive x VPs.

114: Scientist, spend 1 W: Set Focus to a Timeline tile up to 3 Eras before the current Era's tile, then repeat this process.

115: Any Worker, spend 1 G : Set Focus to a Timeline tile up to 3 Eras before the current Era's tile. Receive 1 VP.

Factories:

201: Any Worker (kept Motivated): Receive 2 T.

202: Any Worker, spend 1 W: Receive 3 T.

203: Any Worker (kept Motivated), spend 1 W: Receive 1 T/U/G.

204: Any Worker (kept Motivated): Receive 1 G.

205: Any Worker, spend 1 W: Receive 2 G.

206: Any Worker (kept Motivated): Receive 1 U.

207: Any Worker, spend 1 W: Receive 2 U.

208: Any Worker, spend 1 G + 1 W: Receive 1 N + 1 VP.

209: Any Worker, spend 1 U + 1 W: Receive 1 N + 1 VP.

210: Engineer, spend 3 W: Receive 3 T/U/G or 1 N.

211: Engineer (kept Motivated), spend 1 T: Receive 1 Energy Core.

212: Engineer: Receive 1 Energy Core.

213: Engineer, spend 2 T/U/G: Receive 2 Energy Cores.

214: Engineer, spend 3 W: Receive 2 Energy Cores.

215: Free Action: Exchange 1 W for 1 T/U/G.

Life Supports:

301-302: Free Action: Receive 1 W. When you construct this building, immediately receive 3 W.

303-304: Free Action: Receive 2 W.

305-306: Any Worker (kept Motivated): Receive 3 W.

307-308: Administrator: Receive 5 W.

309: Any Worker, spend 1 N: Receive 8 W.

310: Any Worker (dies when retrieved): Receive 7 W

311-312: Passive: The Supply Action's W cost is halved, rounded up.

313: Any Worker (kept Motivated), spend 1 U: Receive 6 W + 1 VP.

314: Any Worker (kept Motivated), spend 1 G: Receive 6 W + 1 VP.

315: When you Construct this building, immediately receive 8 W.

Labs:

401: Passive: The range of your Power Plants is increased by 1.

402: Passive: The range of your Power Plants is increased by 2.

403: Any Worker (kept Motivated), spend 1 Energy Core: Receive 1 powered-up Exosuit.

404: Scientist: Return 1 Paradox from your Player board to the supply.

405: Passive: You can receive 1 additional Paradox before you receive an Anomaly.

406: Passive: Your Anomalies are worth 2 additional VPs each (reducing their total VP penalty).

407: Scientist: Return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).

408: Any Worker (Administrator is kept Motivated): Move all your Workers from your Tired column to your Active column.

409: Administrator (kept Motivated), spend 2 W: Receive a Scientist or an Engineer (Active).

410: Administrator (kept Motivated), spend 2 W: Receive a Genius (Active).

411: Passive: When taking the Research Action, you may pay 1 W to set 1 additional die to the face of your choice instead of rolling it.

412: Any Worker, spend 1 T/U/G: Receive 2 VPs.

413: Any Worker: Receive 1 W and 1 VP.

414: Free Action: Receive 2 VP and a Paradox.

415: Scientist (dies when retrieved): Receive 2 W and 2 VPs.

SUPERPROJECT DETAILS



Each Superproject has an **Asset and a Breakthrough** cost, printed on the right side of the tile. Worker costs can be paid with either Tired or Active Workers.

At the end of the game, each Superproject is worth a number of Victory Points indicated in the upper left corner of the tile.

Anti-Gravity Field: Passive: Reduce the total cost of each of your Construct Actions by an additional T, U or G (of your choice).

Archive of the Eras: Passive: Every step on the Time Travel track is worth +1 VP at the end of the game.

Cloning Vat: Any Worker: Receive one Worker of the same Worker type in the Tired column.

Continuum Stabilizer: Immediately when built: Return up to three of your Warp tiles from up to three Timeline tiles to your supply. Do not advance on the Time Travel track.

Dark Matter Converter: Free Action, lose 1 Worker: Gain 1 Genius, 1 Neutronium or 1 Energy Core.

Exocrawler: Free Action: You may place one of your Workers in a powered-up Exosuit on a Hex space or Hex Pool space on the Main board, and take an Action there.

> **NOTE:** With the Exocrawler, you can essentially take 2 Actions in the same round, with at least one of them being a Main board Action.

Grand Reservoir: Passive: The total W cost of your Action is reduced by 1 in each of your Action Rounds.

> **NOTE:** This ability doesn't work with Trade with Nomads and abilities outside of the Action Rounds.

Neutronium Research Center: Immediately when built: You may take two standard Research Actions.

Outback Conditioner: Any Worker, spend 2 W: You may take a standard Recruit, Research or Construct Action.

> **NOTE:** The Worker restrictions and bonuses of the respective Action still apply. For example, you still receive a 1 T discount when choosing to Construct with an Engineer, and you cannot choose to Research with an Administrator.

Particle Collider: Free Action: Exchange any 2 T/U/G for 1 N or 1 N for any 2 T/U/G.

Quantum Chameleon: Genius: Choose and take a Worker Action of any Superproject or building built by any player. The cost of the Action must be paid accordingly, and retrieve rules of the chosen Action apply to your Worker as well.

Rescue Pods: Passive: Your base Evacuation Condition is considered to be completed, regardless of its progress.

> **NOTE:** After constructing Rescue Pods, you are eligible to take the Evacuation Action. When you do, you also score points for the base Evacuation condition as though you had completed it.

Synthetic Endorphins: Passive: You do not score negative VPs for low Morale at the end of the game. You do not lose Workers when you use the Force Workers Action on the lowest spot of the Morale track.

Tectonic Drill: Passive: When you take the Mine Resource Action, you may take an additional T, U or G from the supply.

Temporal Tourism: Free Action: Set Focus to a Timeline tile up to 3 Eras before the current Era's tile.

The Ultimate Plan: Passive: Every Superproject you built (including The Ultimate Plan) is worth +3 VPs at the end of the game.

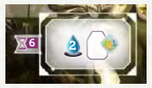
Uranium Cores: Free Action: Receive a powered-up Exosuit.

Welfare Society: Administrator, spend 1 W: Move 1 step up on the Morale track.

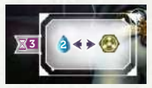
LEADER ABILITIES



Patriarch Haulani: *Inspiring Charisma (Free Action)*: He may place one of his active Workers on a Worker slot on his Player board, and take an Action there.



Matriarch Zaida: *Saving Grace:* During the Retrieve Workers phase, she may pay 2 W to recruit a Worker of her choice remaining in the Recruit pool. She does not receive the Recruit bonus associated with that Worker.



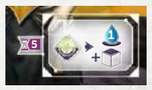
Captain Wolfe: *Hydrocores:* During the Power up phase, he may exchange 1 Energy Core for 2 Water, or 2 Water for 1 Energy Core any number of times.



Treasure Hunter Samira: *Treasure Hunt:* During the Clean Up phase, she may take 1 non-Neutronium Resource left in the Mine pool, then choose to pay 2 Water and receive another one.



Patron Valerian: *Exosuit AI (Free Action):* When he places a powered-up Exosuit during this Action round, he may do so without placing a Worker in it. When taking an Action, treat this Exosuit as though a Scientist was placed in it.



Librarian Cornella: *Focused Research:* When taking the Research Action, she may pay 1 Water to set 1 additional die to the face of her choice instead of rolling it.



Shepherd Caratacus: *Meddle with Time (Free Action):* Choose one: receive 2 Water and a Paradox, OR pay 2 Water and return 1 Paradox from your Player board to the supply.



High Sunwalker Amena: *Hardened Exosuits:* When resolving the Impact, do not cover any of her Exosuit slots with Hex Unavailable tiles.

ENDGAME CONDITION CARDS



The player(s) with the **most Workers** at the end of the game receive(s) 3 VPs.



The player(s) with the **most Water** at the end of the game receive(s) 3 VPs.



The player(s) with the **most Breakthroughs** at the end of the game receive(s) 3 VPs.



The player(s) with the **most occupied building spots** at the end of the game receive(s) 3 VPs. This includes Anomalies and Superprojects.



The player(s) with his **Morale marker closest to the right end of the Morale track (i.e., highest Morale)** at the end of the game receive(s) 3 VPs.



The player(s) with the **highest sum of Time Travel ranges** at the end of the game receive(s) 3 VPs.

> **NOTE:** Lab #401 and Power Plants #112 and #113 count as 1 towards this sum. Lab #402 counts as 2, and the Temporal Tourism Superproject counts as 3.



The player(s) with the **most Superprojects** at the end of the game receive(s) 3 VPs.



The player(s) with the **most successful Time Travels** at the end of the game receive(s) 3 VPs.



The player(s) with the **most completed Experiments** at the end of the game receive(s) 3 VPs. This card is only used when playing with the Doomsday module.

COLLAPSING CAPITAL TILES

Collapsing Capital tile bonuses always apply **in addition to** the respective standard Action.

Construct



Reduce the total cost of this Construct Action by one additional T, U or G (of your choice).



Reduce the total cost of this Construct Action by one additional N.



If you Construct a building (not Superproject) with this Action on the first/second/third building spot of its respective row, you receive 1/2/3 VPs.



If you Construct a Superproject (not building) with this Action, you receive an additional 2 VPs.



You may take an additional Construct Action.

Recruit



You receive the Recruit bonus associated with your recruited Worker one additional time. If you recruit a Genius, you may choose a different bonus for the second time.



You receive a powered-up Exosuit in addition to the recruited Worker.



Gain 1 Morale in addition to the recruited Worker.



After recruiting the Worker, move all your Workers from the Tired column to the Active column.



You may take an additional Recruit Action.

Research



You may set an additional die to the face of your choice when taking this Research Action.



You receive 2 VPs in addition to this Research Action.



After taking this Research Action, you may take an additional Construct Action. You may only construct a Superproject with this Action. If you take it with a Genius, you may treat it as an Engineer for the Construct Action.



You may return up to 2 Paradoxes from your Player board to the supply in addition to this Research Action.



You may take an additional Research Action.

EVACUATION CONDITIONS

Each Path has two different Evacuation conditions, and each condition consists of two parts:

- The **base condition** describes what assets the player needs to have in order to take the Eavcuation Action, and how many VPs it is worth in itself (regardless of the additional reward).
- The **additional reward** part addresses specific assets and a related Victory Point ratio. The player gets additional VPs based on the amount of that asset held by the player when the Evacuation Action is taken in addition to the base condition's VP value.

PATH OF HARMONY

Welfare and Prosperity



Base condition: Have 3 Life Supports in order to Evacuate (2 VPs).

Additional reward: Your Evacuation Action is worth 3 additional VPs for each Genius + Gold pair you have when you Evacuate. Tired and busy Geniuses also count.

Nature's Resurgence



Base condition: Have at least 6 occupied Building spots in order to Evacuate (2 VPs).

Additional reward: Your Evacuation Action is worth 3 additional VPs for each Building + Administrator pair you have when you Evacuate. Tired and busy Administrators also count.

PATH OF DOMINANCE

Industrial Revolution



Base condition: Have 3 Factories in order to Evacuate (5 VPs).

Additional reward: Your Evacuation Action is worth 2 additional VPs for each Engineer + Titanium pair you have when you Evacuate. Tired and busy Engineers also count.

The Power of Unity



Base condition: Have maximum Morale in order to Evacuate (3 VPs).

Additional reward: Your Evacuation Action is worth 1 additional VP for each Worker you have when you Evacuate. Tired and busy Workers also count.

PATH OF PROGRESS

Technological Superiority



Base condition: Have 3 Labs in order to Evacuate (5 VPs).

Additional reward: Your Evacuation Action is worth 2 additional VPs for each Scientist + Breakthrough pair you have when you Evacuate. Tired and busy Scientists also count.

The Apex of Humanity



Base condition: Have at least 8 Water in order to Evacuate (3 VPs).

Additional reward: Your Evacuation Action is worth 4 additional VPs for each Superproject you have when you Evacuate.

PATH OF SALVATION

Overwhelming Power



Base condition: Have 3 Power Plants in order to Evacuate (3 VPs).

Additional reward: Your Evacuation Action is worth 3 additional VPs for each Neutronium you have when you Evacuate.

Masters of Time



Base condition: Have at least 2 Anomalies in order to Evacuate (6 VPs).

Additional reward: Your Evacuation Action is worth 2 additional VPs for each unused Warp tile + Uranium pair you have when you Evacuate (unused Warp tiles are the ones that are not on the Timeline).

EXPERIMENT CARDS

Experiment cards are only used when playing with the Doomsday module. They can be claimed with the Experiment Action for VPs when they are in Focus. Each Experiment has a condition that needs to be fulfilled and a cost that has to be paid in order to claim it.



LEVEL 1 EXPERIMENTS (worth 2 VPs each):

AI Research

Condition: Have a Breakthrough with the Technology icon.

Cost: Spend 1 T/U/G.

Examine Temporal Distortion

Condition: Have a Breakthrough with the Time Travel icon.

Cost: Spend 1 T/U/G.

Hydro Plant Upgrades

Condition: Have a Power Plant and a Life Support.

Cost: Spend 2 W.

Interstellar Missile System

Condition: Have a Breakthrough with the Warfare icon.

Cost: Spend 1 T/U/G.

Life Support Improvements

Condition: Have a Breakthrough with the Society icon.

Cost: Spend 1 T/U/G.

Quantum Mechanics

Condition: Have a Lab and a Factory.

Cost: Spend 2 W.

Resistant Genotype

Condition: Have a Breakthrough with the Genetics icon.

Cost: Spend 1 T/U/G.

Reverse Water-Gas Shift

Condition: Have a Lab and a Life Support.

Cost: Spend 2 W.

Technological Singularity

Condition: Have a Power Plant and a Factory.

Cost: Spend 2 W.

Timeline Protection Doctrine

Condition: Have at least 6 unused Warp tiles.

Cost: Gain a Paradox.



LEVEL 2 EXPERIMENTS (worth 3 VPs each**):**

Alien Studies

Condition: Have at least 3 Breakthroughs (any).

Cost: Spend 1 Breakthrough (any).

Augmented Time Rifts

Condition: Have at least 8 VPs from the Time Travel track (i.e., at least 4 successful Time Travels).

Cost: Spend 1 U and 2 W.

Austerity Measures

Condition: Have non-negative Morale.

Cost: Lose 1 Morale.

Caste System

Condition: Have at least 1 Scientist, 1 Engineer, 1 Administrator and 1 Genius. Further Geniuses do not count as one of the other three types.

Cost: Lose 1 Worker (any), spend 2 W.

Colony Coordination Protocol

Condition: Have at least 5 Buildings.

Cost: Lose an Administrator (can be Tired).

Fortunate Accident

Condition: Have a Superproject.

Cost: Lose 1 Genius (can be Tired).

Hive Mind

Condition: Have at least 8 Workers.

Cost: Spend 1 G and 2 W.

Irrigation Systems

Condition: Have at least 10 W.

Cost: Spend 4 W.

Outback Mapping

Condition: Have at least 3 powered-up Exosuits (on your Player board).

Cost: Spend 1 Energy Core.

Pocket Universe

Condition: Have an Anomaly.

Cost: Gain 2 Paradoxes.

ASYMMETRIC PLAYER BOARDS — "B" SIDE

While the "A" side of each Player board is identical, their "B" side is slightly different for each Path to better reflect their strengths and weaknesses. Before the player setup, players can agree to use either only the "A", or only the "B" sides of their Player boards.

Below is a list of differences of the "B" side of each Player board compared to its "A" side.

PATH OF HARMONY

Exosuit Hex Slots: On two of the three bottom slots, you may pay 3 Water instead of an Energy Core to power up an Exosuit. At the end of the Power Up phase, you receive 2 Water for each remaining empty Hex slot. After the Impact, the middle bottom slot is also destroyed.

Morale & Supply: You start 1 step lower on the Morale track. Your Morale track ranges from -4 VP to 8 VP. When you take the Supply Action and have maximum Morale, you receive 3 VPs instead of 2.

Building Costs: The first Factory and Life Support spots cost 1 additional W each.

Other: Whenever you would gain an Anomaly, you may choose to lose one of your buildings instead. Return it to the bottom of its respective primary stack. If there was a Worker on that building, set that Worker aside and place it in the Tired column at the end of the round.

PATH OF DOMINANCE

Exosuit Hex Slots: At the end of the Power Up phase, you do not receive Water for your remaining empty Hex slots.

Morale & Supply: Supply is a Free Action and costs 4/4/4/4/5/5/5 Water respectively. The lowest three steps on the Morale track are worth -3/-2/-1 VPs respectively.

Building Costs: The second Power Plant spot and the third Factory spot cost 1 less G each. The second Life Support spot cost 1 less U.

Other: The last three steps on the Time Travel track are worth 12 VPs each. You may build Superprojects on any two adjacent empty building spots on your Player board.

PATH OF PROGRESS

Exosuit Hex Slots: On the three bottom slots, you may pay 1 T/U/G instead of an Energy Core to power up an Exosuit.

Morale & Supply: The final three steps on the Morale track are worth 3/5/7 VPs each, but the Supply Action on these steps cost 7/8/8 W respectively. An Administrator taking the Supply Action is not kept Motivated.

Building Costs: The first Power Plant spot costs 1 additional G. The first Life Support spot costs 1 additional U.

Other: When you use Scientists to take Worker Actions on your Power Plants, Factories and Labs, they are kept Motivated. You need one additional Paradox to gain an Anomaly. The first three steps on the Time Travel track are worth 1/2/4 VPs each.

PATH OF SALVATION

Exosuit Hex Slots: You have to pay 1 T/U/G to power up an Exosuit on the two left slots. You have to pay 1 Energy Core to power up an Exosuit on the two right slots. Powering up Exosuits on the two middle slots is free.

Morale & Supply: You start 1 step higher on the Morale track. Your Morale track ranges from -8 VP to 4 VP.

Building Costs: The second Power Plant spot costs 1 less G. The third Lab costs 1 N, 2 T and 2 W.

Other: The last four steps on the Time Travel track are worth 12/14/16/20 VPs each. You may place Anomalies on any empty building spot on your Player board.



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THANK YOU!

THERE IS MORE TO ANACHRONY!

Visit **mindclashgames.com** and take your game to the next level with the Exosuit Commander pack. This expansion contains 30 highly detailed, super-sized Exosuit miniatures, and two whole new gameplay modules for Anachrony.



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Not suitable for children under 36 months due to small parts. Components may vary from those shown.

This product is not a toy. Not intended for use of persons 15 years of age or younger.

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ICONS EXPLAINED

Workers

- Scientist
- Administrator
- Engineer
- Genius
- Worker (any)
- Active Worker
- Tired Worker
- Lose a Worker
- Worker remains Motivated when retrieved
- Worker dies when retrieved

Resources

- Titanium
- Gold
- Uranium
- Neutronium
- Titanium, Gold or Uranium
- Water
- Energy Core

Buildings

- Power Plant
- Factory
- Life Support
- Lab
- Any building
- Superproject

Actions

- Mine Resource
- Construct
- Recruit
- Research
- Purify Water
- Trade with Nomads
- Experiment
- World Council
- Supply/Force Workers
- Evacuation

- Paradox
- Anomaly
- Breakthrough
- Victory Point
- Set Die
- Roll Die
- Impact (indicates effects after Impact)
- Advance the Time travel marker
- Gain Morale
- Lose Morale
- One-time effect
- First player
- Attention
- Any

- Spend/Lose
- Exosuit
- Retrieve Warp tile (with setting Focus)
- Retrieve Warp tile (without setting Focus)
- Set Focus
- Game Phase number
- Endgame Condition
- Chronobot
- The Doomsday module
- Recruit bonus
- Hex Unavailable
- Building Spots
- Player (in four colors)
- All players
- Condition
- Not available
- Exchange
- Exosuit only

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