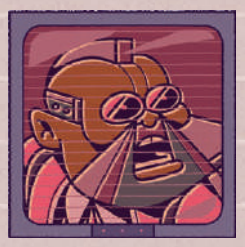


Agency's Rules of Procedure



"Welcome to this group reading of the Rules and procedures for new Time Agents. My name is Mario Von Time, a.k.a Mr Time, and I will be your D.I (Designated Instructor). You will find more details on the Agency and Dr Foo in your Operational Booklet, but here's the long and short of it:
The evil Dr Foo has built a terrrrible time machine to become master of the universe. At the helm of this immensely powerful machine, he travels in loops, from era to era, creating an army of duplicates of himself. But, most importantly of all, the instability and flaws in his Omniscience 2000 project are opening rifts in spacetime. And these breaches will soon destroy the universe...
Our Super-Magnetic-Auto-Cassette-Komputer (S.M.A.C.K.) has picked, out of our database, just a handful of the biggest, baddest temporal power houses, the numero uno quantico... You were either on this exclusive list, or just happened to be available... No pressure or anything, but... EVERYTHING DEPENDS ON YOU!"*

Goal of the game

Your shared goal is to defeat Dr Foo. And here at the Agency, we cooperate: either you win together, or Dr Foo will have ruined the Universe too much for it to make sense to wonder who lost the least. Each turn, Dr Foo time-travels, generating new Duplicates and Rifts throughout Spacetime. When an Era contains too many Rifts, it turns into a Vortex... Too many Vortexes and the universe is destroyed, which means you lose (obviously). Use your powerful artifacts wisely and stop Dr Foo's Machine before it is too late!

Components

- 1 Spacetime board
- 1 HQ board
- 1 Dr Foo's 3D Machine
- 5 wooden Agent pawns
- 100 cards (x79 Artifact, x7 Foo, x14 Ultramachina)
- 65 plastic cubes (x30 red, x30 green, x5 blue)
- 10 Sabotage tiles
- 3 Vortex tiles
- 8 big tiles (x5 Agent, x1 Player's Aid, x2 Game mode)
- 38 tokens (x28 Duplicate, x7 Supa Duplicate, x3 Centrifuge)
- 1 bag
- 1 Operational Booklet
- 1 Solo Mode leaflet
- This rules booklet

**Most of our Senior Agents threw in the towel, and the ones who stayed are all demanding raises... Imagine what that would do to our payroll costs... I shudder to even think of it...*

Setup

Follow this loop before moving to page 4 to finish game setup.



"Behold this model of the vitroceramic induction hob technology developed by Dr Foo to travel through time. Looks like HE didn't skip those advanced mad-science classes..."

1 ▸ Spacetime board

Place it in the middle of the table. It shows how easily Dr Foo's Machine connects the 7 Great Eras of Spacetime: Dawn of Time, Medieval, Renaissance, Industry, Globalization, Age of Robots, End of Times.

2 ▸ Dr Foo's Machine



Once and for all, assemble the 3 parts of Dr Foo's Machine, as shown, then wedge its base into the circular hole in the center of the gameboard. How it is oriented does not matter for now.

"Isn't model building fun?"

13 ▸ 1 Player's Aid tile



14 ▸ Various components for the different game modes

1 Operational Booklet,
5 blue Perpetual Energy cubes,
7 Supa Duplicate tokens,
3 Centrifuge tokens,
14 Ultramachina cards.



12 ▸ 28 Duplicate tokens and 1 bag



Place these Dr Foo Duplicates into the bag. They will get drawn out of this bag to assist Dr Foo in his senseless master plan.



Generation side:
This is where the Duplicate must be put into play.



Destruction side: This is the face-up side of the Duplicate, showing the Era to which it must be returned to destroy it.

11 ▸ 5 Agent tiles, 5 Agent pawns and 30 starting cards



Each player selects an Agent to play and takes their tile, their pawn and their 6 starting cards (which show their Agent icon) from among the set aside Artifact cards. Each player places their pawn onto the board, on the Era indicated on their Agent tile. Put the components related to all unused Agents back into the box.



3 ▸ 10 Sabotage tiles

These are the Machine pieces you must damage to prevent Dr Foo from winning. Each tile includes a Mission to fulfill in order to sabotage this piece of the Machine. Shuffle them together and place 7 of them, Machine side up, around the 7 Eras on the gameboard. Place the remaining tiles back into the box without looking at them. They will not be used.

Sabotage tile on its Mission side



4 ▸ 30 Rift cubes (red)

Form a pool next to the board with all of the red cubes. These are the spacetime Rifts that Dr Foo's Machine creates. Each Era has 3 spaces where these cubes can be placed. Rifts damage an Era and eventually turn it into a Vortex. Which is...bad.

5 ▸ 30 Energy cubes (green)

Form a pool next to the board with all of the green cubes. Energy is a Time Agent's main resource. Throughout a game, you can add them onto the Eras, and spend them (=put them back into the pool) from where your Agent is located.



6 ▸ HQ board

Our Headquarters, where we track our operations. Place it away from the Spacetime board.





1st, 2nd and 3rd Cycles

7 ▸ 2 Screen / Game Mode tiles

These tiles provide a summary of your game mode. Place the screen corresponding to your game mode onto the HQ board.



8 ▸ 3 Vortex tiles

A Temporal Agent's worst nightmare... Place them to the right of the HQ board. Unless otherwise specified, use the Vortex side. We will tell you all about Mega Vortexes in the Operational Booklet.

Mega Vortex side



9 ▸ 7 Foo cards

Each of these cards indicates one of the 7 game Eras. There are 3 Cycle spaces at the bottom of the HQ board. Shuffle the 7 Foo cards into a facedown pile, then place this pile onto the leftmost Cycle space.

"A rudimentary but reliable technology for tracking Dr Foo and anticipating his moves."

10 ▸ 79 Artifact cards

The powerful temporal objects used to fight Dr Foo. Put aside the 30 starting cards (with an Agent icon on their bottom-left). Shuffle the 49 remaining cards into a pile and place them face down onto HQ board's top left space. In our special Agency jargon, we call this pile the Huge Deck.

Finishing Setup

Reveal 2 Foo cards and place them onto the HQ board. On the two Eras shown on these cards, place 1 Rift cube onto one of the Rift spaces, then reveal the Mission on the Sabotage tile. Next, reshuffle the two Foo cards into their draw pile. Place 1 Energy cube onto each of the five other Eras.

Revealed Missions

Throughout the game, there are always two revealed Missions among the Sabotage tiles. **Whenever** there are fewer than two, **immediately** reveal the Mission for Dr Foo's Era. If this is not possible (because this Mission was already revealed or there is no Sabotage tile there), then reveal the one on the next Era, and so on, until there are 2 revealed Missions again.

Depending on the number of players, generate Duplicates (On the Era that their Generation side indicates) and reveal cards from the Huge Deck:

Players	1	2	3	4
Duplicates	7	7	5	4
Cards	2	2	3	4

Place the cards that you just revealed around the Spacetime board, just above their Original Eras (indicated on the bottom-left of the card).

Finally, each player shuffles their 6 starting cards face down in front of them to form their Draw pile. Each player then reveals the 3 first cards from their pile and places them face up next to it, to form their Hand.

Now, read the section related to your game mode in the Operational Booklet. Adjust setup as indicated, then randomly determine which player will go first.

You are ready to start the game.



"You have just received all of the instructions for setting up the S.A.B.O.T.A.G.E mode at the Employee of the Month difficulty level. The Agency strongly advises against new players getting too big for their britches with other modes or difficulty levels."

Anatomy of an Agent tile

Free move that you can perform when your batteries are full, by turning the tile to its side.

Your special ability. In addition to the ability itself, it indicates when and under which conditions you can use it during your turn. Using it is never mandatory.



This reminder of your Agent icon indicates whether you are on the Full batteries side, or on the Low batteries side.

Distribution of the Dimensions on your starting cards. This is important for choosing which new cards to add to your Deck.

Your name and starting Era.

Anatomy of an Artifact card

Artifact's Dimension. This is important for doing LOOP actions.

Types of Abilities: to get a rough idea of the effects of a card, at a glance.

Agent icon: it only appears on starting cards, to see which Agent these cards belong to.



Artifact's name.

Card's Ability: what precisely it does when you use it.

Original Era: this is where the card is made available when it comes into play. This is also important for some abilities.

Elementary Dimensions, , and the Black Hole Dimension

Each Artifact card has a Dimension. There are 3 different elementary Dimensions: *Spiral*, *Star* and *Stripe*. And a 4th *Black Hole* Dimension, which isn't like the others: you can't use the LOOP technique on these cards. We'll explain more on page 7, where we cover LOOPs.



"I hope that I don't have to explain to you that matter flows through dimensional channels that are sealed up tight like big sewer pipes... It's... Quantum! Look... a consulting firm worked very hard for 2 years to come up with these Dimension names. It might look easy at first glance, but it was actually quite expensive."



"During a time jump to 2008, we had an epiphany: our Agents would be much more effective in using their Artifacts if they drew inspiration from the never ending cycles of draw-play-discard-shuffle in certain card games."

How Agent decks work

Each Agent manages their own deck of cards to fight against Dr Foo.
Here are the main keywords and concepts of this system:

Your Deck

This is your very own Deck of Artifact cards. These cards are split between your Draw pile, your Hand and your Discard pile. Each Agent starts with a Deck made up of their 6 starting cards.

Hand

These are the cards, placed face up in front of you, that you can use to perform actions during your turn. Each card in your Hand is in one of two states: either Ready (normal reading orientation) or Exhausted (turned sideways). All cards you draw always arrive into your Hand Ready. This means that they are available to be used. When you use a card, turn it to indicate that it is Exhausted: it can no longer be used until it is made Ready again.

Note: Most of the time you will have 3 cards in Hand, but some abilities can cause you to have more at different points during the game.

Draw pile

Whenever an ability or game phase asks you to draw 1 card, reveal the first card from your Draw pile and place it face up with the other cards in your Hand.

Note: The term draw always refers to cards from a player's own Deck.

Discard pile

Whenever you have to discard one or more cards, place these cards face up onto your Discard pile. Discarded cards accumulate in this pile.

Note: The term discard always refers to cards from a player's own Deck.

Empty Draw pile

Whenever you can't draw because the Draw pile is empty, shuffle all the cards currently in your Discard pile into a new face down Draw pile, then proceed with the resolution of your draw action.



Game Flow

Starting with the first player, players take successive full game turns, one after the other, going clockwise, until either a victory or defeat condition is met.

On a player's turn

Your turn is broken down into 5 phases, played in the following order.

I. Foo Phase

Dr Foo does what he does best: cause trouble. This happens in two successive steps.

A) Generate Duplicates and make 1 card available

The number of Duplicates to be generated and Artifact cards to be made available evolves throughout the game. It is indicated on the HQ board, just above Dr Foo's draw pile.



In this early game situation, 1 Duplicate should be generated and 1 card should be made available.

● Generate Duplicates

Whenever you must generate a Duplicate, draw one Duplicate token out of the bag and place it onto the Era that its Generation side indicates. Make sure to place it with its Destruction side face-up. If there are not enough Duplicates available in the bag, simply ignore the ones that you are not able to generate.

● Make 1 card available

To make 1 card available, reveal the first Artifact card from the Huge Deck. Look at its Original Era and place it face-up close to the board, just above that Era. From now this card is available: players will have opportunities to add it to their Deck.

Note : The term *make available* always refers to cards that are in the Huge Deck.

B) Reveal and apply 1 new Foo card

Reveal one card from Dr Foo's draw pile and place it just below the HQ board, next to any Foo cards revealed on previous turns.

This card indicates which Era Dr Foo is moving to. Dr Foo is represented on the board by the front of his Machine, at the center of the Spacetime board. This side is purple, and is located in front of the middle foot. Rotate the Machine so that this side is facing the Era indicated on the Foo card that you just revealed.

This is where real trouble starts: you must now drop Rift cubes into the Machine. Take 2 from the pool, plus 1 additional for each Duplicate token on this Era. And… drop these Rifts into the Machine, through the opening on the top.



"Would you please stop clapping for Dr Foo! Do I really have to remind you that he is the bad guy here?"

Now, place these Rifts onto the Era where they landed, using the Rift spaces (on the edge that meets the Sabotage tiles).



Max just revealed this Foo card, which causes Dr Foo to move to the Industrial Era and activate his Machine there. He places the front of the Machine on the Industrial Era. As there is a Duplicate on this Era, Max takes 3 Rifts (the two base Rifts for Dr Foo, plus one for the Duplicates on this Era) from the pool and drops them into the Machine. 1 Rift lands on the Renaissance Era and 2 Rifts land on the Industrial Era. Max places these cubes onto these Eras' Rift spaces.



As long as there are enough free spaces on an Era to properly place all the new Rifts that land there, you are able to avoid the…

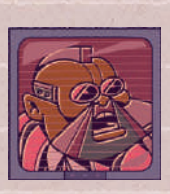
Vortex !



As soon as there are too many Rifts on an Era to place them (which happens from the 4th Rift onward), that Era gets turned into a Vortex. Take one of the Vortex tiles available to the right of the HQ board and place it above this Era, where Sabotage tiles are placed.
Speaking of which, if there is still a Sabotage tile on this Era, whether its Mission is revealed or not, it is time for tearful goodbyes: put it back into the box. Any cubes it had on it are put back into the pool.

Note: Do not forget to immediately check whether a new Mission should be revealed, as explained on page 4.

Put **all the Rift cubes currently on this Era** back into the pool, including the ones that just caused the Vortex. You do not have lost (yet), and this Era continues working normally as it did before. New Rifts can once again be placed here.



"However, as you'll soon come to understand, that slight burning smell clinging to this Era is still a problem..."

If there are Artifact cards available on this Era, destroy them. From now on, no new Artifacts can be placed here: as soon as a card from this Era is made available, it is destroyed.

Destroy 1 card

Whenever an Artifact card is destroyed, place it face up on top of the Destroyed Cards pile on the top right of the HQ board.
If an ability destroys several cards at the same time, place them in the order of your choice.

Note : The term destroy can refer either to cards in a player's own Deck, or to cards from the Huge Deck, depending on the context. What it refers to is always specified.

On his turn, Theo draws this Foo card, sending Dr Foo to the Globalization Era. As there are two Duplicates on this Era, he drops 4 Rifts from the pool into the Machine. 2 land on the Industrial Era and 2 come out on the Globalization Era.





While placing the Rifts on their spaces, Theo finds that there is not enough room to place the 2 Rifts that just came out onto the Industrial Era. That means he must place a Vortex tile onto that Era.
He then takes the Sabotage tile on the Era and puts it back into the box. He puts the 5 Rifts on this Era back into the pool. He also destroys the Matriochka card available here. He can then proceed to the Action phase.

II. Action phase

Once Dr Foo's Rifts have been dropped into the Machine and placed onto their Eras, and any potential Vortex resolved, you can let loose and perform your actions. For all of the actions performed during this phase, the position of your Agent pawn (which represents you on the board) is essential. Here are some important terms:

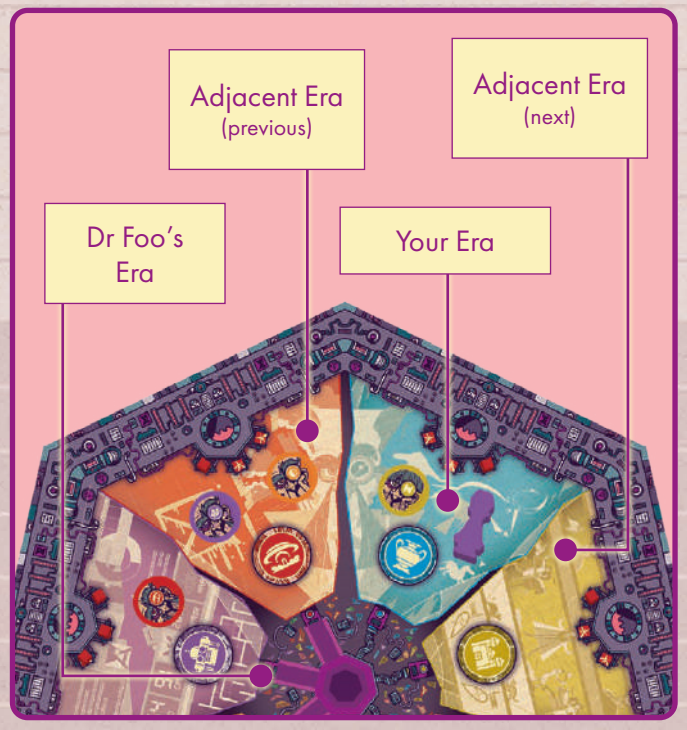
Your Era

The Era where your pawn is, on the Spacetime board.

Adjacent Era

The Spacetime board forms a loop, in which each Era has two Eras adjacent to it: the one that precedes it and the one that follows it in time (going clockwise).

Note: unless otherwise specified, the terms adjacent Era, previous Era, and next Era are always based on the position of your Agent pawn. By extension, an adjacent piece (Duplicate, Rift, etc.) refers to a piece located on an adjacent Era.





"Look how perfect this time loop is, with the End of Times flowing right into a new Dawn of Time! I'm just overwhelmed by the poetry of it all..."

Available Actions

There are 3 types of actions that you can perform, **as many times as you wish** and in **any order**, until you decide to stop. There is only one restriction: you must have **completely** resolved an action before beginning a new one.

● Moving

You can always spend 1 Energy on your Era to move to an adjacent Era. Put one of the Energy cubes currently on your Era back into the pool, then move your pawn to one of the two adjacent Eras. If there is no Energy on your Era, you cannot perform this action.

Free Move

Once per turn, your Agent tile provides you with a free move of one Era. Instead of spending 1 Energy cube, flip your Agent tile to its Low batteries side.

● Applying the ability of a card in your Hand

You can **exhaust a Ready card from your Hand** in order to apply its ability.
Each card is unique, with its own rules text, so be sure to read them carefully to ensure you are applying their abilities correctly. At the end of this booklet, you will find a detailed explanation of all keywords and terms needed to properly apply the ability of a given card. Here are the main types of abilities that you will encounter. There are icons on each card showing its type to give players a quick overview of what the available cards can be used for.

Energy
This type of ability helps you add Energy onto one or more Eras. Take the needed Energy cubes from the pool.

Rift
This type of ability helps you remove one or more Rifts. Put all Rift cubes that you remove from the indicated Eras back into the pool.

Duplicate
This type of ability helps you move one or more Duplicate tokens on the board. Dr Foo's Duplicates are tough, but they have a fatal weakness: look at the Era depicted on their Monocle. If you can bring the Duplicate back to that Era, it is immediately destroyed by a temporal paradox. Put this token back into the bag.



"Ah, paradoxes... When a Duplicate that you just sent back into the Great Beyond suddenly shows up again out of the bag, don't lose your cool. Just act natural, and everything will be ok."

Movement
This type of ability helps you move your Agent pawn and/or other Agent pawns.

Card
This type of ability has some sort of interaction with Artifact cards (draw, discard, destroy, make available, etc.)

How to resolve card abilities

When you use a card from your Hand, begin by exhausting it. Then, apply its ability **in the indicated order, applying as much of the ability as you are able to**. Being unable, or only partially able, to apply a given part of a card's ability does not prevent you from resolving the remaining text.

● Doing a LOOP

Foo may be quite powerful, but the Agency has developed a secret weapon that gives us a fighting chance: the LOOP, also known as a time loop.
This technique allows you to drain the Energy from your Era to ready your already Exhausted cards... and apply their abilities once again!

To do a LOOP, spend 1 Energy on your Era.
This allows you to immediately ready **all** cards in your Hand **that share a single Dimension**. You must choose one of the three Elementary Dimensions: , or . You can **never** choose the Black Hole Dimension.



"It's just basic quantum physics... this technique only works on one Dimension at a time, and never with Black Holes !"

In addition to requiring a high level of skill to execute, the LOOP technique is also very Energy-consuming: you can take several LOOP actions within a single game turn, but each LOOP requires you to spend **1 more Energy than the previous one**: your first LOOP in a turn costs 1 , the second costs 2 , the third costs 3 , and so on.

Agent special abilities and the Action phase

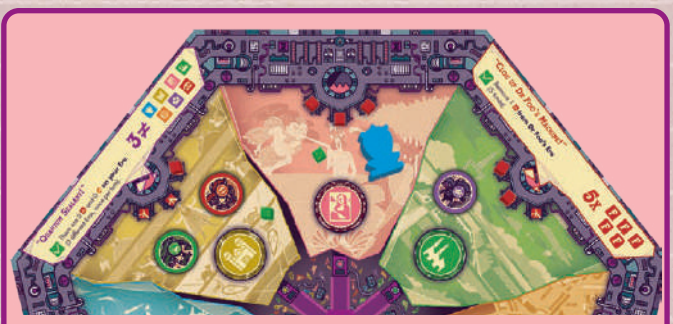
Each Agent features a special ability at the bottom of their tile. If you want to use a special ability that is meant to be used during the Action phase, treat it as its own completely separate action: fully resolve it before starting a new action.

Damaging a Sabotage tile

When taking actions during your turn, you will sometimes fulfill the conditions on one or both of the revealed Missions. Each time this happens, you do 1 damage to that tile: place a cube from the pool onto one of the corresponding spaces on the tile.



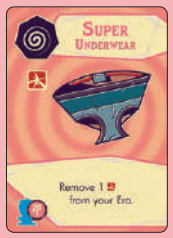
"Note that you are free to use whatever color of cube you want. Let your artistic impulses run wild!"



By exhausting her Spartan Shield card to remove 2 Rifts on her Era, Claire fulfills the condition of the Clog up Dr Foo's Machine! Mission twice (because Dr Foo is on). She can place 2 cubes onto this Mission.







When she then exhausts her Super Underwear to remove 1 Rift on her Era, she places an additional damage onto Clog up Dr Foo's Machine! Also, she has now fulfilled the condition on the Quantum Sealant! Mission and so also places 1 damage onto that Mission, on the space.





Pop quiz!

Here is an example of an entire Action phase, to make sure that you digested this whole very important section. This example should show how you can freely take the actions of your choice, one after the other, during this main phase of your turn.

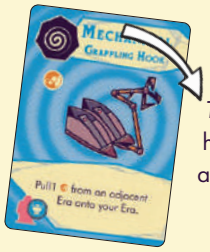
Simon is playing everybody's favorite instructor, Mr Time. Dr Foo has just landed on the Globalization Era and the players are on the brink of defeat in the Age of Robots... But all is not lost!



Simon starts by exhausting his *Gutenberg's Wormhole* card. It allows him to remove 1 on his Era ( ), then 1 on a Vortex (he chooses). Then he takes a movement action to go to , by spending 1 on his Era ( ).



He now exhausts his *Mechanical Grappling Hook* card to pull the orange on onto his Era ( ). Bringing this Duplicate onto its Era destroys it. And since it is destroyed on Dr Foo's current Era ( ), Simon can also place one damage onto the *Reunite the Foos!* Mission. He then uses his Special Ability to move the *Time Prowler* Agent one Era over, bringing her to for the remaining steps of his awesome plan.







He now exhausts his *Ionic Temporo-graph* and chooses to add 1 onto *Time Prowler*'s Era ( ). He then empties the batteries of his Agent tile to move to for free.





Next, Simon decides to take a LOOP action, which costs him 1 (this being his 1st LOOP this turn) from his Era ( ). He chooses the Dimension, to ready both his *Ionic Temporo-graph* and *Gutenberg's Wormhole* cards.



This allows him to exhaust his *Gutenberg's Wormhole* again to remove 1 on his Era, then a 2nd on a Vortex (he once again chooses). Finally, he exhausts his *Ionic Temporo-graph* again to add 1 onto *Time Prowler*'s Era ( ) and, quite satisfied with his plan, decides to end his Action phase.





"After your Action phase, you might be tempted to take a well-deserved rest on your Era... But chilling isn't what we hired you for! Instead, take the opportunity to search for artifacts, archive a mission and dust off your uniform before handing the reins over to the next Agent!"

III. Add 1 card to your Deck

If you wish, you **can** now take **one** Artifact card from among all the cards available **on your Era**. Place it face down on **top of your Draw pile** in order to add it to your Deck.



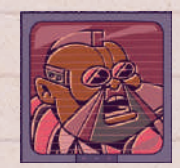
"Here is a little piece of advice, Amigo to Amigo: don't underestimate the power of these cards or the importance of grabbing them up."

By ending her Action phase on the Medieval Era, Emily now has the opportunity to add one of the cards available there to her Deck. She chooses *War Horse* and places the card face down on top of her Draw pile. She could have chosen not to take any cards, but can never take more than one.



IV. Archive 1 Sabotage tile

In this phase of the turn, you may archive the Sabotage tile **on your current Era**, but **only** if that tile has **the required number of damage cubes on it**. Remove the Sabotage tile and place it to the left of the HQ board. This pile of trophies will remind you of every blow struck against the dastardly Dr Foo.



"These fleeting moments of pure bureaucratic magic make all of that cube-piling on Sabotage tiles worth it!"

All cubes on an archived tile are put back into the pool. Do not forget to immediately reveal a new Sabotage tile, as explained on page 4. Archiving a Sabotage tile has no impact on the cards that are available on this Era. Only the presence of a Vortex destroys those cards.

Attendance Bonus!

Immediately after archiving a Sabotage tile, you'll receive a small reward: reveal as many cards from the Huge Deck as there are players, plus one. Each player adds one of these cards to their Deck. Destroy the remaining card. Should the extreme tension between the members of your team prevent you from easily coming to an agreement, choose in turn order, starting with the currently active player.

V. End of Turn

Turn your Agent tile back to its Full batteries side.
Discard all of the cards in your Hand.
Then, **all players** with less than 3 cards in Hand each draw as many cards as needed to have **3 cards in their Hand again**.
Finally, check on the HQ board whether there are any cards remaining in Dr Foo's draw pile.

Empty draw pile and Dr Foo's new Cycle

If Dr Foo's draw pile is empty, reshuffle the 7 Foo cards into a new draw pile. Place this pile onto the next Cycle space to the right, to indicate that Dr Foo has finished a Cycle.



The 7 Foo cards have been revealed for the 1st Cycle. This means that, at the end of the turn, you must shuffle them together to form a new draw pile on the 2nd Cycle space of the HQ board.

Once that is done, the next player starts a new game turn.

End of the Game

The game immediately ends whenever either a Victory or Defeat condition is met. Go on taking successive game turns until one occurs.

Victory

Your entire team wins as soon as they archive their 4th Sabotage tile. Some game modes add their own victory conditions.

"K.U.D.O.S! I'd be lying if I said that we had complete confidence in your abilities..."

Defeat

Your entire team loses as soon as any one of the 3 following situations occurs:

- You are forced to place a 2nd Vortex tile onto a given Era.

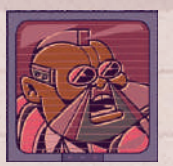
" ... everyone knows the famous equation: V + V = "

- You are forced to place a 4th Vortex tile around the board.

"Vortexes are a non-renewable resource, I'll have you know!"

- You are forced to shuffle Dr Foo's draw pile to start a new Cycle, but it was already on the 3rd Cycle space of the HQ board... You were not able to stop Dr Foo in time.

"Dr Foo achieved his dreams. Everyone laughed at his Omniscience 2000 project, but who is laughing now?! Nobody, that's who."

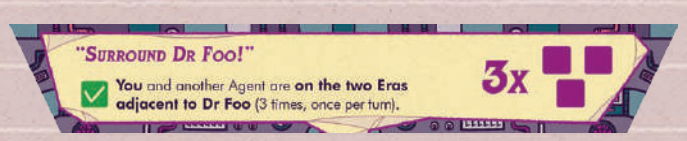


"Whatever the reason for your failure, it will be forever engraved (in Comic Sans) on our wall of shame at the entrance to Agency headquarters. And seeing as how the Universe has probably just been destroyed, it's not impossible that we may be forced to let you go from the Agency, with our deepest regrets of course."

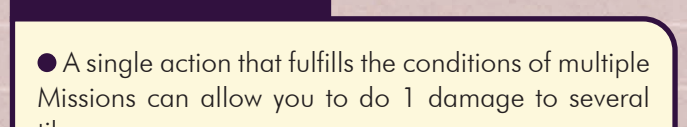
Clarifications on Sabotage tile Missions

General reminders

- A single action that fulfills the conditions of multiple Missions can allow you to do 1 damage to several tiles.
- Unless otherwise specified, a single action that fulfills a condition of a Mission several times allows you to do multiple damage to that tile.
- A Sabotage tile can only be archived during your Archiving phase, and only if you are on that tile's Era.

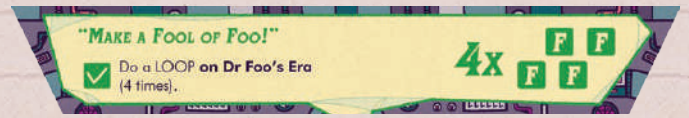


Place a damage cube onto this Mission whenever you fulfill its condition, before or after an action (not during one): one Agent has to be on the Era before the one Dr Foo is in and another Agent has to be on the Era after the one Dr Foo is in. You must be one of these two Agents. You can only place one damage each turn, at most, onto this tile. You can archive this Mission when there are 3 damage cubes on it.



Once per turn, during your Action phase, if you are on an Era with no Duplicates and no Rift on it, you can place 1 damage cube onto the spot on this Mission corresponding to that Era. If there is already a cube on this space, nothing happens, meaning that you have to target a new Era each time. You must be on the Era corresponding to the space on the Mission that you want to damage. You can only place one damage each turn, at most, onto this tile. You can archive this Mission when there are 3 damage cubes on it.







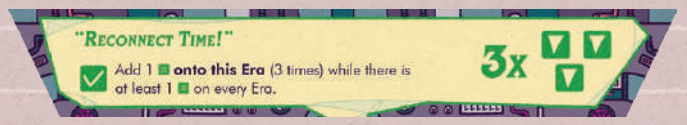
For each Rift that you remove / LOOP that you do / Duplicate that you destroy on the Era that Dr Foo is in, you can do 1 damage to this tile. You can do multiple damage to this tile each turn. You can archive this Mission when there are 5 / 4 / 4 damage cubes on it.



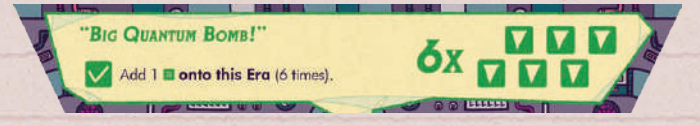




For each Rift that you remove / LOOP that you do / Duplicate that you destroy on an Era, you can place 1 damage cube onto the corresponding space of this tile. If there is already a cube on that space, then nothing happens, meaning that you have to target a new Era each time. You can do multiple damage to this tile each turn. You can archive this tile when there are 7 / 6 / 6 damage cubes on it.



To be able to damage this tile, there must already be at least 1 Energy on every Era in the game, including this Mission's Era, at the beginning of your action. If this condition is met at the beginning of your action, you may do 1 damage to this tile for each Energy that you add onto this Era. You can do multiple damage to this tile each turn. You do not need to be on this Era yourself to do damage to this tile. You can archive this Mission when there are 3 damage cubes on it.



For each Energy that you add onto this Era, you can do 1 damage to this tile. You can do multiple damage to this tile each turn. You do not need to be on this Era yourself to do damage to this tile. You can archive this Mission when there are 6 damage cubes on it.

Reminder: Revealed Missions

There must always be two revealed Missions among the Sabotage tiles around the board, unless there is only one Sabotage tile left in play. Whenever there are fewer than two revealed Missions, immediately reveal the Mission on Dr Foo's Era or the closest possible one (going clockwise), until there are 2 revealed Missions again.

Artifact cards abilities

Here is a compilation of all the keywords and terms that you may need to apply the effects of the various cards and special abilities in the game.

General terms

Apply a card's ability: apply the text on the card, in the indicated order, applying as much of the ability as you are able to. The indicated Eras most often refer to the position of your Agent. Being unable, or only partially able, to apply a given part of a card's ability does not prevent you from resolving the remaining text.

Or: indicates that you must choose only one of the options given.

You can: you can if you want, but applying this part of the text is not mandatory.

Any one Agent: any Agent of your choice. This can be yourself.

Another Agent: any Agent of your choice, except you.

On your Era: where your Agent pawn is.

Adjacent Era / Previous Era / Next Era: the previous and next Era are the two Eras adjacent to a given Era. When you do something *on an adjacent Era*, you can choose between the previous Era and the next Era. Unless otherwise specified, the terms *adjacent Era*, *previous Era* and *next Era* are always relative to the position of your Agent pawn.
By extension, an *adjacent piece* (Duplicate, Rift etc.) refers to a piece that is on an adjacent Era.

Move one (or more) Era(s): if moving one Era, place your pawn onto either adjacent Era. If moving more than one Era, move your pawn that number of Eras away from your current one.

Swap a *piece* with another *piece*: swap the position of these two pieces on the board.

Wherever you want: on the Era of your choice.

On a Vortex: on an Era with a Vortex tile.

On Dr Foo's Era: where the front side of his Machine is.

Duplicate

Push 1 : choose a Duplicate token on the indicated Era and move it one Era away (= onto one of the two adjacent Eras)

Pull 1 : choose a Duplicate token on an adjacent Era and place it onto your Era.

Destroy 1 : choose a Duplicate token on the indicated Era and put it back into the bag.

Carry 1 : this action is always linked to a movement ability. During this movement, your Agent can take 1 Duplicate token from their Era with them. If you move several Eras, you can pick up or drop this Duplicate on whichever Era of this movement you like (even an intermediate one).

Rift

Remove 1 : take one of the Rift cubes on the indicated Era and put it back into the pool.

Energy

Add 1 : take an Energy cube from the pool and place it onto the indicated Era.

Artifact card

Your Deck: this is your own Deck of Artifact cards, split between your Draw pile, your Hand and your Discard pile.

Your Hand: these are the cards face up in front of you that you can use to take actions during your turn, as long as they are in the Ready position. When you use a card, turn it sideways to show that it is Exhausted. Through drawing, your Hand can exceed 3 cards.

Draw a : reveal the first card from your Draw pile and place it face up and **Ready** with the other cards in your Hand.

Discard a : place this card face up onto your Discard pile.

Empty Draw pile: whenever you should draw a card but your draw pile is empty, shuffle all the cards currently in your Discard pile into a new face down Draw pile, then finish drawing.

Destroy 1 : place this card face up onto the Destroyed Cards pile.

Add 1 to your Deck: place this card face down on top of your Draw pile.

Available cards: these are the cards that are placed face up above their Original Era.

Huge Deck (and depletion): this is the big face down pile of Artifact cards on the HQ board. If this pile is ever empty, reshuffle the Destroyed Cards pile to form a new Huge Deck.

On its Original Era: on the Era matching the icon shown on the bottom-left of the card.

Clarifications on the Artifact cards and Agent tiles



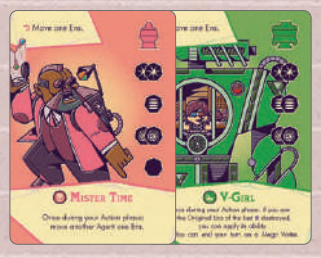
Destroying multiple Duplicates at once

If multiple Duplicates are destroyed during the same step of an action, you can choose the order in which they are destroyed.



Cancelling a Rift with your ability

The Rift that you choose to cancel is put straight back into the pool, without being placed onto a space on its Era. This Rift can thus never cause a Vortex.



Using your special ability during the Action phase

Treat your special ability as its own completely separate action. You cannot use it in the middle of another action and you have to fully resolve it before starting a new action.

Applying the ability of a card that is not in your Hand

You are still the one applying this ability with your Agent. Refer to the position of your Agent while applying the ability.





Allowing another player to apply the ability of a card in their Hand

Refer to the position of that player's Agent pawn for resolving their card's ability.



Making a card available and having it immediately destroyed by a Vortex

If the card that is made available is placed onto a Vortex, it is only destroyed after the effects of this card have been fully resolved.



Pushing multiple Duplicates at once

The Duplicates that you push can be sent to different Eras.



On another Agent's Era

You can choose another Agent on the same Era as you.



Ability allowing multiple players to draw

Players are free to resolve this ability in the order of their choice. One player can draw and decide what to do before the next player draws and decides, for example.



Pulling multiple Duplicates to your Era at once

The Duplicates that you pull can come from different Eras.



On your Era, or on each Vortex

If you are on a Vortex, you only add one onto your Era, whatever you choose.

Discarding or destroying a card from one's Hand

You can choose to discard or destroy an already Exhausted card, including the one that you just exhausted to apply this ability.





Carry a Duplicate with you

Example: in the course of a movement of two Eras, from the Medieval Era to the Industrial Era, you can take 1 either from the Medieval Era or from the Renaissance Era as you pass by. You can drop it either on the Renaissance Era or on the Industrial Era.

If you are using the Double Joystick, the Duplicate has to be taken from a Vortex.



Where you sent a Duplicate

If you do not push a Duplicate, then nothing happens. If you push a Duplicate, apply the ability even if this movement destroys the Duplicate.



If there is another Agent

The bonus triggers as soon as there is at least one other Agent. There can be more Agents, but the bonus can still only be applied once.

Drawing a card whose Original Era is used to resolve the ongoing ability

Even if this new card's Original Era is used to resolve the ability of the card that made you draw it, it arrives Ready into your Hand, as with any other card that you draw.



Add or remove a *piece* on an Era, until there are the same number of them as of another indicated *piece*

Example : If the player uses *Holy Grail* on an adjacent Era that contains 1 Energy and 3 Rifts, they add 2 Energy cubes so that there are a total of 3 (as many as there are Rifts). If they instead choose to target an Era that currently contains 2 Energies and 1 Rift, then nothing happens (as there are already as many or more Energies than there are Rifts).



Then move wherever you want

You can choose to go to your current Era.



