MINDCLASH GAMES

DÁVID TURCZI
with
VIKTOR PETER & RICHARD AMANN

FRACTURES OF TIME

RULEBOOK



Ever since the Day of Reminiscence, when the Paths' Time Rifts powered up for the first time, people across New Earth began seeing visions of a yet undiscovered sixth Time Rift. These visions invoked an increasing sense of empathy and fellowship between those that experienced them, bonding them together to a greater degree than their affiliation to any Path. In the years that followed, a mass exodus from the Paths took place by those who shared these visions, leading to the discovery that this sixth Time Rift exists. The Rift held the foundations of a new civilization—one that may lead the people of New Earth down a new path: The Path of Unity.

Explorers from the Path of Unity soon discovered a secluded mountain valley where the indigenous flora not only survived the impact but mutated and evolved due to the asteroid's toxic Neutronium dust. The resulting flower-like crystal formations synthesize a substance called Flux, which is collected and studied by the Amethynia Valley's mysterious inhabitants, known as the Operators. The Operators are willing to share the secrets of their Fracture technology with the Paths but remain silent about its side effects, which only they are immune to...

NEW COMPONENTS

NOTE: Most of the components of this expansion are used for the main module, Fractures of Time. For the description of the Variable Anomalies module, see Page 13. Additionally, for the list of components necessary for solo play, see the separate solo rulebook.



52x Flux Core tokens



4x New Warp tiles for the original Paths (1 per Path)



20x Operator Workers



18x Technology cards



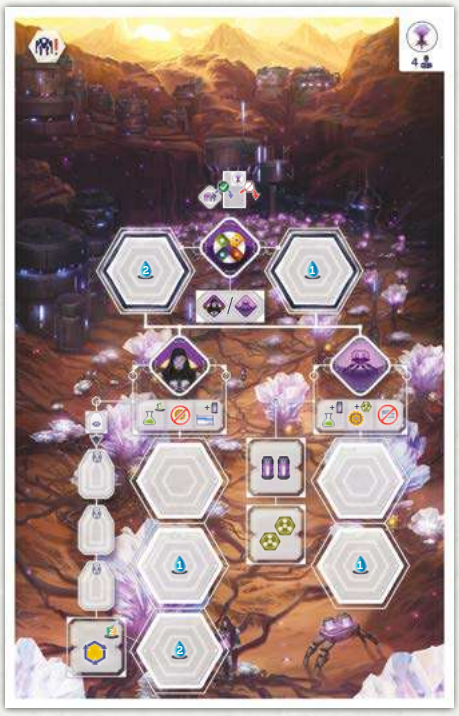
40x Glitch markers, (8 per Path)



1x Flux die



1x Glitch die



1x Valley board



5x Fracture Device miniboards (1 per Path)



5x Fracture Device Upgrade tiles (1 per Path)

New Path: Path of Unity



1x Path board



3x Unity Leader cards



8x Path markers



1x Player board



6x Hex-shaped Exosuit markers



10x Warp tiles



6x Paladin miniatures



1x Banner with plastic standee



1x Paladin Exosuit Upgrade tile *(requires Pioneers of New Earth module)*



8x Replacement buildings:
215b, 301b, 302b, 303b, 304b, 313b, 314b, 403b



8x New buildings (2 per type) and
4x Interlocking buildings (1 per type)
116, 117, 118, 216, 217, 218, 316, 317, 318, 416, 417, 418



4x Starting Asset cards



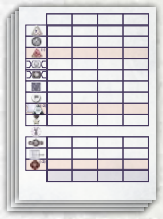
1x Era Zero tile



1x Exosuit Bay extension tile



4x New Leader cards for the original Paths



1x Scoring pad



5x New Superprojects



2x New Endgame Condition cards



9x New Collapsing Capital tiles
(3 per Capital Action type)

NOTE: As in the base game, Workers and Resources (Flux Cores included) are not limited. In the unlikely case of them running out, use any proxy available.

Variable Anomalies module



16x Variable Anomalies



1x New Endgame Condition card



4x Anomaly Remover tiles (1 per player)

SETUP CHANGES

MAIN GAME SETUP

1. Place the Valley board near the Main board. Use the side corresponding to the player count. (Cover the top right marked hex space if playing with two players.) Place an Operator on each of the Operator slots on the left side of the board.
2. Create a supply of Flux Core tokens next to the Energy Cores and a supply of Operators next to the rest of the Workers.
3. Before setting up the building stacks, replace the following buildings from the original game with the ones provided in the expansion: 215, 301, 302, 303, 304, 313, 314, 403. Additionally, shuffle in the new buildings: 116-118, 216-218, 316-318, and 416-418. Finally, place the top building tile face up next to the primary building stack, starting the secondary stack.

NOTE: Buildings ending in 16 and 17 are only playable with the Fractures of Time Expansion, but you may choose to play with the other new buildings (those ending in 18 and numbers 215B, 301-304B, 313B, 314B, and 403B) without it.

4. Shuffle the Technology cards, and place them in a face-up deck near the buildings. This will be the primary deck for obtaining Technologies from the Valley. Then, place the top card face up next to the deck, starting a secondary deck, as was done with the buildings.
5. Before setting up the Endgame Condition cards, shuffle in the two new ones. For your first game with the expansion, we suggest including the two new ones in the starting five and selecting the other three randomly.
6. Pick a total of six random Superprojects, placing them face down: two from Fractures of Time and four from the base game. Shuffle them together without looking at them.
7. Set up the Timeline. There are now only three Eras pre-Impact and two Eras post-Impact, **plus** an Era Zero (not included in the pre-Impact count, however, it does have a Timeline tile and an associated Superproject). Place one face-down Superproject from Step 6 above each Timeline tile. Turn the ones corresponding to Era Zero and Era 1 face up, and place the players' Focus markers under Era 1.
8. Place 3 VPs on the last Era's Superproject. (If a player builds it, they claim those 3 VPs.)
9. Do not place the three Resources on the right side of the Mine Resource Action (see Change in the Mine Resource Action on page 8).

NOTE: The Variable Anomalies module is not included in this default starting setup.



PLAYER SETUP

NOTE: The Path of Unity, a new faction propagating pragmatism and tolerance, may be chosen instead of any of the other Paths. All Paths have received a third Leader (see details in the Appendix), which can also be chosen using the usual rules.

10 Each player takes their Path's Fracture Device board and places it near their Player board. Cover its 4 rightmost spaces with the Fracture Device Upgrade tile. Players may choose whether they use the A side or B side—all players must use the same side. (Details of the asymmetric B sides can be found in the Appendix.) When playing with the Fracture Device B sides, some Flux spaces may show a Resource/Water/Worker/Flux Core(s). Each player should now place the shown reward on the Flux space; it will be collected when a Flux is placed there for the first time. (If the reward is a Flux Core, place it sideways.)

NOTE: We recommend playing the symmetric A side before getting to know the asymmetric B sides.

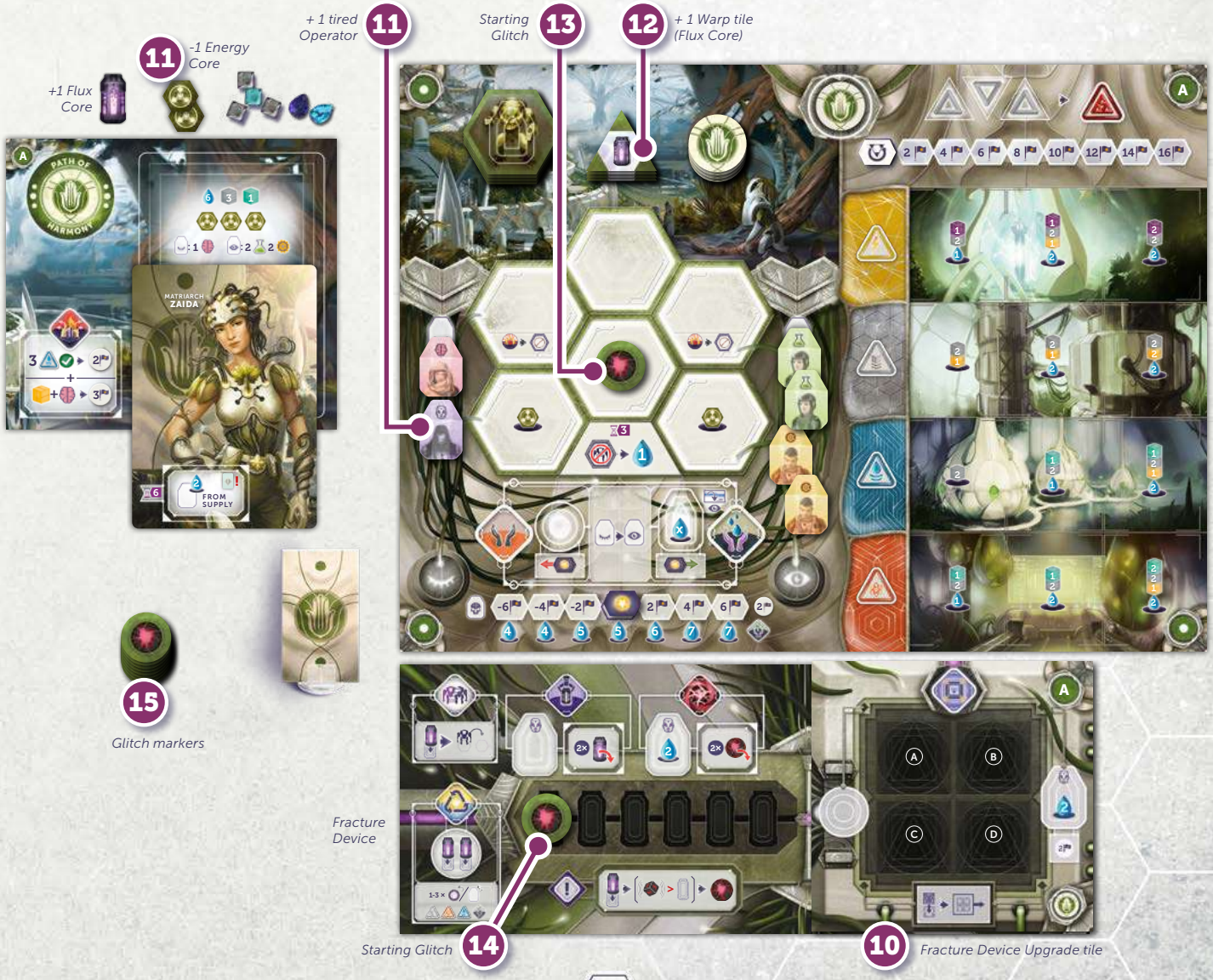
11 With the **exception of Unity,** each Path loses 1 Energy Core but gains 1 Flux Core and 1 tired Operator Worker. The Path of Unity starts with the resources depicted on its Path board.

12 Each player adds the new Warp tile (showing a Flux Core) to their pool of available Warp tiles.

13 Each player places 1 Glitch marker on one of the bottom Exosuit spaces of their Player board (this space is therefore unavailable at game start - see Glitches on Page 11).

14 Each player places 1 Glitch marker on the first space of their Fracture Device.

15 Each player places the remaining 6 Glitch markers near their Player board.



EXPANSION OVERVIEW

The discovery of the breathtaking Amethynia Valley has opened up a world of new opportunities for the Paths. The Valley's hallmark, the enigmatic Fracture technology allows an object to be present at two locations simultaneously—and if used on their Exosuits, the Paths can essentially double their efficiency. The process is not completely stable, but fortunately, some of the Valley's denizens are willing to join the Paths as Operators, mitigating the dangers of the so-called "Blinking." With the Era of mass exodus and the formulation of the Path of Unity having slowed down the preparations for the dreaded Impact, the extra efficiency gained from the Fracture technology is needed now more than ever.

GAMEPLAY CHANGES

ERA ZERO



There is now an Era before the normal start of the game ("Era Zero") with its own Timeline tile and an associated revealed Superproject.

At the beginning of the game, before starting the regular round sequence for Era 1, perform a **Warp Phase** (but no other Phases), placing the Warp tiles on the Era Zero tile. Then, proceed with Era 1 as usual, including performing a Preparation Phase (therefore shifting building stacks and the Technology deck and revealing the next Superproject) **and** a Paradox Phase (which would usually be skipped in the first Era).

IMPORTANT: You may not warp an Exosuit during the Era Zero Warp Phase.

NOTE: If you have done everything correctly, before the first Action is taken, there should be three Superprojects face up, two buildings in each secondary stack, and two Technologies in the secondary deck.

NOTE: When playing with expansions, please refer to page 15 for possible rule changes.

1 PREPARATION PHASE CHANGES

- When you place the new Workers in the Capital, also place an Operator on each of the empty slots in the Valley.



- When you shift the building stacks, also shift the Technology deck in the same way.
- Do not place Resources into the right side of the Mine Action. (Still refill the left side as usual.)

PATH OF UNITY



This expansion contains a fifth Path: the Path of Unity. All rules apply to them the same way (with the exception noted in Player Setup, step 11) as any other Path. Note that the presence of the fifth Path does not bring five-player support to the game.

See the Appendix for explanations of the Path of Unity's Leaders, their Evac conditions, and the B side of their Player board.

THE OPERATOR WORKER



An Operator is a new type of Worker that can be placed anywhere (including Worker-specific buildings and Superprojects, **unless** specific to a Genius) but does not gain any board placement benefit that's limited to any specific Worker types:

- An Operator does not gain a 1-Titanium discount at Construct.
- An Operator may **not** recruit a Genius.
- An Operator only gains 3 Water with the Purify Water Action.
- An Operator can be placed on a building such as 407 (as it ignores limitations), but on 408, it would **not** be returned Motivated (as it does not receive bonuses).

IMPORTANT: A Genius may **not** be placed on an Operator-only space, and an Operator may **not** be placed on a Genius-only space!

The Operator is **not** available for hire from the Capital; it can only be hired from the Valley (see on Page 9).

BLINKING



Flux Cores are a new resource that can be used to **"Blink"** (move) already-placed Exosuits to new Action spaces. Blinking is performed by powering up your Fracture Device using Flux Cores.

On your turn, as an **Action** (i.e. instead of placing a new Worker), you may move 1 Flux Core from your supply to the leftmost empty space of your Fracture Device to Blink.

NOTE: If there are no empty spaces on your Fracture Device, you may not Blink.

IMPORTANT: When playing with the B side of the Fracture Devices, some spaces will have additional costs. If you cannot spend these costs, you cannot Blink. If the space the Flux Core was placed on had a Resource/Water/Worker/Flux Core on it (due to a one-time effect), add it to your supply (or the Worker to your Active column) immediately.

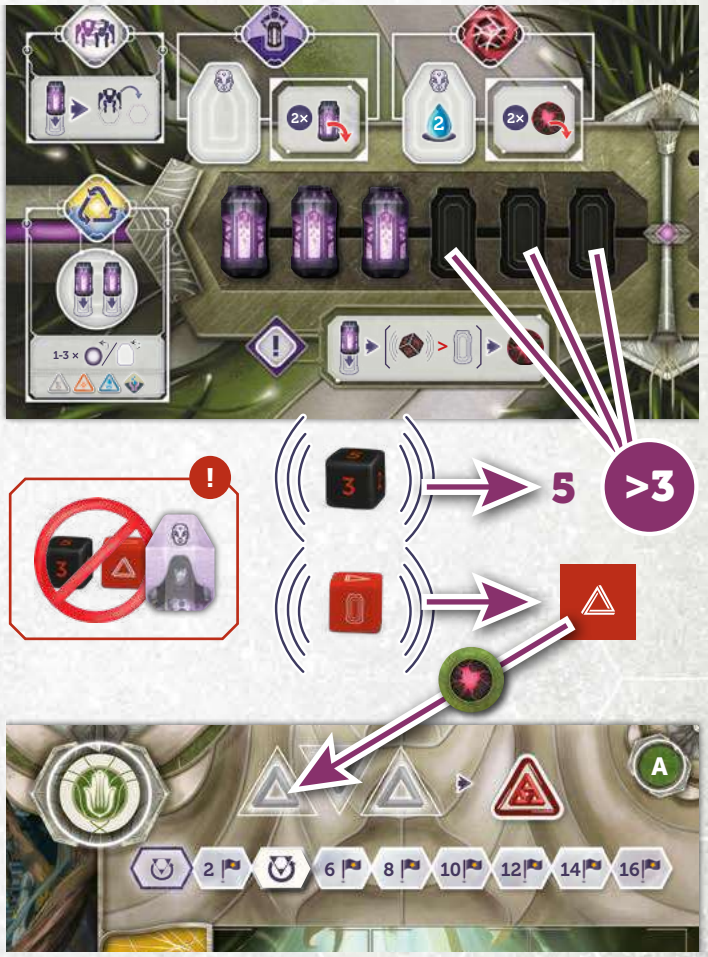


Choose one of your already-placed Exosuits **on the Main board with a Worker in it** that you wish to move.

IMPORTANT: When using this Action, you cannot move an Exosuit off the Valley board (nor off other side boards if combining expansions). You may also not move an Exosuit from one Valley Action space to another. The Evacuation Action tile is not a side board.

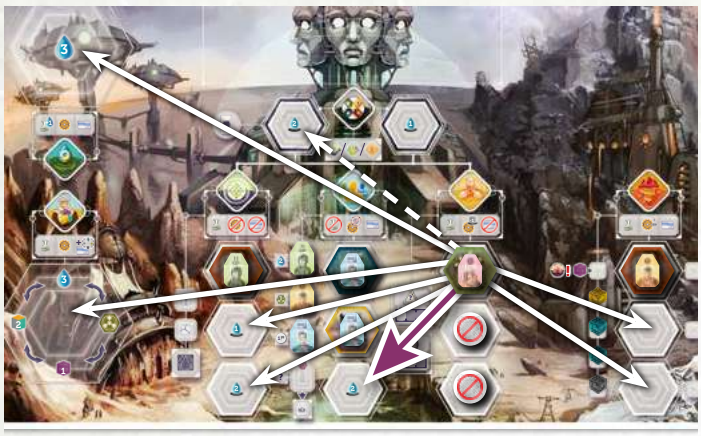


If the Worker in the Exosuit is **not** an **Operator,** roll both the Flux and the Glitch dice. If the Flux die's number is greater than the number of visible empty spaces on your Fracture Device, place 1 Glitch marker on the location shown on the Glitch die. If the Endgame Conditions die face is rolled, place 1 Glitch marker on 2 different Endgame Conditions.



Then, move the chosen Exosuit to a different space **belonging to a different Action** (still obeying all Worker restrictions), and activate the Action on that space as usual.

NOTE: Although it is legal to move from a Capital Action to the World Council, the same Action cannot be copied because this move automatically frees up the Action space at the Exosuit's original location.



After activating the Action, take the Worker out of the Exosuit, and retrieve it as you normally would in the Clean Up Phase. Leave the empty Exosuit where you moved it to (you cannot Blink with that Exosuit again this Era).

NOTE: Workers Blinked to Motivated Action spaces (i.e. an Engineer or Genius to the Mine Resource Action) are retrieved into the Active column.



SUMMARY OF A BLINK ACTION:

- Spend a Flux Core onto your Fracture Device.
- Roll the Flux and the Glitch dice (skip if Blinking with an Operator).
- If the Flux die rolled higher than the number of empty spaces in your Fracture Device, place Glitch(es) according to the Glitch die.
- Move an Exosuit to an Action space of a different Action, and activate that Action.
- Retrieve the Worker, leaving the Exosuit empty and unable to Blink again.

CHANGE IN THE MINE RESOURCE ACTION

Resources are no longer placed on the right side of the Mine Resource Action. Instead, when an Exosuit is placed here (either normally or via Blinking), simply take the corresponding Resource from the supply in addition to one of the Resources selected from the left column. It is possible for the left side to run out - in this case, any Exosuit placed to the Mine Resource Action only receives 1 Resource (from the supply, corresponding to the one shown on the right).

THE FRACTURE DEVICE

As described above, the Fracture Device is mainly used to store your spent Flux Cores, but since Flux is an unstable substance, accumulating used Cores will make you increasingly prone to getting dangerous Glitches with each subsequent Blinking. However, the Fracture Device also has a number of Action spaces to help mitigate the risks of the Flux technology.

Remove Flux Cores: *Operator only.* Remove up to 2 of the rightmost Flux Cores from your Fracture Device, and return them to the general supply.

Remove Glitches: *Operator only.* Pay 2 Water, then remove up to 2 of your Glitches from anywhere. Return them to your personal supply.

Recall: *Free Action.* Place 2 Flux Cores on your Fracture Device, and retrieve up to 3 Workers and/or Free Action markers from your **Player board** (see restrictions below) as you normally would in the Clean Up Phase. After doing so, roll both the Flux and the Glitch dice **once**, as described in "Blinking" above to see if you must place a Glitch marker.

Workers are retrieved exactly like in the Clean Up Phase: Motivated Workers come back Active, non-Motivated Workers go to the Tired column, and dead Workers are discarded to the supply.

IMPORTANT: You may only retrieve Workers and/or Free Action markers from your Factories, your Life Supports, your Labs, and your Supply/Force Workers Action. You may not retrieve them from your Power Plants, Superprojects, Leader abilities, Fracture Device, Exosuits, or any other place outside your Player board.



Upgrade Fracture Device: *Free Action OR Operator only.* Place a Breakthrough you currently own onto the Fracture Device Upgrade tile and then slide it to the right, revealing an additional Flux Core space. This increases the maximum amount of used Flux Cores you can have in the Device and decreases the chances of getting a Glitch.

- The Breakthrough placed on the tile stays there and is considered spent.
- The Breakthrough you place must have a different **icon** (shape doesn't matter) than any other Breakthrough already on the tile.
- You have to pay 2 Water to use the Operator-only Action space of this Action, but you also receive 2 Victory Points if you do.
- You may use both the Free Action and the Operator-only Action in the same Era.
- You may no longer use the Operator-only Action (to gain the 2 VPs) once your Fracture Device is fully upgraded.



Upgrading your Fracture Device will also score you endgame Victory Points equal to the highest Victory Point value visible under the unlocked Flux Core spaces.

NOTE: When playing on the B side of the Fracture Devices, upgrading might reveal a new one-time effect showing a Resource/Water/Worker/Flux Core. If so, immediately place the shown reward onto the Flux Core space, and it will be collected when a Flux Core is placed there for the first time (as described during "Blinking").

VALLEY BOARD

This board has two Actions, with up to two or three available Action spaces, depending on the player number. It also has up to two Capital Action spaces.



ASSIMILATE ACTION



Choose one of the two options:

- **Hire an Operator,** placing it into your Active column, or
- **Gain a Technology card:**

Spend 2 Gold and/or Uranium to gain any available Technology card from the top of either the primary or the secondary deck (similar to how buildings are taken during a Construct Action). Some Technology cards have an additional cost (shown on the top right of the card), which must be paid immediately upon gaining that specific card (even if you gained it without using this action). Place newly acquired Technology cards next to your Player board. There is no limit to the number of Technology cards you may gain during a game. See the Appendix for more information about specific Technology cards.



Worker specifics

- If activated by an Administrator, you gain 1 additional Flux Core.
- If activated by a Scientist **and you choose to "Gain a Technology card"** pay 1 Gold or Uranium fewer for the card.
- Cannot be activated by an Engineer.
- If activated by a Genius, choose **one** of the two benefits.
- If activated by an Operator, receive neither benefit.

EXTRACT ACTION



Choose one of the two options:

- Gain 2 Flux Cores , or
- Gain 2 Energy Cores.



Worker specifics

- If activated by a Scientist, gain 1 additional Flux Core (even if you chose the Gain 2 Energy Cores option).
- If activated by an Engineer, gain 1 additional Energy Core (even if you chose the Gain 2 Flux Cores option).
- Cannot be taken by an Administrator.
- If activated by a Genius, choose **one** of the two benefits.
- If activated by an Operator, receive neither benefit.

VALLEY CAPITAL ACTION

You may choose a Valley Action **with no more available Action spaces** and perform it. Worker restrictions and benefits of the copied Valley Action apply for the Worker placed on the Valley Capital, but space-related features (e.g. Water costs on Hexes) do not. This Action works the same way as the Main board's World Council Action does for the Capital Actions.



REMINDER: No player may Blink **out** from the Valley board (but it is permitted to Blink **in**).

GLITCHES

Glitches are the harmful side effects of overusing the unstable Fracture Device. Glitches create zones where time is essentially standing still, and getting rid of them requires the expertise of the Valley's Operators.

Glitch markers are placed on the location indicated by the rolled Glitch die's icon and have the following effects:

- **Time Travel track** (max 1): You can't advance on the Time Travel track when you remove Warp tiles with Time Travel.

NOTE: You may still use your Power Plants to set your Focus and even pay back pending Warp tiles normally; just skip advancing on your Time Travel track.



- **Paradox track** (max 2). You get Anomalies after fewer Paradoxes. Placing a Glitch marker on the Paradox track may trigger gaining an Anomaly immediately (if there are no more empty spaces left).





- **Buildings** (max 1 per building or Superproject, the Glitch marker can only be placed on ones with Worker spaces or Free Action spaces): You cannot use that building or Superproject, and you cannot retrieve a Worker/Free Action marker from it until you remove the Glitch marker. Ignore Glitched Buildings or Superprojects for the purposes of any other game effect that would interact with them (such as Path of Harmony's B side ability). The affected buildings/Superprojects still score VPs at game end even if they still have Glitch markers on them. You may choose which building/Superproject to disable this way.



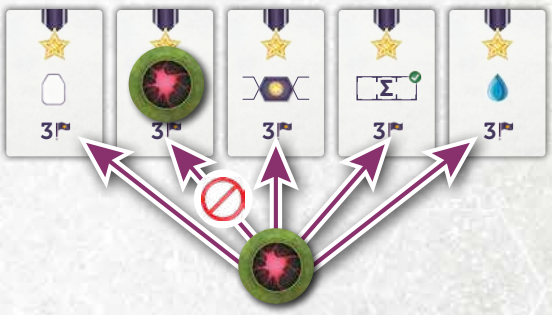
- **Fracture Device** (max 1 per empty, visible space of the track): Place a Glitch marker on the leftmost empty, visible space on your Fracture Device. You skip the space with a Glitch marker on it when placing/removing a Flux Core, thus increasing the chance of you getting further Glitch markers when Blinking. You still score VPs for upgraded spaces at game end, even if some still have Glitch markers on them.



- **Exosuit Bay** (max 1 per slot): If there is a Glitch marker on a slot, that slot cannot be used to power up an Exosuit and does not produce any Water during the Power Up Phase. You may choose which slot the Glitch marker is placed on. If placed on a slot which is then destroyed at Impact, the Glitch marker stays there. It no longer affects the game, but it can still be removed with Actions and other effects and still counts during the endgame scoring. After the Impact, new Glitches may **not** be placed on unavailable Exosuit Hex slots.



- **Endgame Conditions** (max 1 per player per Endgame Condition): place **two** Glitch markers, one on each of **two** different Endgame Condition cards of your choice. You are not eligible to score an Endgame Condition with a Glitch marker on it. If you would score it, the VPs are awarded to the player ranking second in that Condition instead (or potentially the third-ranking or fourth-ranking player—or even **no** player—if additional Glitch markers are present). If there is only one Condition card left without your Glitch marker on it, place only one Glitch marker (on that card).



You can typically get rid of Glitch markers by using

- the Remove Glitches Action on the Fracture Device or
- some of the new Collapsing Capital tiles.

IMPORTANT: If you need to place a Glitch where no more can be placed, reroll the Glitch die until you roll a valid target. In the unlikely case of having all eight of your Glitch markers in play, you do not gain any more Glitch markers.

IMPACT CHANGES

NEW COLLAPSING CAPITAL TILES

At Impact, follow the following steps to set up the Collapsing Capital tiles:

1. Place Collapsing Capital tiles from the base game as described in the base game rulebook, but place them face down.
2. Shuffle the 9 new tiles together, and select 2/3/4 of them randomly in a 2/3/4 player game.
3. Add these tiles face up on top of the base game tiles, from top to bottom of their respective Action (shown on the back).
4. Flip any base game Collapsing Capital tiles that do not have a second tile on top of them face up.

When removing an Exosuit from these new tiles, remove the tile instead of flipping it face down, and flip the tile underneath face up.



See the Appendix for a complete list of new Collapsing Capital tiles.

When a player Blinks away from a Collapsing Capital tile, treat it the same way as if an Exosuit was removed from it during the Clean Up Phase: remove it if it's on top (and reveal the one underneath), or flip it over and leave it unavailable (if it's the last one left on the space).

END OF GAME CHANGES

When playing Fractures of Time, there are three new categories for scoring points. Use the new Scoring pad to sum these up.

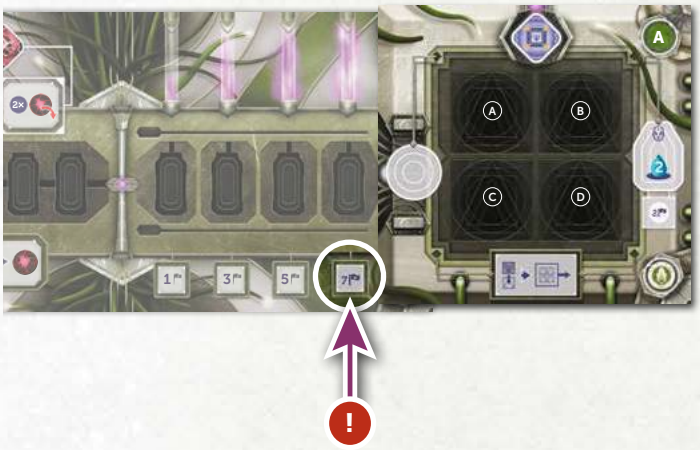


Each player scores **minus 2 Victory Points** per Glitch marker they have in play.



Each player scores the Endgame bonus shown on their Technology cards.

Each player scores the rightmost visible Victory Point value uncovered on their Fracture Device.



NOTE: Breakthroughs placed on the Fracture Device Upgrade tile no longer score points nor count towards sets of Breakthroughs at the end of the game.



VARIABLE ANOMALIES MODULE

The Variable Anomalies module can be played with or without the main Fractures of Time module.

CHANGES AT SETUP

1. Leave the base game Anomalies in the box. Shuffle all new Anomalies, and place them in a face-up stack next to the buildings. This will be the primary stack of Anomalies. When playing with the Fractures of Time module, place the top tile of the stack next to the primary stack, starting a secondary one, just like you do with the buildings.
2. Shuffle the new Endgame Condition into the deck of Condition cards. For your first game with the module, we suggest including the new one and selecting the other four randomly.
3. Give each player an Anomaly Remover tile, which they place **next to** their Player boards.





1 PREPARATION PHASE CHANGES

When you shift the building stacks, also shift an Anomaly between the primary and secondary stack, just like you do with the buildings.

2 PARADOX PHASE CHANGES

When gaining an Anomaly (whether in the Paradox Phase or in another Phase), you must choose to receive **one of the two visible Anomalies.** If multiple players are receiving an Anomaly during the Paradox Phase, the choice is done in turn order, starting from the player closest to (and including) the First Player.

IMPORTANT CHANGE: You do not automatically gain the right to retrieve one pending Warp tile from any Timeline tile for free when gaining an Anomaly. Some Anomalies have "Before Impact" or "After Impact" icons on their sidebar: you may **only** retrieve a pending Warp tile if the time you gain the Anomaly satisfies this condition. Additionally, one of the Anomalies does not have a "Retrieve Warp tile" icon at all; when gaining this Anomaly, you may never retrieve a Warp tile.



Before Impact



After Impact



Any Era

NOTE 1: These Warp tile retrieval conditions depend on the current Era (when you gained the Anomaly), and not the Era you would retrieve the Warp tile form.
NOTE 2: New Anomalies count the usual way towards Path of Salvation's Evac condition and any other ability requiring you to collect Anomalies.
NOTE 3: Path of Harmony's special ability on the B side of their Player board still applies - if they choose to lose a building they do not take an Anomaly from the stacks at all.

5 ACTION ROUNDS

Most new Anomalies have various positive or negative effects. Some can be used as if they were buildings (even though they do not count as buildings), while some have passive abilities that can apply during or outside of the Action Rounds Phase. See the list in the Appendix for a complete explanation of all tiles' abilities.



The way to remove Anomalies has changed in this module. Instead of placing a Worker on the Anomaly itself, you now need to place it on the Remove Anomaly Worker space, printed on your Anomaly Remover tile. Treat this Action as if it were on your Player board.

Pay the cost of removing an Anomaly as shown on the tile, then choose any one of your Anomalies to remove. That Anomaly is now out of the game. If there was a Worker present on the removed Anomaly (X13-X16), that Worker is retrieved as it normally would be in the Clean Up Phase (into the Tired or the Active column, depending on whether the Action space kept the Worker Motivated or not). The Worker is **not** removed from the Anomaly Remover tile at this time.

NOTE 1: In the extremely unlikely scenario of every Anomaly being drawn from the stacks, shuffle all removed Anomalies and form a new primary stack.
NOTE 2: The cost of removing an Anomaly when using this module has been reduced by 1 Water compared to the base game's Anomalies.

Worker specifics:
Any Worker may be used to activate this Action, and the Worker dies when it is retrieved (in the Clean Up Phase).

IMPORTANT: The Anomaly Remover tile is **not** a building. Any ability allowing you to recall a worker from a building cannot be used to recall from this tile.

Due to this change, you may now only remove one Anomaly per Era (using normal means), since the Worker is only removed from the Remove Anomaly space at the end of the Era during Clean Up Phase.

STARTING ASSET DRAFT

When using the Starting Asset Draft variant together with the Fractures of Time module, shuffle the four new Asset cards into the deck of base game Asset cards.

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

- 2 Scientists (Active)
- 1 Engineer (Active)
- 1 Operator (Tired)
- 1 Energy Core
- 1 Flux Core
- 2 Water



The rest of the rules (including the number of cards dealt) are unchanged from the Starting Asset Draft rules described in the base game rulebook. There will be 12/9/4 excess cards in a 2/3/4 player game; return these to the box.

FRACTURES OF TIME AND OTHER EXPANSIONS

Fractures of Time was designed as a standalone expansion, but it is also playable with certain other modules (available separately). When mixing modules, please keep in mind that each additional module increases the complexity significantly; therefore, we only recommend this to experienced Anachrony players.

Below are some module combinations we recommend trying that include Fractures of Time.

IMPORTANT: When playing Fractures of Time with another module that adds a Main board extension (such as Pioneers of New Earth), you **may not Blink out** of those boards (but you **may Blink in**). This is the same rule that applies to the Amethynia Valley board.

Intermediate combinations:

- Fractures of Time + Hypersync (part of the Future Imperfect Expansion pack)
- Fractures of Time + Quantum Loops (part of the Future Imperfect Expansion pack)

Expert combinations:

- Fractures of Time + Intrigues of the Council (part of the Future Imperfect Expansion pack)
- Fractures of Time + Quantum Loops + Hypersync (both are part of the Future Imperfect Expansion pack)
- Fractures of Time + Pioneers of New Earth (part of the Classic Expansion pack)

IMPORTANT: When playing the Fractures of Time + Pioneers combination, after the Era Zero Warp Phase, each player may choose to spend one of their Titanium, Uranium, or Gold to upgrade the Power of their Exosuit as though they had taken a Power Upgrade Action in that Era. Additional rules for the Fractures of Time + Future Imperfect module combinations can be found in the Future Imperfect rulebook.

Additionally, you can freely add any of the following optional modules and variants to any of the above combinations without significantly increasing the complexity:

- Variable Anomalies,
- Neutronide buildings (part of the Future Imperfect Expansion pack),
- Alternate Timeline (part of the base box), or
- Starting Resource Draft (part of the base box).

Beyond the recommended setups, you can experiment with other combinations as well, but the following combinations are **not** supported:

- Fractures of Time + Doomsday (part of the Classic Expansion pack) and
- Fractures of Time + Guardians of the Council (part of the Classic Expansion pack).

APPENDIX

ABBREVIATIONS:
Water (W), Gold (G), Neutronium (N), Uranium (U), Titanium (T), Victory Point (VP), Any amount (x)".

TECHNOLOGY CARD DETAILS

501 NEUROSTIMULATION
When gained: Move one space to the right on your Morale Track.
Passive: When increasing your Morale with the Morale track at its maximum, gain 2 VPs (in addition to the printed reward of the Morale track).

502 ADVANCED TIME PROCESSOR
Passive: When Constructing a Power Plant, spend 1 fewer N.
Game End: Score 1 VP for each Power Plant you have.

503 BYPRODUCT CONVERTER
Additional Cost: Spend 1 G.
Passive: After Constructing a Factory, gain 2 T.
Game End: Score 1 VP for each Factory you have.

504 NANO-FILTERS
Passive: After Constructing a Life Support, gain 3 W.
Game End: Score 1 VP for each Life Support you have.

505 FUSION REACTOR
Passive: When Constructing a Lab, spend 1 fewer U and 1 fewer W.
Game End: Score 1 VP for each Lab you have.

506 VALLEY OUTPOST
Once: During a Construct Action, you may instead build one building (of any type) off-board for 2 T. (It still counts for Evac conditions, etc.)
Game End: Score 1 VP per completely filled row on your Player board.

507 EXOSUIT BAY EXTENSION
Passive: Gain an additional Exosuit Bay hex. During later Power Up Phases you may use this to power up another Exosuit at a 2 W cost or receive 1 W income as usual. (Use the Exosuit Bay extension tile.)

508 GLITCH ABSORBER
Free Action: On your next Blink Action, do not roll the Glitch and Fracture dice.
Game End: Gain 1 VP for each Glitch you have in play (effectively reducing their VP penalty).

509 SECRET PROJECT
Once: During a Construct Action, you may build one Superproject off-board, at a one Breakthrough discount.
Game End: Gain 2 VPs for each Superproject you have.

510 ECO-CHARGER
Ongoing: In the Power Up Phase, each empty Exosuit Bay hex produces one additional W.
Game End: Gain 1 VP for each unspent Energy Core you have (maximum 5 VPs).

511 COVERT OPERATIONS HQ
When gained: Draw two random unused Endgame Condition cards and keep one. Only you may meet that Condition for the usual 3 VPs.
Game End: Gain 1 additional VP for each **shared** Condition you meet.

512 ANOMALY NEUTRALIZER
Free Action: Spend a Genius (from the Tired or the Active column) OR 1 N to remove an Anomaly.
Game End: Score 1 VP per empty building space on your Player board (maximum 5 VPs).

513 FRACTURE DEVICE CAPACITOR
When gained: Upgrade your Fracture Device once without taking an Action or spending a Breakthrough.
Game End: Score 1 VP for each time you upgraded your Fracture Device (including free Upgrades).

514 FLUX SCRUBBER
Passive: During the Clean Up Phase, you may remove 1 Flux Core from your Fracture Device.
Game End: Score 1 VP for each Operator you have (maximum 5 VPs).

515 BLINK SUPPRESSION BYPASS
Free Action: Spend 1 W: on your next Blink Action, you may Blink out of the Amethynia Valley. This includes Blinking to another Action space in the Valley.
Game End: Score 1 VP for every second Flux Core on your Fracture Device.

516 COMPOUND WARP
Additional Cost: Spend 2 W.
Passive: During Warp Phase, you may Warp 1 additional tile (for a total of 3) on top of another of your Warp tiles (on the same Timeline tile). You receive the benefit of both, but the stack counts as one during following Paradox Phases. You may pay back and retrieve either the top tile or both tiles with a single Set Focus Action, advancing on the Time Travel track for **each** retrieval.

NOTE 1: Placing the second Warp tile does not trigger the Alternate Timeline bonus/penalty again.
NOTE 2: During Untangling the Continuum at the end of the game, having two tiles on top of each other still counts as -2 VPs each, for a total of -4 VPs.
NOTE 3: An ability that lets you retrieve one Warp tile (for example upon gaining an Anomaly) still lets you retrieve the top one only.

Game End: Score 1 VP for each of your Warp tiles remaining on the Timeline (effectively reducing their VP penalty).

517 RIFT POWER TRANSMITTER
Passive: Whenever you advance on the Time Travel track, you may pay 1 Flux Core to retrieve one of your Free Action markers from a building or a Superproject.
Game End: Score 1 VP for each Power Plant you have.

518 WORKFORCE AUGMENTATION
Additional Cost: Spend 1 Energy Core.
Passive: When you take the Recruit Action, gain the respective Recruit bonus twice. You may choose two different bonuses if you recruit a Genius.
Game End: Score 1 VP for every fourth Worker (in the Tired or Active column) you have.

BUILDING DETAILS

REPLACEMENT BUILDINGS

215 B: Passive: When you take the Construct Action, you may substitute 1 T/U/G with 1 W.
301B: Free Action: Receive 2 W. When you construct this building, immediately gain 4 W.
302B: Free Action: Receive 2 W. When you construct this building, immediately gain 4 W.
303B: Free Action: Receive 2 W.
304B: Free Action: Receive 3 W.
313B: Any Worker: Spend 1 U: Receive 5 W + 1 VP.
314B: Any Worker: Spend 1 G: Receive 5 W + 1 VP.
403B: Any Worker (dies when retrieved): gain 1 powered up Exosuit and 2 W.

FRACTURES OF TIME BUILDINGS

Power Plants
116: Operator: Roll the Flux and Glitch dice to see if you must receive a Glitch (as though you took a Blink Action), then set Focus to a Timeline tile up to 4 Eras before the current Era's tile. Receive 1 VP.
117: Any Worker: Spend a Flux Core: Set Focus to a Timeline tile up to 4 Eras before the current Era's tile.

Factories
216: Operator: Receive 2 Flux Cores.
217: Genius: Spend 1 W: Receive 1 T, 1 U, and 1 G.

Life Supports
316: Scientist (kept Motivated): Remove 1 Flux Core from the Fracture Device, receive 2 W.
317: Passive: Each time you Blink, receive 1 W.

Labs
416: Passive: You can stack up to 2 Glitches on this building instead of the target shown on the Glitch die. These Glitches have no effect, but they still count as -2 VPs at the end of the game. You may remove these Glitches using the normal means.
417: Free Action: Spend 1 N to receive 2 Flux Cores, or 2 Flux Cores to receive 1 N. Either way, receive 1 W.

INTERLOCKING BUILDINGS

These buildings have three or four one-time abilities, each pointing in a cardinal direction. Each ability can be triggered once:

- Immediately, when the Interlocking building is built **if** there is a building or Superproject (**not** an Anomaly) on the building space the ability's arrow is pointing at

OR

- Later, when a building or Superproject is constructed to cover the building space the ability's arrow is pointing at.

NOTE: Path of Harmony playing on the B side of their player board may be able to activate an ability more than once by removing a building using their ability and then building another one there.

IMPORTANT: Anomalies do **not** trigger the abilities. If you construct an Interlocking building in the first/third column, its left/right ability (respectively) will never trigger.

118: Left: Set Focus to a Timeline tile up to 4 Eras before the current Era's tile.
Right: Set Focus to a Timeline tile up to 4 Eras before the current Era's tile. Receive 1 VP.
Down: Return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).

NOTE: This building counts as 4 towards the highest sum of Time Travel ranges Game End Condition.

218: Left: Receive 1 T. Up: Receive 1 N.
Down: Receive 2 U. Right: Receive 2 G + 1 VP.
318: Left: Receive 3 W. Up: Receive 4 W.
Right: Receive 3 W + 1 VP. Down: Receive 4 W.
418: Left: Perform a Research Action (without placing an Exosuit). Up: Perform a Recruit Action (without placing an Exosuit and as if you placed an Administrator).
Right: Perform a Construct Action (without placing an Exosuit and as if you placed an Engineer) and additionally receive 1 VP.

SUPERPROJECT DETAILS

BLINK STABILIZER

Passive: Whenever you roll the Flux die, subtract 2 from the rolled value (minimum of zero).

FRACTURE DUPLICATOR

Free Action: Immediately perform a Blink Action, including resolving the space where the Exosuit is moved to. Place one of your Flux Cores on the Fracture Device as normal. Do not roll the Fracture and Glitch dice (as if you used an Operator to Blink).

NOTE: This is a Free Action, which means you may still place a Worker or even Blink again.

FRACTURE INVERTER

Free Action, spend 2 W: Place a Worker in one of your **empty** Exosuits, and activate the Action space that Exosuit is currently on. Worker restrictions still apply, but do not pay the space's W cost or receive any printed bonus (Collapsing Capital tiles, etc) again.

AMETHYNIA TECHNOLOGY CENTER

Immediately when built: Draw the bottom five cards of the primary Technology deck, and gain two of them (only paying their additional costs printed in the top right corner, if any). Return the rest to the bottom.

FAR-FUTURE PLANTATIONS

Passive: Whenever you advance on your Time Travel track you receive 1 Flux Core.

VARIABLE ANOMALIES DETAILS

X01 Passive: At the beginning of each Clean Up Phase, spend all but 3 of your W.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X02 Passive: At the beginning of each Clean Up Phase, spend 3 W or move one space to the left on the Morale track.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X03 Passive: Your Workers are **never** kept Motivated. When performing the Supply Action (but not when Forcing Workers), 1 of your Workers stays in the Tired column.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X04 Passive: When placing a Genius in an Exosuit, you MUST spend a 1 VP token. This does not include Blinking with a Genius already placed in an Exosuit. If you do not have a 1 VP token to give, you may not place the Genius.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X05 Passive: The range of your Power Plants is **decreased** by 2 (minimum of 1 each).
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

NOTE: This Anomaly counts as minus 2 towards the "highest sum of Time Travel ranges" Endgame Condition.

X06 Passive: Place a "Hex Unavailable" tile on one of your Exosuit Bay hexes. You may no longer power up Exosuits on this space, nor do you receive any W income for it. Remove the tile when you remove this Anomaly.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X07 Passive: Whenever you spend an Energy Core, you MUST spend 1 W. If you do not have any W to spend, you may not spend Energy Cores.
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X08 Passive: At the beginning of Paradox Phase, if you have 4 or more Warp tiles on the Timeline, immediately receive 1 Paradox. You still roll for Paradoxes as normal, **even if this triggered an Anomaly.**
If you receive this Anomaly **before** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X09, X10, X11, X12 No effect.
When you receive this Anomaly, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X13 Any Worker (kept Motivated): Receive 2 W. If you receive this Anomaly **after** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X14 Any Worker (kept Motivated): Receive 1 T. If you receive this Anomaly **after** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X15 Genius: Return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).
If you receive this Anomaly **after** Impact, you may choose to retrieve one of your Warp tiles from any Timeline tile back to your supply.

X16 Scientist: Perform a Research Action, and gain a Paradox.

IMPORTANT: X16 does not let you retrieve one of your Warp tiles.

PALADIN EXOSUIT UPGRADE TILE



Sensor Upgrade:
Can only be taken by a Scientist. Spend 1 W to place a Breakthrough on the designated slot. Then receive 1 Flux Core.
You may only have at most 1 Breakthrough of each of the three different shapes on this slot.



Power Upgrade:
When taking this Action, you may place 1 T/U/G (to a maximum of 4 per game) to increase the Power value by 2 **or** place 1 Flux Core (to a maximum of one per game) to increase the Power value by 3.

IMPORTANT:
The Paladin Exosuit starts the game with a Power value of 1 by default.

LEADER ABILITIES

PATH OF UNITY LEADERS



Eldrin: *Flux Mastery (Action, Scientist):* Perform one of the following Actions, as shown on your Fracture Device: Remove Glitches, Remove Flux Cores, or Upgrade Fracture Device.



Castien: *Perseverance*: When you Blink with an Operator, you may spend 1 W to place the Operator in the Active column instead of the Tired one.



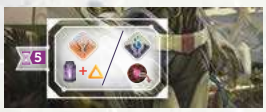
Thalia: *Diplomatic Favors*: At the beginning of the game, randomly select one unused Leader of each of the original four Paths. Before the Paradox Phase of each Era, you may select one of the four to activate. Use the activated Leader's ability for the current Era, then remove the activated Leader from play at the end of the Era.

EXCEPTION: Activating High Sunwalker Amena in a post-Impact Era removes **one** of your Hex Unavailable tiles-but only for that Era. She has no effect in a pre-Impact Era.

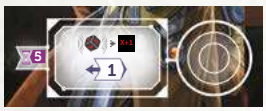
NOTE: Since you only have four Leaders to activate, you will have no ability in one of the five Eras (of your choice).



NEW LEADERS FOR EXISTING PATHS



Princess Zuriel
(Path of Harmony):
For The Greater Good:
Whenever you take a Supply Action, you may remove 1 Glitch. Whenever you Force Workers, you may choose to gain 1 Paradox and 1 Flux Core.



Prophet Augurus
(Path of Salvation):
Time Stream Wanderer (Free Action):
Set Focus to the previous Timeline tile; then, roll the Flux and Glitch dice (as though you took a Blink Action), and add 1 to the Flux die's result.



S.O.T.E.R.
(Path of Progress):
Flawless Planning:
When you take the Research Action, receive an additional bonus depending on the *shape* of the Breakthrough taken. *Triangle:* Remove 1 Flux Core from your Fracture Device. *Circle:* Receive 1 Flux Core. *Square:* Receive 2 W.



Indoctrinator Xenara
(Path of Dominance):
Operator Indoctrination (Free Action):
Spend an Operator (from the Tired or the Active column) to receive a Genius (from the supply) and 2 VPs.

NEW ENDGAME CONDITIONS

FRACTURES OF TIME



The player(s) with the **most Flux Cores on their Fracture Device** at the end of the game receive(s) 3 VPs.



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

VARIABLE ANOMALIES



The player(s) with the **most Anomalies on their Player board** at the end of the game receive(s) 3 VPs.

NEW COLLAPSING CAPITAL TILES

Collapsing Capital tile bonuses always apply in addition to the respective standard Action. The new tiles are placed on top of the base game ones, and only the top one's (visible) effect applies.

RESEARCH



Spend 1 U/G to gain 1 Technology.



Remove a Flux Core from your Fracture Device and also upgrade it at no Breakthrough cost.



Spend 1 T/U/G to remove an Anomaly.

RECRUIT



Spend 1 W to choose one of the following twice: remove a Flux Core or remove a Glitch.



Receive an Operator from the Supply.



Retrieve 2 of your Workers (using the same rules as the Recall Free Action).

CONSTRUCT



Gain 2 Flux Cores.



Remove a Glitch.



Look at the bottom 3 tiles of one primary building stack. You may choose to build one of those instead of the buildings on top of the stacks. If you do, gain 1 VP.

EVACUATION CONDITIONS FOR PATH OF UNITY

The Brightest Beacon



Base condition: Have the second building space covered (with either a building, an Anomaly, or a Superproject) in each building row on your Player board (6 VPs).

Additional reward: Your Evacuation Action is worth 2 additional VPs for each Operator you have when you Evacuate.

Dawn of a New Future



Base condition: Have your Fracture Device fully upgraded in order to Evacuate (2 VPs).

Additional reward: Your Evacuation Action is worth 4 additional VPs for each set of **one** Technology and **two** Tired Workers you have when you Evacuate.

ASYMMETRIC PLAYER BOARD B SIDE FOR PATH OF UNITY

Morale & Supply: Supply is restricted to a Genius and is never Motivated. It costs 3/3/4/4/5/6/8 W, respectively. If you are already at the maximum of the Morale track when Supplying, gain a Technology (only paying additional printed costs, if any) instead of VPs.

Building Costs: The second spot of each building row costs 1 additional Flux Core. When constructing a building (not an Anomaly or Superproject) in the third spot of each row, immediately gain 2 Flux Cores.

Other: You can place 1 Glitch on the Player board instead of the target shown on the Glitch die. This Glitch has no effect, but it still counts as -2 VPs at the end of the game. You may remove this Glitch using the normal means. This slot does not absorb either of the two starting Glitches.



FRACTURE DEVICE ASYMMETRIC B SIDES

PATH OF HARMONY

Fracture Device track: There are only 5 spaces visible at the beginning of the game and only 9 spaces total. When you first place a Flux Core on the 6th, 7th, 8th, and 9th spaces, receive 2 W.

Upgrade Fracture Device Action: When using the Action option, you may also remove 1 Flux Core from your Fracture Device.

Remove Flux Core & Glitch Action: Replaces the two separate Actions. It costs 2 W to use, and you can remove either 3 Flux Cores OR 3 Glitches (but not a combination of Glitches and Fluxes).

PATH OF SALVATION

Fracture Device track: The covered Flux Core spaces score 1/2/3/10 VPs at the end of the game. When placing a Flux Core on the 4th space, you must additionally spend 1 U. When you first place a Flux Core on the 3rd, 8th, or 9th spaces, you receive 1 Flux Core. When first placing a Flux Core on the 7th space, you receive 2 VPs.

Remove Glitch Action: Free to use, limited to Engineer, who is kept Motivated. Only removes 1 Glitch.

NOTE: B side of the Fracture Device Upgrade tile is the same as the A side.

PATH OF PROGRESS

Fracture Device track: There are 7 spaces visible at the beginning of the game. The covered Flux Core spaces score 2/4/6 VPs at the end of the game.

Upgrade Fracture Device Action: The Action costs 3 W, but after using, you receive 3 VPs (instead of 2 VPs).

Remove Flux Core Action: Free Action but costs 1 W.

PATH OF DOMINANCE

Fracture Device track: When placing a Flux Core on the 3rd space, you must additionally spend 2 W. When you first place a Flux Core on the 5th and 8th spaces, you receive 1 T from the supply.

Upgrade Fracture Device Action: There is no Free Action option. There is an additional Action space, limited to Genius (which is kept Motivated), but after using, you receive only 1 VP (instead of 2 VPs).

PATH OF UNITY

Fracture Device track: There are only 5 spaces visible at the beginning of the game. The covered Flux Core spaces score 0/2/4/6/8 VPs at the end of the game. When you place a Flux Core on the 3rd and 5th spaces, you must additionally spend 1 W. When you first place a Flux Core on the 4th space, you receive a Genius (from the supply, to your Active column). When you first place a Flux Core on the 6th spaces, you receive 2 Flux Cores.

Upgrade Fracture Device Action: The Free Action costs 1 N, but after using, you receive a random Breakthrough (roll both dice).



CREDITS

GAME DESIGN

Dávid Turczi
with Viktor Peter
and Richard Amann

GAME DEVELOPMENT

Robin Hegedűs
Frigyes Schőberl

ARTWORK

Richard Amann (Creative & Art Direction)
Villő Farkas (Art Direction & Graphic Design)
Anna Radnóthy (Graphic Design)
István Dányi (Character illustrations)
Csilla Kiskartali (Illustrations)
Tamás Baranya (Lineart)
Krisztián Hartmann (3D art)

RULEBOOK

WRITTEN BY

David Turczi
Viktor Peter

EDITED BY

Ágnes Kismárton
Frigyes Schőberl
Emanuela Pratt
Robert Pratt

PLAYTESTERS

Emanuela and Robert Pratt, Wai-yee, John Albertson, Nick Shaw, Sara Tippey, Kieran Symington, Anthony Howgego, Ben Hodgson, Denholm Spurr, Fabio Lopiano, Thomas Vande Ginste, Filip Murmak, Miroslav Podlesni, Darren Kisgen, Adrian Schmidt, Alex Batterbee, Michael Brown, Dean Morris, Giampaolo Brunetti, Frank Calcagno, Ruben Hegedűs, Bence Hegedűs, Ádám Búza, László Dudogh, and many more, in the UK, Hungary, and worldwide...

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www.mindclashgames.com
info@mindclashgames.com

Components may vary from those shown in this rulebook.

ICONS EXPLAINED


Technology


Technology Endgame Bonus


Flux Core


Fracture Device Upgrade Tile


Glitch


Operator


Fractures of Time module


Variable Anomaly


Replacement building


Interlocking building


Remove


Look at the indicated number of pieces


Uranium/Gold


Remove Flux Cores


Remove Glitches


Recall


Valley Capital Action


Upgrade Fracture Device


Assimilate


Extract


Flux die


Top of the deck/stack


Bottom of deck/stack


Retrieve Path Marker from buildings and Superprojects


Leader card