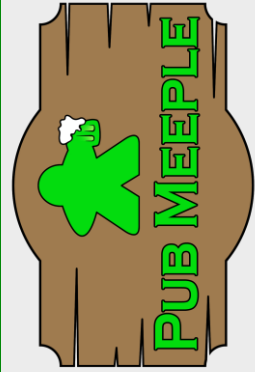


A game resource by



Game: **Anachrony**

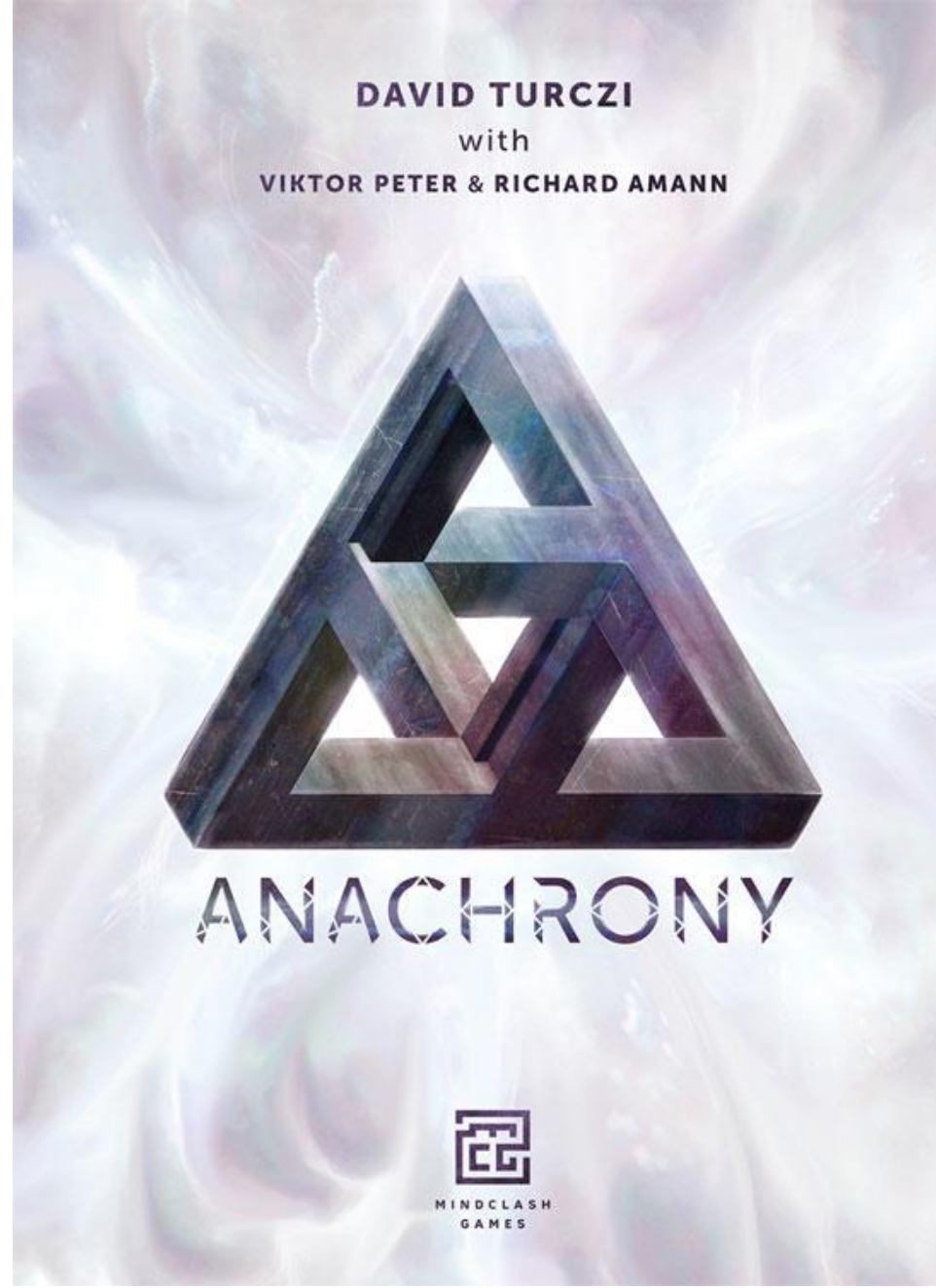
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Author: **Brian Casey**

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# RULES SUMMARY

## GOAL OF THE GAME

Be the player with the **most VP** after up to **7 rounds**.

- You score points by constructing **Superprojects** and **buildings**, making scientific **breakthroughs**, using **time travel**, having high **morale**, meeting **end game conditions**, and **evacuating** the World Capital.
- During the first 4 rounds, you will be preparing for the asteroid impact. After the 4<sup>th</sup> round the impact will occur and you will be trying to evacuate.

## GAME ROUND (ERA)

Proceed through the following phases each Era (Game Round)

### PREPARATION PHASE

Reveal Superproject, shift building stacks, fill supply of workers and resources.

- **Superproject** – reveal the Superproject of the next Era.
- **Buildings** – place top building of each stack face up next to it.
- **Workers** – remove remaining workers from Recruit pool. Draw a Recruit card. Place workers indicated on Recruit Card in Recruit pool.
- **Resources** – remove remaining resources from Mine pool. Draw a Mine card. Place resources indicated on Mine Card in Mine pool. Then place a U, G and T next to the Mine action as shown on the board.

### PARADOX PHASE

Roll for Paradoxes (skip in the first Era)

- **Paradox Rolls** – Starting from the left-most Timeline tile, count each player's Warp tiles per Timeline tile. Player with the most on a Timeline tile rolls the dice once. Take the indicated number of paradox tokens. Do the same in each Era. Tie for Warp Tiles – all tied players must roll.
- !- If players prefer predictability - take 1 Paradox for each Warp tile.
- **Anomalies** – 3 Paradox tokens = an Anomaly. Stop rolling, return all paradox tokens, may retrieve 1 Warp tile from any Timeline tile. Place Anomaly on the leftmost free building spot. If no free spots, place on top of a building.

### POWER UP PHASE

Power up Exosuits.

- In player order, place up to 6 Exosuits on player board. Pay 1 energy core per bottom row Exosuit slots used.
- Receive 1 Water for each empty Exosuit slot.

### WARP PHASE

Place Warp tiles on current Timeline tile to bring assets from the future.

- Secretly select 0-2 warp tiles. Reveal simultaneously. Place on Timeline
- In player order, receive any asset shown on Warp tile(s) from supply.
- Workers require paying 1 Water and are placed in Active column.



## ACTION ROUNDS PHASE

Players take actions in player order until everyone has passed.

- On their turn, a player may do any number of available Free Actions (use Path marker) then place a worker to take an action or pass.

### MAIN BOARD ACTIONS

**Construct** - Choose 1 option:

1. Pick a face-up Building from any stack. Place it in the leftmost empty spot of a row matching its type. Pay costs indicated by player board spot.
2. Build the Superproject in Focus (not necessarily current). Place it on the 2 leftmost free spots of any building row. Pay cost of the Superproject.

**Recruit** - Select a Worker from the Recruit Pool. Add it to your Active column. Gain the bonus of the chosen worker type.

**Research** - Choose a face for on research die (not ?). Roll the other. Take a Breakthrough tile matching the dice (shape & color). ? is Wild. If the Breakthrough is not available, choose a die to reroll.

**World Council** - Perform an unavailable Capital action (Construct, Recruit, Research). Worker restrictions and benefits apply. Cost of the copied action does not apply. There are two World Council spaces available:

1. Pay 2 Water – become first player and copy an action
2. Pay 1 Water – copy an action.

-!- Capital Actions can be copied this way after the impact

**Mine Resource** - Take 1 resource of your choice from the mine pool in addition to the resource from the space.

**Purify Water** (Hex Pool) - Take 3 Water from the supply.

**Trade with Nomads** (Hex pool) - Exchange resources as shown.

**Evacuation** (Hex pool – only after Impact) – Take this once you meet your Path's evacuation condition (on player board).

- Place a Path marker on the topmost available space – VPs are added to (or subtracted from) evacuation total depending on space (0 minimum)

### PLAYER BOARD ACTIONS

**Supply** – Spend Water indicated by morale track to move workers from Tired to Active. Move forward 1 step on Morale track.

**Force Workers** – Free Action – Move all workers from Tired to Active. Move back 1 step on Morale track. If at minimum, choose 1 worker to lose.

**Power Plants** - Activate to set focus to a past time (in range of the Power Plant). Then you may repay a Warp tile in the focused Era - move time travel marker on player board forward 1 step.

**Anomalies** - To remove an anomaly place a worker and spend indicated resources. The worker placed here is returned to the general supply.

**Superprojects / Buildings** - Once these have been placed on a player board they can open Worker Actions, Free Action, passive abilities, or one-time abilities. See rule book appendix for details (p 27).

## CLEAN UP PHASE

Retrieve Workers & Exosuits – Check for Impact / game end – set player's focus to next era.

- **Retrieve Workers & Exosuits** – Place workers in Tired column unless the action was motivated (then Active). Place Exosuits next to player board.

- **Check for Impact** – if the next Timeline tile is the Impact look at Impact rules to resolve.

- **Check for game end** – game ends if any of these are met: All Collapsing Capital actions are unavailable OR it is the 7<sup>th</sup> Era.

- **Next Era** – Move all player's Focus markers to the Era you are starting.

## IMPACT RULES

- Turn the Evacuation Action tile to its B side. Place the -3 VP token according to player count.

- Collapsing Capital tiles – separate by action (3 piles). Randomly select 2/2/3 tiles (depending on player count 2/3/4). Place on corresponding actions – available side up. When retrieving workers, flip any used spaces to its unavailable side.

-!- Unavailable Capital actions can still be copied using the World Council.

- Hex Unavailable tiles – cover 2 indicated top row Exosuit spaces.

- Neutronium – topmost resource in Mine pool is now always Neutronium.

## GAME END / SCORING

The game ends when either the last capital action space becomes unavailable or if the 7<sup>th</sup> Era is completed.

- Untangle the Continuum – fix your timeline. Fulfill all outstanding Warp tiles. Each unfulfilled is worth -2 VP.

- End Game Conditions – each of these is worth 3 VP. Ties get full amount.

- Final Scoring – count VP from Buildings, Anomalies, Superprojects, Time Travel, Morale, VP tokens, Timeline penalties and End game conditions.

- Breakthroughs are 1 VP each. A set of them (3 different shapes) is worth additional 2 VP per set.

## SETUP

### GENERAL SETUP

1. Place the main board on the table. 2-3 players use the side with fewer research, recruit, and construction action spaces.
2. Place research dice on their space of the main board.
3. Place the Evacuation Action tile on its space of the main board with A side up.
4. Shuffle the 11 recruit pool cards and 11 mine pool cards into two face down decks - place next to the bottom left of the main board.
5. Separate the buildings by type (power plants, factories, life supports, labs). Shuffle each separately then place the 4 stacks face up to the right of the main board.
6. Place Anomalies in a face up stack with Paradox dice and tokens next to it.
7. Place all Resources on the top right of the board and all Water on top left (on the board). Place all Workers, Energy Cores, and Breakthroughs to the left of the main board. Sort workers by type and breakthroughs by shape. Place Victory Points above main board.
8. Arrange Timeline tiles in a straight line below the main board. Place the Impact tile between the 4th and 5th Timeline tile.
9. Shuffle all Superprojects and randomly place one face down above each Timeline tile (except the Impact tile). Turn the one above the first Timeline tile face up.
10. Place one of each player's Path Markers below the leftmost Timeline tile. These are focus markers
11. Remove "Most Completed Experiments" Endgame condition from the game. Shuffle the rest and randomly choose 5. Place them face up above the board.

### PLAYER SETUP

1. Each player picks a Path and receives its player board and components. Players decide which player board side to use (A or B) but all must use the same side.
2. Place the Path board of your path next to your player board with a randomly chosen side up.
3. Give players their starting resources, water, and energy cores and anything else indicated on their Path board.
4. Players pick one leader card available to their Path and place on their Path board.
5. Give each player their Player Banners to place in front of them.
6. First player is the one who most recently experienced déjà vu - place that player's banner on the space next to the World Council Action spaces.
7. Players in clockwise order starting with the first player receive 0/1/1/2 Water.

## ADDITIONAL NOTES

- You can boost your progress by using Time travel. Players may request resources from the future to help them now but these resources must be sent back in future rounds or risk time paradoxes and anomalies. Not only does this help currently, when these are repaid they are worth VP.
- Warp tiles in the present can't be removed with Power Plants and focus, but they can be removed with some buildings, anomalies, and Superprojects.
- When paying back Workers and Exosuits the Workers must come from your active column and the Exosuits must be powered.

### WORKERS

- Workers can take actions on your player board or, if in an exosuit, on the main board. Different types of workers are better at different types of actions.
- Each worker type (Engineers, Scientists, Administrators) have different benefits when using them for certain actions.
- Geniuses can be used in place of any of the others EXCEPT in the case of paying a non-genius worker cost.
- Workers can be Active (in the active column), Busy (on an action space), or Tired (in the tired column). Only Active workers may be used to take actions. However, both Active and Tired workers can be used to pay worker costs.
- Motivated workers - some actions keep certain worker types motivated. They do not go to the tired column after being used for that action.

### ACTION SPACES

- Hex - limited to number of spaces and must use Worker w/ Exosuit.
- Hex Pool - unlimited but must use Worker w/ Exosuit.
- Worker - on player boards, may only be used once.
- Free Actions - do not require a worker, place Path token instead. Each free action may only be taken once per round. You must have a Path marker available to take a free action.

### FOCUS

- A player's focus is the Timeline tile where their Focus marker is currently located. They can move their focus back in time by using Power Plants. A player can repay Warp tiles or build Superprojects in the Era they are focused on.
- All players move their focus markers to the new current Era at the end of each round during the Clean Up Phase.
- Each Power Plant has a range. This is how far back from the current Era a player may send their focus.
- A player's focus can only be sent to the past. It can't be brought back to the present during a round (only during Clean Up). Different Power Plants may move focus to different past Eras (even moving forward) but once in the past it must stay in the past until Clean Up.

## CHRONOBOT

### SETUP CHANGES

1. Chronobot (CB) receives 6 Exosuits, 8 Warp Tiles, no Starting Assets.
2. No Endgame conditions are used – leave them in the box.
3. Place the CB board by main board. Place 6 CB tokens in their positions
4. CB is first player in first era – place its banner in First Player spot.
5. Player may still choose A or B side of their player board.

### PARADOX PHASE

- CB rolls for paradoxes last. If CB gains an anomaly, remove any 1 Warp tile from the Timeline where the CB has the most. (oldest if tied)

### POWER UP PHASE

- Pre-impact – CB always powers up 6 Exosuits.
- Post-impact – CB powers up 4 Exosuits.
- CB does not use gain or use energy cores.
- Pile powered up Exosuits in the one top right space of CB's board.

### WARP PHASE

- Warping occurs in player order and normally for the player
- For the CB, roll the Paradox die – place random Warp tiles equal to rolled paradoxes. CB does not gain anything for Warp Tiles

### ACTION ROUNDS

- On CB's turn, roll Chronobot die. Perform the action shown above or below the token with the rolled number. Then advance the token.
- If CB does nothing, gain 2 Water and 1 VP.
- CB does not use workers or pay action costs
- CB always picks the topmost available space on Capital Actions.
- If no Capital Actions are available when rolled, place on World Council, taking First Player if possible.

**Construct** – build the type shown. Always pick highest VP building of that type. If tied take one in secondary stack. If it has 3 of the type, it does nothing. Superproject – build highest VP or oldest. If "Construct SP" is rolled before Impact, receive 1 VP instead. Can only have 2 SPs.

**Recruit** – CB takes a worker type it does not yet have following listed order – no bonuses. If that worker is unavailable, take highest in listed order. When it has 1 of each type, discard 1 of each for 5 VP.

**Research** – roll the shape die, take any Breakthrough of the rolled shape.

**Mine** – same as Recruit but with resources instead of workers.

**Time Travel** – remove 1 Warp Tile from where CB has the most

**Supply/Recruit** – pay Water according to Morale track then advance Morale track. If not enough Water, Recruit instead.

**Remove Anomaly** - Discard 1 resource in list order + 1 Water. Then remove 1 Anomaly. If no Anomalies or enough Water, take 2 Water and 1 VP.

- **End of Round** – CB uses all exosuits then takes one Time Travel action if able. Then passes. If player passes first, round ends immediately.

### END OF GAME

- CB does not lose VPs for remaining Warp Tiles. Score Breakthroughs normally. No Endgame conditions are scored.
- **Beginner Mode** – When CB does nothing it only gains 2 Water.
- **Expert Mode** – no player Leader Abilities.

# DOOMSDAY

## SETUP CHANGES

1. Place Impact tile between 5<sup>th</sup> and 6<sup>th</sup> Timeline Tile.
2. Place a random, face up Level 1 Experiment card below the first Timeline tile and facedown Level 1 below each other Timeline tile.
3. Place Doomsday board next to Main board. Place Trajectory dice in their spot, Save Earth and Seal Fate tokens on their starting positions.
4. Shuffle Level 2 Experiment Cards into face down stack next to DD board.
5. Add Most Completed Experiments Endgame condition before randomly selecting Endgame Conditions.

## PREPARATION PHASE

Flip the next Level 1 Experiment at the same time you flip the next Superproject. Then place a face up Level 2 Experiment card below any Timeline tiles without an Experiment Card.

## EXPERIMENT ACTION (Hex Pool)

Claim an Experiment Card if:

- it is in focus for you
- you meet the Experiment's conditions
- you pay the Experiment's cost

When an Experiment is claimed, give it to the player, receive VP indicated, move marker on Doomsday track:

- Save Earth - Harmony, Dominance
- Seal Fate - Salvation, Progress
- Gain VP from Doomsday track space
- Doomsday track no longer moves if 1) Impact has occurred or 2) either track is on its final space. But Experiments may still be done for VP.

## CLEAN UP

Before resolving potential Impact, roll Trajectory dice. Count '+' and '-' on dice and Doomsday tracks (where markers are)

- If more '+'; move Impact tile 1 space to the right.
- If more '-'; move Impact tile to the left
- If equal; do nothing.
- If Seal Fate track is complete, do not roll dice. Place Impact tile after current Timeline tile.
- If Save Earth track is complete the game is over – go to final scoring.

# RESOURCE & WORKER CHARTS

	Action Costs	Activate Workers/Morale	Anomaly Costs	Building Costs	Power Exosuits	Superproject Build Costs	Time Travel	Activate Building/SP*	Main Board Action	Recruit Bonus	Trade with Nomads	Unactivated Exosuits	Warp Tiles on Board
<b>Resource</b>		★	☆	★		★	★	★		★			☆
★ Breakthroughs						●			●				
Energy Cores					●				●		●		
Minerals			●	●		●		●	●	●	●		●
Water	●	●	●	●		●		●	●	●	●	●	●
Workers			●			●			●	●			●
Powered Exosuit								●					●

- ★ Gain VPs
- ☆ Lose VPs
- Gain Resource
- Spend Resource

\* All Buildings and Superprojects have different costs and benefits when activated

Worker	Action	Main Board (Exosuit)						Player board				
		Construct	Recruit	Research	Mine	Trade	Purify Water	Evacuation	Supply	Force Workers	Buildings	Anomalies
Scientist		▲	◆	▲	▲	▲	●	▲			▲	▲
Engineer		●	▲	◆	●	▲	▲	▲	▲		▲	▲
Administrator		◆	▲	◆	▲	●	▲	▲	●		▲	▲
Genius		●	▲	▲	●	●	●	▲			▲	▲
Free (Path Marker)										▲	▲	

Can the worker take the Action?

- Yes, with bonus
- ▲ Yes, with possible restriction
- ◆ No