COMPONENT LIST

1x Main board

4x1 Dual-sided Path boards

1x Player boards

Workers

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

Resources (cubes/tokens)

- 24x Energy Core tokens
- 66x Victory Point tokens (30x 5 VPs and 35x 1 VPs, 1x -3 VPs)
- 20x “1 Water” drops (light blue)
- 10x “5 Water” drops (dark blue)

Water

- 4x2 Time Travel and Morale Markers (+ 2x2 spare)
- 4x8 Path markers
- 4x9 Warp tiles (3x Workers, 4x Resources, 1x "2 Water", 1x powered up Exosuit) (+1x spare)

4x6 Hex-shaped Exosuit markers

4x1 Dual-sided player aid cards

5x1 Player banners with plastic standee

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

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

Workers

- 1 Water“ drops (light blue)
- 5 Water” drops (dark blue)

Energy Core tokens

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

"DOOMSDAY" MODULE COMPONENTS

1x Doomsday board

2x Trajectory dice

1x "Save Earth" Tracker token (+1x spare)

1x "Seal Fate" Tracker token (+1x spare)

1x Doomsday board

2x Trajectory dice

1x "Save Earth" Tracker token (+1x spare)

1x "Seal Fate" Tracker token (+1x spare)

CHRONOBOT COMPONENTS

1x Chronobot board

6x Hex-shaped Exosuit markers

8x Chronobot warp tiles

1x Chronobot banner

1x Chronobot die

4x6 Hex-shaped Exosuit markers

4x1 Dual-sided player aid cards

4x2 Leader cards

4x1 Dual-sided Path boards

1x Chronobot banner (+3x spare)

1x Scoring pad

16x Paradox tokens

4x11 Building tiles (Power Plants, Factories, Life Supports, Labs)

11x Mine pool cards

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

18x Superproject tiles

2x Research dice

1x Paradox die

1x Dual-sided Evacuation Action tile

12x Anomaly tiles

3x15 Breakthrough tiles

15x Collapsing Capital tiles

9x "Hex Unavailable" tiles

8x Endgame Condition cards (+1x spare)

16x Starting Asset cards

1x Scoring pad

16x Paradox tokens

IMPORTANT: The Water, Resource and Worker general supplies are not considered limited. In the unlikely case the general supply runs out of Water or a Resource/Worker type, use proxies as replacements.
The world has changed. It is the 26th century and New Earth is slowly recovering from the Day of Purgation: the day a mysterious, catastrophic explosion shook the entire planet. The majority of the population was exterminated, and most of the surface became uninhabitable. No one understood what really caused the apocalypse — the only thing the survivors could do was find shelter until the dust settled.

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

Many years later, explorers discovered a rich seam of an unknown substance at the desolate Ground Zero of the Day of Purgation. The durable and light Neutronium, as they named it, proved excellent as building material. To commemorate the 300th anniversary of the apocalyptic day, the World Council initiated the construction of five Monuments, made entirely of Neutronium, representing the four Paths and the World Capital. When the celebration started, the delegations of the four Paths witnessed humanity’s most life-changing event since the Purgation.

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

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

Discover more about Anachrony’s story and the Paths at anachronyboardgame.com!
Anachrony is centered around three game concepts: powering up and using Exosuits, taking Actions with Workers, and using Time Travel. In this section, we give a short overview of these concepts - details of the gameplay will be described in the subsequent chapters.

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

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

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

The game ends with a Victory Point scoring after the collapse of the World Capital due to the asteroid impact. There are a number of ways to score Victory Points, with the most important ones being constructing Buildings and Superprojects, making scientific Breakthroughs, using Time Travel, achieving a high Morale, and evacuating the collapsing World Capital.
A player receiving a third Paradox token (by any means) is immediately affected by an Anomaly. When this happens, he:

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

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

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

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

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

**3 PARADOX PHASE**

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

**Paradox rolls**

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

**Anomalies**

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

**POWER UP PHASE**

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

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

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

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

NOTE: After the Impact (see “Impact” on Page 18), two of the top three Hex slots will be covered and unavailable. No Exosuits can be placed there, nor do they produce any Water income.
Each player secretly hides 0–2 Warp tiles in their hand (hide the other Warp tiles to maintain secrecy). Reveal them simultaneously and place them on the present Timeline tile (the order is not important). In player order, each player immediately receives any asset shown on the selected Warp tile(s). Each tile placed on the Timeline can be recovered later (see “Power Plant buildings: Time Travel and Focus” on Page 16) and used again.

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

**ACTION ROUNDS**

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

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

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

**FREE ACTIONS**

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

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

**ACTIONS**

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

**CLEAN UP PHASE**

A) RETRIEVE WORKERS

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

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

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

B) CHECK FOR IMPACT

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

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

C) CHECK FOR GAME END

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

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

D) NEXT ERA

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

**WORKERS AND ACTION SPACES**

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

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

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

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

1. Hex spaces: On the Main board, Action spaces are Hex-shaped since Workers must be placed on them in a powered-up Exosuit. A Hex space on the Main board becomes unavailable for the rest of the Era once a Worker is placed there. Different Hex spaces associated with the same Action do not have to be occupied in any specific order.

2. Hex Pool spaces: Hex Pool spaces work similarly to Hex spaces, with the exception that they are always available and any number of Workers may be placed on them (in an Exosuit).
3. Worker spaces: On the Player boards (including buildings, Superprojects, and Anomalies), Worker spaces may only be used once per Era. Workers do not need Exosuits to be sent to these spaces.

Example: Worker spaces

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

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

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

### MAIN BOARD ACTIONS

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

Capital Actions each have 3 available Hex spaces:
1. Upper space – no modifiers.
2. Middle space – must pay 1 Water.
3. Lower space – must pay 2 Water (available in 4-player games only).

#### CONSTRUCT

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

#### RECRUIT

**Standard Action:** Select a Worker from the Recruit pool and add it to the Active column of your Player board. You also receive a bonus based on the type of the Worker chosen:
- Scientist: 2 Water.
- Engineer: 1 Energy Core.
- Administrator: 1 Victory Point.
- Genius: Any one of the above three bonuses.

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

**RESEARCH**

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

**Shape die**
- / / / /

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

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

**Worker specifics**
- May not be activated by a Scientist.
- If activated by an Administrator, subtract 1 Titanium from the total cost of the Action.

**World Council**

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

**NOTE:** In the unlikely case the rolled Breakthrough is not available, reroll one die of your choice.
Worker restrictions and benefits of the copied Capital Action apply for the Worker placed on the World Council, but space-related features (e.g., Water costs on Hexes and Collapsing Capital tile bonuses) do not.

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

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

World Council has 2 available Hex spaces:
1. Left space – must pay 2 Water and become the First Player (replace the previous First Player’s banner on the spot next to this Action space).
2. Right space – must pay 1 Water.

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

MINE RESOURCE
Take 1 Resource of your choice from the Mine pool.

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

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

Example:

PURIFY WATER
Take 3 Water from the supply.

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

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

Example:

TRADE WITH NOMADS
You may choose one of the following:
- Exchange 3 Water to 1 Energy Core; or vice versa.
- Exchange 1 Energy Core to 1 Neutronium; or vice versa.
- Exchange 1 Neutronium to any 2 of Titanium, Uranium, or Gold; or vice versa.
- Exchange any 2 of Titanium, Uranium, or Gold to 3 Water; or vice versa.

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

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

Example:

EVACUATION
This Action space will only be available after the Impact. It may only be taken by each player once per game, and only if they meet the condition stated on their Path board.
Place one of your Path markers on the uppermost free numbered slot on the tile and receive the Victory Points specified on your Path board under the Evacuation condition. If you placed your Path marker on the spot with the -3 Victory Points marker, you receive 3 less Victory Points for your Evacuation (to a minimum of 0). The maximum number of Victory Points that can be received for the Evacuation Action is 30.

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

Worker specifics
- The Evacuation Action can be taken by any Worker.

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

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

**SUPPLY**

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

**FORCE WORKERS**

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

**Power Plant Buildings: Time Travel and Focus**

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

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

**Power Plant Specifics**

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

**Anomalies**

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

**Worker Specifics**

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

**Other Buildings and Superprojects**

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

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

A detailed list of these bonuses can be found in the 
player also receives the bonus depicted on the tile.
apply). In addition to taking the standard Capital Action,
versions of the Capital Actions
Worker restrictions still
COLLAPSING CAPITAL TILES
After the Impact, the Capital’s structures begin to fail. Because of this, the number of Capital Actions (Construct, Recruit, Research) players can take for the remainder of the game will be strictly limited.
Separate the Collapsing Capital tiles by their Action into 
three piles. Select 2/2/3 Hexes randomly from each pile 
(for 2/3/4 players) and place them on the Capital Actions’ 
Hexes, with their available side up.
The Collapsing Capital tiles provide stronger, "last ditch" 
versions of the Capital Actions (Worker restrictions still apply). In addition to taking the standard Capital Action, the player also receives the bonus depicted on the tile. A detailed list of these bonuses can be found in the Appendix.

IMPA C T

1.
2.
3.

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

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

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

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

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

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

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

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

For each Warp tile players are unable to remove from the Timeline, they score -2 Victory Points.

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

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

FREQUENTLY OVERLOOKED RULES

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

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

CHANGES IN SETUP

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

THE DOOMSDAY MODULE

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

NEW ACTION — EXPERIMENT

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

When you take the Experiment Action, you may claim an Experiment card if:
• it is in Focus for you;
• you meet the Experiment card’s condition;
• you pay the Experiment card’s cost.

When an Experiment card is successfully claimed:
1. Remove it from below the Timeline tile and place it next to your Player board as a reminder.
2. If you play the Path of Harmony or the Path of Dominance, you may move the “Save Earth” tracker one step up on the Doomsday track.
3. If you play the Path of Salvation or the Path of Progress, you may move the “Seal Fate” tracker one step down on the Doomsday track.

4. Receive a number of VP tokens indicated on the Experiment card (2 or 3), and potentially additional VPs depending on the marker’s new position on the Doomsday track (see below).

Worker specifics:
• The Experiment Action can be taken by any Worker.

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

THE DOOMSDAY TRACK

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

Example: Dominance player’s move Example 2: Harmony player’s move

IMPORTANT: Players may no longer make any movements on the Doomsday track after:
• the Impact has occurred, or
• either the “Save Earth” or the “Seal Fate” marker is on the final (top or bottom) slot of the Doomsday Track.

Even when any of the above is true, Experiments may still be conducted for their VP values.
CLEAN UP PHASE — CHANGES

B) CHECK FOR IMPACT

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

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

Three things can happen based on the result:

1. If there are more (+) symbols in total than (-), move the Impact tile 1 space to the right on the Timeline track if possible — the Impact will occur one Era later.

2. If there are more (-) symbols in total than (+), move the Impact tile 1 space to the left on the Timeline track — the Impact will occur one Era earlier. If this would move the Impact tile behind the current Era tile, do not move the Impact tile.

3. If the number of (-) and (+) symbols is equal, do not move the Impact tile.

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

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

OPTIONAL RULE — PLANNED EXPERIMENTS

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

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

1-PLAYER MODE: THE CHRONOBOT

CHANGES IN SETUP

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

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

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

PARADOX PHASE

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

POWER UP PHASE

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

WARP PHASE

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

ACTION ROUNDS PHASE

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

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

Construct

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

Recruit

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

Genius Administrator Engineer Scientist

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

Example 1:

Research

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

Mine Resources

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

Neutronium Uranium Gold Titanium

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

Time Travel

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

Supply/Recruit

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

Remove Anomaly

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

Evacuation

The Chronobot never takes the Evacuation Action.

Example 2:

End of the Round

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

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

C CLEAN UP PHASE

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

END OF GAME

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

NOTE: Optional Chronobot Difficulties

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

Normal: Play with the standard Chronobot rules.

Expert: Play with the standard Chronobot rules, but do not use your Leader Ability.
**GAMEPLAY VARIANT — ALTERNATE TIMELINE**

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

After setting up the Timeline, turn each Timeline tile to its alternate (crimson-colored) side. Certain Warp slots on this side have bonuses or penalties associated with them. When playing with the Alternate Timeline, players have to follow the standard player order (clockwise, starting from the First Player) when revealing and placing their hidden Warp tiles. When it’s a player’s turn to reveal and place his Warp tiles, he must place them on the first available empty slot(s) in the order pointed out by the arrows. If he chooses to place two Warp tiles at once, he may choose the order in which he places them. If a Warp tile is placed on a slot with a bonus or penalty symbol, the player immediately receives that bonus or penalty.

The following bonuses can appear on the Alternate Timeline tiles:

- **Inspiring Message:** Gain 1 Morale
- **Glorious Future:** Gain 1 Victory Point
- **Parallel Timeline:** Receive an additional one of the asset on the Warp tile placed here.
- **Stable Time Rift:** Remove 1 Paradox

The following penalties can appear on the Alternate Timeline tiles:

- **Grim Message:** Lose 1 Morale
- **Collapsing Time Rift:** Gain 1 Paradox

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

**GAMEPLAY VARIANT — STARTING ASSET DRAFT**

By using the Starting Asset Draft, players can add more variety to the starting assets of their Path each game. During the Setup, instead of giving each player the Starting Assets depicted on their Path board, give each player:

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

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

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

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

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

**GAMEPLAY VARIANT — ENDFORCE CONDITION DRAFT**

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

Instead of selecting 5 Endgame Condition cards randomly:

- Deal 4 to each player in a 2-player game, then each player simultaneously picks two of the four, and reveals them.
- Deal 2 to each player in a 3 and 4-player game, then each player simultaneously picks one of the two, and reveals it.
- Finally, from the undealt cards, choose one (two in a 3-player game), and add it to the previously picked cards. Players will now have 5 Endgame Condition cards to play with.

**APPENDIX**

**BUILDING DETAILS**

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

**Abbreviations:**

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

**Power Plants:**

101: Any Worker: Set Focus to the previous Timeline tile.
102-103: Any Worker: Set Focus to a Timeline tile up to 2 Eras before the current Era’s tile.
104: Scientist: Set Focus to a Timeline tile up to 2 Eras before the current Era’s tile.
105-106: Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile.
107: Any Worker, spend 1 U: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile.
108: Scientist (kept Motivated): Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile.
109: Scientist, spend 1 N: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile.
110: Any Worker, spend 1 W: Set Focus to a Timeline tile up to 4 Eras before the current Era’s tile.
111: Any Worker: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile. When you construct this building, you may immediately return one of your Warp tiles from a Timeline tile to your supply (without scoring VPs).
112: Any Worker, spend x W: Set Focus to a Timeline tile up to x Eras before the current Era’s tile.
113: Any Worker, spend x T/U/G: Set Focus to a Timeline tile x Eras before the current Era’s tile. Receive x VPs. You may use Labs #401 and #402 to set Focus further back than x, but you still only receive x VPs.
114: Scientist, spend 1 W: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile. Then repeat this process.
115: Any Worker, spend 1 G: Set Focus to a Timeline tile up to 3 Eras before the current Era’s tile. Receive 1 VP.

**Labs:**

401: Passive: The range of your Power Plants is increased by 1.
402: Passive: The range of your Power Plants is increased by 2.
403: Any Worker (kept Motivated), spend 1 Energy Core: Receive 1 powered-up Exosuit.
404: Scientist: Return 1 Paradox from your Player board to the supply.
The player(s) with the most Endgame Condition Cards receive(s) 3 VPs.

**ENDGAME CONDITION CARDS**

- **The player(s) with the most Workers at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Water at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Successes at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Exosuits at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most-rise of the chosen Action applies to your Worker as well.

**NOTE:** The Action affected by a Breakthrough is no longer exclusive to the Exocrawler. Any Worker, including an Active Worker, may choose to use this Exosuit during this Action round, he may do so without placing a Worker in it.

**NOTE:** During the Recruit phase, you may pay 1 Water for 1 G. This ability does not work with Trade with Nomads.

**NOTE:** The ability to research a Neutronium Core is reduced by 1 in each of your Action Rounds.

**Superprojects**

- **Continuum Stabilizer:** Immediately when built: Return up to three of your Warp tiles from up to three Timeline tiles to your supply. Do not advance on the Time Travel track.
- **Cloning Vat:** Any Worker: Receive one Worker of the same type in the Tired column.
- **Exocrawler:** Free Action: Exchange any 2 T/U/G for 1 N or 1 N for any 2 T/U/G.
- **Grand Reservoir:** Passive: The total W cost of your Action is reduced by 1 in each of your Action Rounds.
- **Lens Tower:** Passive: The cost of the Action must be paid accordingly, and retrieve rules of the chosen Action apply to your Worker as well.
- **Superprojects**

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

**Anti-Gravity Field**

- Passive: Reduce the total cost of each of your Construct Actions by an additional T, U or G (of your choice).
- **Architect:** Research with an Administrator.
- **Art of Paradox:** Research with an Engineer.
- **At the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Superprojects at the end of the game receive(s) 3 VPs.**
- **The player(s) with the highest sum of Time Travel ranges at the end of the game receive(s) 3 VPs.**
- **The player(s) with his Morale marker closest to the right end of the Morale track (i.e., highest Morale) at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most occupied building spots at the end of the game receive(s) 3 VPs.**
- **This includes Anomalies and Superprojects.**

**Breaking the Code**

- **A**
- **B**
- **C**
- **D**
- **E**
- **F**
- **G**
- **H**
- **I**
- **J**
- **K**
- **L**
- **M**
- **N**
- **O**
- **P**
- **Q**
- **R**
- **S**
- **T**
- **U**
- **V**
- **W**
- **X**
- **Y**
- **Z**

**Endgame Condition Cards**

- **The player(s) with the most Endgame Condition Cards receive(s) 3 VPs.**
- **The player(s) with the most Water at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Workers at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Successes at the end of the game receive(s) 3 VPs.**
- **The player(s) with the most Exosuits at the end of the game receive(s) 3 VPs.**
COLLAPSING CAPITAL TILES

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

**Construct**
- Reduce the total cost of this Construct Action by one additional T, U or G (of your choice).
- Reduce the total cost of this Construct Action by one additional N.
- If you Construct a building (not Superproject) with this Action on the first/second/third building spot of its respective row, you receive 1/2/3 VPs.
- If you Construct a Superproject (not building) with this Action, you receive an additional 2 VPs.
- You may take an additional Construct Action.

**Recruit**
- You receive the Recruit bonus associated with your recruited Worker one additional time. If you recruit a Genius, you may choose a different bonus for the second time.
- You receive a powered-up Exosuit in addition to the recruited Worker.
- Gain 1 Morale in addition to the recruited Worker.
- After recruiting the Worker, move all your Workers from the Tired column to the Active column.
- You may take an additional Recruit Action.

**Research**
- You may set an additional die to the face of your choice when taking this Research Action.
- You receive 2 VPs in addition to this Research Action.
- After taking this Research Action, you may take an additional Construct Action. You may only construct a Superproject with this Action. If you take it with a Genius, you may treat it as an Engineer for the Construct Action.
- You may return up to 2 Paradoxes from your Player board to the supply in addition to this Research Action.
- You may take an additional Research Action.

**EVACUATION CONDITIONS**

Each Path has two different Evacuation conditions, and each condition consists of two parts:
- The base condition describes what assets the player needs to have in order to take the Evacuation Action, and how many VPs it is worth in itself (regardless of the additional reward).
- The additional reward part addresses specific assets and a related Victory Point ratio. The player gets additional VPs based on the amount of that asset held by the player when the Evacuation Action is taken in addition to the base condition’s VP value.

**PATH OF HARMONY**

**Welfare and Prosperity**

Base condition: Have 3 Life Supports in order to Evacuate (2 VPs).
Additional reward: Your Evacuation Action is worth 3 additional VPs for each Genius + Gold pair you have when you Evacuate. Tired and busy Geniuses also count.

**PATH OF PROGRESS**

**Technological Superiority**

Base condition: Have 3 Labs in order to Evacuate (5 VPs).
Additional reward: Your Evacuation Action is worth 2 additional VPs for each Scientist + Breakthrough pair you have when you Evacuate. Tired and busy Scientists also count.

**PATH OF DOMINANCE**

**Industrial Revolution**

Base condition: Have 3 Factories in order to Evacuate (5 VPs).
Additional reward: Your Evacuation Action is worth 2 additional VPs for each Engineer + Titanium pair you have when you Evacuate. Tired and busy Engineers also count.

**PATH OF SALVATION**

**Overwhelming Power**

Base condition: Have 3 Power Plants in order to Evacuate (3 VPs).
Additional reward: Your Evacuation Action is worth 3 additional VPs for each Neutronium you have when you Evacuate.

**Masters of Time**

Base condition: Have at least 2 Anomalies in order to Evacuate (6 VPs).
Additional reward: Your Evacuation Action is worth 2 additional VPs for each unused Warp tile + Uranium pair you have when you Evacuate (unused Warp tiles are the ones that are not on the Timeline).

**EXPERIMENT CARDS**

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

**LEVEL 1 EXPERIMENTS**

(worth 2 VPs each):

- **AI Research**
  Condition: Have a Breakthrough with the Technology icon.
  Cost: Spend 1 T/U/G.

- **Examine Temporal Distortion**
  Condition: Have a Breakthrough with the Time Travel icon.
  Cost: Spend 1 T/U/G.

- **Hydro Plant Upgrades**
  Condition: Have a Power Plant and a Life Support.
  Cost: Spend 2 W.

- **Interstellar Missile System**
  Condition: Have a Breakthrough with the Warfare icon.
  Cost: Spend 1 T/U/G.

- **Life Support Improvements**
  Condition: Have a Breakthrough with the Society icon.
  Cost: Spend 1 T/U/G.
Quantum Mechanics
Condition: Have a Lab and a Factory.
Cost: Spend 2 W.

Resistant Genotype
Condition: Have a Breakthrough with the Genetics icon.
Cost: Spend 1 T/U/G.

Reverse Water-Gas Shift
Condition: Have a Lab and a Life Support.
Cost: Spend 2 W.

Technological Singularity
Condition: Have a Power Plant and a Factory.
Cost: Spend 2 W.

Timeline Protection Doctrine
Condition: Have at least 5 Buildings.
Cost: Lose an Administrator (can be Tired).
Cost: Have at least 5 Buildings.
Condition: Colony Coordination Protocol
Cost: Lose 1 Worker (any), spend 2 W.
Condition: Caste System
Cost: Have non-negative Morale.
Condition: Austerity Measures
Cost: Have a Lab and a Life Support.
Condition: Augmented Time Rifts
Cost: Have a Superproject.
Condition: Hive Mind
Cost: Spend 1 G and 2 W.
Condition: Irrigation Systems
Cost: Spend 4 W.
Condition: Outback Mapping
Cost: Have at least 1 Scientist, 1 Engineer, 1 Administrator and 1 Genius. Further Geniuses do not count as one of the other three types.
Cost: Lose 1 Worker (any), spend 2 W.
Condition: Caste System
Cost: Have at least 1 Scientist, 1 Engineer, 1 Administrator and 1 Genius. Further Geniuses do not count as one of the other three types.
Cost: Lose 1 Worker (any), spend 2 W.
Condition: Colony Coordination Protocol
Cost: Lose an Administrator (can be Tired).
Condition: Hive Mind
Cost: Have at least 8 Workers.
Cost: Spend 1 G and 2 W.
Condition: Irrigation Systems
Cost: Have at least 10 W.
Cost: Spend 4 W.
Condition: Outback Mapping
Cost: Have at least 3 powered-up Exosuits (on your Player board).
Cost: Spend 1 Energy Core.
Condition: Pocket Universe
Cost: Have an Anomaly.
Cost: Gain 2 Paradoxes.

LEVEL 2 EXPERIMENTS
(worth 3 VPs each):

Alien Studies
Condition: Have at least 3 Breakthroughs (any).
Cost: Spend 1 Breakthrough (any).
Condition: Augmented Time Rifts
Cost: Have at least 8 VPs from the Time Travel track (i.e., at least 4 successful Time Travels).
Cost: Spend 1 U and 2 W.
Condition: Austerity Measures
Cost: Have a Lab and a Life Support.
Condition: Timeline Protection Doctrine
Cost: Spend 2 W.
Condition: Augmented Time Rifts
Cost: Have at least 3 Breakthroughs (any).
Condition: Alien Studies
Cost: Spend 1 U and 2 W.
Condition: Timeline Protection Doctrine
Cost: Have a Superproject.
Condition: Hive Mind
Cost: Have at least 8 Workers.
Cost: Spend 1 G and 2 W.
Condition: Irrigation Systems
Cost: Have at least 10 W.
Cost: Spend 4 W.
Condition: Outback Mapping
Cost: Have at least 3 powered-up Exosuits (on your Player board).
Cost: Spend 1 Energy Core.
Condition: Pocket Universe
Cost: Have an Anomaly.
Cost: Gain 2 Paradoxes.

ASYMMETRIC PLAYER BOARDS — “B” SIDE
While the ‘A’ side of each Player board is identical, their ‘B’ side is slightly different for each Path to better reflect their strengths and weaknesses. Before the player setup, players can agree to use either only the “A”, or only the “B” sides of their Player boards.
Below is a list of differences of the “B” side of each Player board compared to its “A” side.

PATH OF HARMONY
Exosuit Hex Slots: On two of the three bottom slots, you may pay 3 Water instead of an Energy Core to power up an Exosuit. At the end of the Power Up phase, you receive 2 Water for each remaining empty Hex slot. After the impact, the middle bottom slot is also destroyed.
Morale & Supply: You start 1 step lower on the Morale track. Your Morale track ranges from -3/-2/-1 VPs respectively. The lowest three steps on the Morale track are worth -3/-2/-1 VPs respectively.
Building Costs: The third Life Support spot cost 1 less G each. The second Life Support spot cost 1 less U.
Other: The last three steps on the Time Travel track are worth 12 VPs each. You may build Superprojects on any two adjacent empty building spots on your Player board.

PATH OF PROGRESS
Exosuit Hex Slots: On the three bottom slots, you may pay 1 T/U/G instead of an Energy Core to power up an Exosuit.
Morale & Supply: The final three steps on the Morale track are worth 3/5/7 VPs each, but the Supply Action on these steps cost 7/8/8 W respectively. An Administrator taking the Supply Action is not kept Motivated.
Building Costs: The first Power Plant spot costs 1 additional G. The first Life Support spot costs 1 additional U.
Other: When you use Scientists to take Worker Actions on your Power Plants, Factories and Labs, they are kept Motivated. You need one additional Paradox to gain an Anomaly. The first three steps on the Time Travel track are worth 1/2/4 VPs each.

PATH OF SALVATION
Exosuit Hex Slots: You have to pay 1 T/U/G to power up an Exosuit on the two left slots. You have to pay 1 Energy Core to power up an Exosuit on the two right slots. Powering up Exosuits on the two middle slots is free.
Morale & Supply: You start 1 step higher on the Morale track. Your Morale track ranges from -8 VP to 4 VP.
Building Costs: The second Power Plant spot costs 1 less G. The third Lab costs 1 N, 2 T and 2 W.
Other: The last four steps on the Time Travel track are worth 12/14/16/20 VPs each. You may place Anomalies on any empty building spot on your Player board.
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Mark Harris, Csaba Hegedűs, Ádám Jóna, Gábor Zoltán Kiss, Anna Kokavecž, Balázs Lenhardt, Charlotte Levy,
Bijan Mehdinejad, Jared Russell, Frigyes Schöberl, Daniel Somerville, Péter Somogyi, Zalán Szögyi, Sándor Tabajdi,
Dániel Tóth-Szegő, Miklós Tuska, Dániel Ílles Vágó, Kriszta Vészti, Tamás Vida, Mihály Vincze, Róbert Zöldi-Kovács,
...and many more both in the UK and in Hungary.

Nearly 100 members of our PnP Beta Test group on Slack,
with special thanks to Alex Kazik, Santi Jorde Martin, Chad McCallum and Steven Scotherns.

Everyone from Board Game Café and Anduril’s Flame Club, and the pioneers who played the Tabletopia version
and gave us excellent feedback.

DESIGNER’S THANKS

Dávid would like to dedicate this game to Wai-yee, who showed him the path to harmony.

Special thanks to Katy and James Faulkner, who have been playing progressively better versions of this game for almost three years now — when they started, it was pretty much unplayable, yet they followed through.

Thanks to Mihály Vincze for giving the inspiration to become a board game designer, and for brainstorming about a potential time travel game; and thanks to Kate Nimmerfroh for helping even when she didn’t have to.

SPECIAL THANKS

4469 amazing Kickstarter backers for securing Anachrony’s future,

Richard Ham from Rahdo Runs Through, Ryan LaFlamme from the Cardboard Republic, Tony Mastrangelo from Board Game Quest and Péter Csuka from Dice & Sorcery for the great reviews,

Benoit Guillet for rallying more than 100 French backers,
Rebecca and Sven Stratmann for rallying more than 100 German backers,

Herbert Szekely for being our US ambassador,
Péter Csaba from Dropby Digital for creating the digital world of Anachrony,

Viktor Csete for the high quality prototypes and punchboard design,

Alex Li for designing the Ultimate Plan Superproject,
Scott Dillon for designing The Time Maker Adventure card (Exosuit Commander Pack content)

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

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

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

Actions
- Mine Resource
- Construct
- Recruit
- Research
- Purify Water
- Trade with Nomads
- Experiment
- World Council
- Supply/Force Workers
- Evacuation
- Paradox
- Anomaly
- Breakthrough
- Victory Point
- Set Die
- Roll Die
- Impact (indicates effects after Impact)
- Advance the Time travel marker
- Gain Morale
- Lose Morale
- One-time effect
- First player
- Attention
- Any

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