Play — Each era follows this sequence:

1. **Preparation Phase**
   a. Reveal the **next Superproject** and the next **Level-1 Experiment**. Draw a **Level-2 Experiment** for each Timeline with no Experiment card.
   b. **Shift the topmost Building** from each primary stack to the secondary stack for that type.
   c. Flush the **recruitable workers**, then draw a Recruit Pool card and place the indicated workers on their respective spaces on the Main board.
   d. Flush the **minable resources**, then draw a Mine Pool card and place the indicated resources (**after Impact**, replace the topmost one with a purple Neutronium) on their respective spaces on the Main board.

2. **Paradox Phase**
   a. Check each Timeline tile from left to right. The player(s) with the most Warp tiles on the tile must roll the Paradox die and receive that many Paradox tokens. If you reach 3 during this procedure, you make no further rolls this phase.
   b. After checking all timeline tiles, if you have at least 3 Paradox tokens, return all of them to the supply, optionally retrieve one of your Warp tiles, and place an Anomaly tile from the stack on the leftmost available Building space on your Player board (if tied, your choice).

3. **Power up Phase**
   a. Place any number of your Exosuits and/or Guardians (maximum 6) on your Player board's hexes (paying the cost indicated in the space) to power them up. **C:** Pre-Impact, Chronobot powers up 6; post-Impact, Chronobot powers up 4.
   b. Receive 1 💧 for each empty hex.

4. **Warp Phase**
   a. Simultaneously and secretly select 0–2 of your Warp tiles in one hand, hiding the others in the other.
   b. **C:** Roll the Paradox die to see how many Warp tiles Chronobot places.
   c. *If you are playing the **Alternate Timeline** variant, perform the next step **in turn order**, and you **must** follow the arrow path on the tile.*
   d. Simultaneously reveal them and place them on the present Timeline tile, taking the depicted resources from the supply. Warped worker requires 1 💧 (which can also come from the future) and is active; warped exosuit goes on any hex (even unavailable) on your Player board.

5. **Actions Phase** (in turn order, until all players pass)
   a. Do any number of Free Actions.
   b. Either:
      - Place a worker in an exosuit on an action space on the Main board to take an action.
      - Place a guardian without a worker (as if it were a genius) on an action space on the Main board to take an action.
      - Place a guardian without a worker on one of your spaces on the Guardian board to take its action.
      - Place a worker on an action space on your Player board to take an action.
      - Pass to take no more actions this era.
   c. **C:** Chronobot rolls the Chronobot die and performs the action with that Chronobot token. Then advance that token; if it's the third token on that space, advance the highest-numbered token there to the next space.

6. **Clean up Phase**
   a. Retrieve your workers from exosuits and worker spaces; workers on Motivated (arrow-to-eyeball icon) spaces are active; others are tired. Return your exosuits and guardians to your supply, powered down; **post-Impact,** flip used Collapsing Capital Action tiles face down.
   b. Retrieve your Path markers from Free Action spaces and Power slots beside the Adventure Action.
   c. **D:** If the Save Earth marker is at the top, the game ends immediately; skip to the final scoring *(see **Game End**)*.
   d. **D:** If the Seal Fate marker is at the bottom, move the Impact tile to the right of the present Timeline tile, and skip the next step.
   e. **D:** Roll the Trajectory dice, and compare the total **+** and **−** showing on the dice, and associated with the Save Earth and Seal Fate tokens' current spaces. If **+** > **−**, move the Impact tile 1 space rightward (if possible); if **+** < **−**, move the Impact tile 1 space leftward (if possible).
   f. If the next Timeline tile is Impact…
      i. Flip the huge Evacuation Action tile to the orange, damaged side, and place the −3 VP marker on the space matching the player count.
      ii. Shuffle each Collapsing Capital Action tile deck, and place a random tile (for the appropriate action) face up on each space.
      iii. Cover each of the two free Exosuit Powerup spaces on your Player board with a Hex Unavailable tile.
   g. The game ends immediately if either of the following is true:
      - It is the 7th era.
      - All Collapsing Capital Action tiles are flipped to the unavailable side.
   h. Move each player's Focus token to the new present Timeline tile (to the right).

Game End

- You must try to fulfill every Warp tile you still have on the Timeline. For each Warp tile you cannot fulfill, −2 VP (**C:** instead, 0 VP).
- Score for each Endgame Condition you met (or tied to meet).
- Score your Buildings, Anomalies, Superprojects, Time Travel, Morale, VP tokens.
- Each Breakthrough is 1 VP, but each circle, triangle, square set is an additional 2 VP.
- The most points wins; tiebreakers: most 💧, then most total Resource cubes.

Setup

1. **C:** Set up for a 2p game, with Chronobot being the other player.
2. **Main board**: Use the side for the number of players (look in the upper-right corner).
   a. Place the **Research dice** on their spaces at the bottom, left of center.
   b. Place the huge **Evacuation Action tile** "happy" side up on its matching space.
   c. Dump the **Resource cubes** (or cube tiles) in the upper-right corner.
   d. Dump the **Water** in the upper-left corner, near the Purify Water space.
3. **D:** Place the **Doomsday board** beside the Main board, with the **+**/**−** **Trajectory dice** on their spaces, and the **Save Earth token** and the **Seal Fate token** on their respective spaces on the Doomsday track.
4. **D:** Shuffle the **Level-2 Experiment deck** and set it near the Doomsday board. *If you are playing the **Planned Experiments** variant, place it face up; when you claim an Experiment card, immediately replace it with a Level-2 Experiment.*
5. **PNE:** Place the **Adventure board** beside the Main board, with the **Adventure die** on its space at the top.
6. **PNE:** Shuffle the **Adventure card decks** (5+ and 10+) and place them on their respective spaces.
7. **CG:** Place the **Guardian board** beside the Main board, with a **Guardian Exosuit marker** on each hex.
8. Shuffle the light teal **Recruit Pool deck**, and the light orange **Mine Pool deck**, and set them near the Main board.
9. Shuffle each of the **4 Building tile stacks**, and set these primary stacks near the Main board, with room for a secondary stack beside each.
10. Set the **Paradox die**, the pile of **Paradox tokens**, and the stack of brick red **Anomaly tiles** near the board.
11. Set the **Workers**; small hexagonal **Energy Cores**; circular, triangular, and square **Breakthroughs**; and **VP tokens** in piles near the board.
12. Set up the timeline left-to-right with any **7** light-side-up **Timeline tiles** and the **Impact tile**: T▷ T▷ T▷ T▷ I▷ T▷ T▷ T▷. Return the rest to the box.
    D: Instead: T▷ T▷ T▷ T▷ T▷ I▷ T▷ T▷. *If you are playing the **Alternate Timeline** variant, flip the tiles over.*
13. Place a random **Superproject tile** above each Timeline tile (but not the Impact tile), with the leftmost face up. Return the rest to the box.
14. **D:** Place a random **Level-1 Experiment card** below each Timeline tile (but not the Impact tile), with the leftmost face up. Return the rest to the box.
15. Unless you are playing Doomsday: Return the *Most Completed Experiments* Endgame Condition card to the box.
16. **PNE:** Add the *Most Successful Adventures* card to the Endgame Condition deck.
17. **CG:** Add the *Most Guardians* card to the Endgame Condition deck.
18. *If you are playing the **Endgame Condition Draft** variant, skip the next step, and instead do the following: Deal Endgame Condition cards to each player (2p: 4 each; 3–4p: 2 each). Simultaneously choose half of your cards to include. Shuffle the others, and randomly select the other(s).*
19. Unless you are playing Chronobot: Place **5** random **Endgame Condition cards** face up above the Main board.
20. Each player chooses a Path to play (agree whether to use homogenous Side A, or Path-specific Side B of the player boards):
    a. Take the **Player board**, **Exosuit Upgrade board**, **Banner** in a stand, **Path board**, **6 Exosuits**, **10 Warp tiles** (9 + 1 bluff), **8 Path markers**, and place a **Morale marker** and **Time Travel marker** on their respective starting spaces.
    b. *If you are playing the **Starting Asset Draft** variant, skip the next step, and instead do the following: Take 2 Scientists, 1 Engineer, 2 Energy Cores, 2 💧. Deal Starting Asset cards to each player for drafting: **2p:** 8, **3p:** 5, **4p:** 4. Draft 1 and pass right until each has 4. Take the things depicted on the cards you drafted. The player with the lowest sum of numbers at the bottoms of the 4 cards will be the First Player.*
    c. Flip your Path board to a random side, and take the starting stuff indicated on that board (Resources, Water, Energy Cores, etc.). Workers start active, unless specified otherwise. The Path of Progress's starting Breakthrough is random. Place your Leader card on its space.
    d. Choose a **Leader card** of your Path:

       Leader Abilities

Patriarch Haulani	5	Free action: Take an "inside" action.
Matriarch Zaida	6	Pay 2 💧 for a leftover worker from the Recruit pool, but don't take the bonus.
Captain Wolfe	3	Exchange these things as much as you like.
Treasure Hunter Samira	6	Take 1 leftover resource from the Mine pool (not the space bonus). Pay 2 💧 for another.

Patron Valerian	5	Free action: Enable your normal Exosuit action to be unmanned, but treated as a Scientist. **Note: Not** a free Exosuit action.
Librarian Cornella	5	Research: You may pay 1 💧 to set the other die, too.
Shepherd Caratacus	5	Free action: Take 2 💧 and 1 Paradox token **or** lose 2 💧 and 1 Paradox token.
High Sunwalker Amena	⬤	None of your Exosuit charging slots become unavailable

    e. Place one of your circular **Path markers** beneath the leftmost Timeline tile as a **Focus marker**.
    f. **C:** Place the Chronobot tokens (numbers 1–6) on their spaces on the Chronobot board.
21. Pick a first player (**C:** which is Chronobot), and place that player's Banner on the First Player space left of the left World Council Action space.
22. Give players 1/2/3/4 an additional 0/1/1/2 💧.

Legend

black			**Anachrony** base game *(italics: optional rules)* — The pencil (🖉) is the DIY icon, inviting customization.
blue	**D**	🜨	**Doomsday** module *(italics: optional rules)*
purple	**C**	⬤	**Chronobot** solitaire
yellow	**PNE**	🔴	**Pioneers of New Earth** module — incompatible with Chronobot, and not recommended with Doomsday.
green	**CG**	🟢	**Guardians of the Council** module (abbreviated as **C**ouncil **G**uardians)

Revision Log

1.1	Added flipping of Collapsing Capital Action tiles after using them.
1.2	Italicized optional rules, inspired by Christopher Melenberg, and added to the legend accordingly.
1.3	Clarified Chronobot token setup. Corrected Chronobot Warp Phase. Added action reference, including all the Chronobot specifics. Added choice of player board side.
1.4	Clarified that World Council only lets you take the Capital Actions if they have no spaces available, thanks to an anonymous contributor.
1.5	Replaced droplet and "impact" characters, which don't seem to want to show up in PDFs (See?), with images.
1.6	Corrected Shepherd Caratacus' ability text. Added appendices for buildings, superprojects, and adventures (I got sick of flipping through the books).
1.7	Moved leader selection after random Path board side selection, per Tom Favazza's keen observation.

Action Reference

C: If Chronobot takes a Capital action that is no longer available, it tries to take a World Council action to do it.

C: If Chronobot takes an action it can't perform, it still blocks the action space, but takes the consolation prize indicated in the upper-right of its board.

C: If Chronobot is out of Exosuits, he takes a Time Travel action if he can, and then passes.

C: When **you** pass, the Actions phase ends immediately.

Purify Water	**!**	S/E/A	Take 3 💧 (S: +1 💧) from the supply.
Trade with Nomads	**!**	S/E/A	Make 1 direct trade (A: +1 direct trade) with the supply, according to the arrows.
Research	**!**	S	Lock 1 Research die, roll the other; take the resulting Breakthrough.
			C: Roll only the shape die, and take any Breakthrough of that shape.
Recruit	**!**	E/A	Recruit 1 worker (E: but not a Genius) from the Recruit pool. Take the bonus to the left of that worker.
			C: Recruit first of {G, A, E, S} it doesn't have. If it now has all 4, it discards all 4 for +5 VP *(see Chronobot board)*.
Construct	**!**	S/E	Build 1 available Building (site cost), or the Superproject (project cost) where your Focus is. (E: Cost −1 T.)
			C: Build the highest VP building of that type / superproject available; tie: secondary stack / oldest, respectively.
World Council	**!**	S/E/A	(If left space, become 1st Player, then:) You may take a Capital Action (**Research**, **Recruit**, or **Construct**), but **only** if the target action has **no** free spaces left.
			CG: You may **Enlist a Guardian**: pay its cost, place a Path marker on the space.
Mine Resources	**!**	S/E/A	Take the resource to the right of your space, and any resource from the Mine pool. (E: Motivated).
			C: Mine first of {N, U, G, T} it doesn't have. If it now has all 4, it discards all 4 for +5 VP *(see Chronobot board)*.
Force Workers		*free*	Activate all your tired workers. Lower Morale.
Supply Workers		S/E/A	Pay 💧 according to Morale. Activate all your tired workers. Increase Morale. (A: Motivated.)
			C: Pay 💧 according to Morale. If it doesn't have enough, Recruit instead.
[Use Building/Space]		S/E/A/*free*	Do what it says.
			C: Remove Anomaly: Resource payment preference is first of {2×(T, G, U), N} *(i.e. right-to-left on its board)*.
[Time Travel]			**C:** Remove any 1 Warp tile from the past Timeline tile where it has the most; tie: oldest. Advance its Time Travel marker.
Experiment	**!**	S/E/A	Claim the Experiment where your Focus is (keep the card for VP). You must meet the criteria and pay the cost. You may move the Save Earth / Seal Fate marker (whichever corresponds to your Path) 1 space away from the center, and earn an VP indicated on your Path for that space.
Adventure	**!**	S/E/A	Total the power (🏮) boosts on your Exosuit Upgrade board.
			Place a Path marker on the topmost available Adventure power space, adding its power (−3 if all four were already taken).
			Either pay 1 💧 for a **5+**-power Adventure card, or 2 💧 for a **10+**-power Adventure card.
			Draw 1 card from the chosen deck, +1 for each Breakthrough on your Exosuit Upgrade board; select 1 and tuck the rest under the deck.
			Roll the Adventure die, adding to your total. If your total ≥ the power at the bottom of the card, do the Success box on the left; if your total is less, do the Failure box on the right. Resolve all effects from top to bottom, as thoroughly as you can.
[Power Upgrade]		S/E/A/*free*	Fill 1 Power Upgrade space with the appropriate resource. (Dominance: E only; Salvation: *free*.)
[Sensor Upgrade]		S/E/A	Place 1 new Breakthrough shape on the Sensor Upgrade space (i.e. max. 3). Get 2 VP. (Harmony, Dominance, Progress: S only.)
Evacuate	**!**	S/E/A	Earn the VP indicated on your Path board. You must meet the criteria. Place a Path marker on the topmost available Evacuation space (take the −3 VP marker if it's on your space).

Building Reference

101	Set Focus 1 Era before the **current** Timeline tile.
102–104	Set Focus up to 2 Eras before the **current** Era's tile.
105–106	Set Focus up to 3 Eras before the **current** Era's tile.
107	Set Focus up to 3 Eras before the **current** Era's tile. Receive 1 VP.
108	Set Focus up to 2 Eras before the **current** Era's tile.
109	Set Focus up to 3 Eras before the **current** Era's Tile. Receive 2 VP.
110	Set Focus up to 4 Eras before the **current** Era's tile.
111	Set Focus up to 3 Eras before the **current** Era's tile. When you construct this, you may immediately take one of your Warp tiles from a Timeline tile (without scoring VP).
112	Set Focus up to X Eras before the **current** Era's tile. Receive 1 VP.
113	Set Focus up to X Eras before the **current** Era's tile. Receive X VP.
114	Set Focus up to 3 Eras before the **current** Era's tile; repeat this process.
115	Set Focus up to 3 Eras before the **current** Era's tile. Receive 1 VP.
201	Receive 2 T.
202	Receive 3 T.
203	Receive 1 T/U/G.
204	Receive 1 G.
205	Receive 2 G.
206	Receive 1 U.
207	Receive 2 U.
208	Receive 1 N + 1 VP.
209	Receive 1 N + 1 VP.
210	Receive 3 T/U/G or 1 N.
211–212	Receive 1 Energy Core.
213–214	Receive 2 Energy Cores.
215	Exchange 1 💧 for 1 T/U/G.

301–302	Receive 1 💧. When you construct this building, immediately receive 3 💧.
303–304	Receive 2 💧.
305–306	Receive 3 💧.
307–308	Receive 5 💧.
309	Receive 8 💧.
310	Receive 7 💧.
311–312	The Supply action's 💧 cost is halved, rounded up.
313–314	Receive 6 💧 + 1 VP.
315	When you Construct this building, immediately receive 8 💧.
401	The range of your Power Plants is increased by 1.
402	The range of your Power Plants is increased by 2.
403	Receive 1 powered-up Exosuit.
404	Return 1 Paradox from your Player board to the supply.
405	You can receive 1 additional Paradox before you receive an Anomaly.
406	Your Anomalies are worth 2 additional VP each (reducing their total VP penalty).
407	Return one of your Warp tiles from a Timeline tile to your supply (without scoring VP).
408	Move all your Workers from your Tired column to your Active column.
409	Receive a Scientist or an Engineer (Active).
410	Receive a Genius (Active).
411	When taking the Research Action, you may pay 1 W to set 1 additional die to the face of your choice instead of rolling it.
412	Receive 2 VP.
413	Receive 1 💧 and 1 VP.
414	Receive 2 VP and a Paradox.
415	Receive 2 💧 and 2 VP.

Superproject Reference

Anti-Gravity Field	Reduce the total cost of each of your Construct Actions by an additional T, U, or G (of your choice).
Archive of the Eras	Each step on the Time Travel track is worth +1 VP at the end of the game.
Cloning Vat	Receive one Worker of the same Worker type in the Tired column.
Continuum Stabilizer	Immediately when built: Return up to three of your Warp tiles from up to three Timeline tiles to your supply. Do not advance on the Time Travel track.
Dark Matter Converter	Gain 1 Genius, 1 Neutronium, or 1 Energy Core.
Exocrawler	You may place one of your Workers in a powered-up Exosuit on the Main board, and take an Action there (basically make an additional outdoor placement on your turn).
Grand Reservoir	The total 💧 cost of your Action is reduced by 1 in each of your Action Rounds.
Neutronium Research Center	You may immediately take two standard Research Actions.
Outback Conditioner	You may take a standard Recruit, Research or Construct Action (Worker restrictions/bonuses still apply).
Particle Collider	Exchange any 2 T/U/G for 1 N or 1 N for any 2 T/U/G.
Quantum Chameleon	Choose and take a Worker Action of any Superproject or building built by any player. All action costs and effects apply.
Rescue Pods	Your base Evacuation Condition is considered to be completed, regardless of its progress (upon evacuation, score as if you had met your base Evacuation condition).
Synthetic Endorphins	You do not score negative VP for low Morale at the end of the game. You do not lose Workers when you use the Force Workers Action on the lowest spot of the Morale track.
Tectonic Drill	When you take the Mine Resource Action, you may take an additional T, U, or G from the supply.
Temporal Tourism	Set Focus up to 3 Eras before the **current** Era's tile.
The Ultimate Plan	Every Superproject you built (including The Ultimate Plan) is worth +3 VP at the end of the game.
Uranium Cores	Receive a powered-up Exosuit.
Welfare Society	Move 1 step up on the Morale track.

Adventure Reference

	Success	Failure
Abandoned Factory	Construct 1 Factory building for free.	Spend 1 Energy Core and receive 2 T.
Adrenaline Shots	Receive 3 💧, then you may take up to 2 Adventure Actions.	Lose 1 Worker, receive 1 Energy Core.
Ancient Gold Mine	Receive 2 G and 2 VP.	Spend 2 💧, receive 1 G and 1 VP.
Ancient Temple Ruins	Receive 4 G and 2 VP.	Lose 1 Worker and gain 1 Morale.
Asteroid Debris	Receive 1 N, 1 T, 1 U, 1 G and 1 VP.	Lose 1 Worker and receive 2 T/U/G.
Broadcast from the Past	Gain 2 Morale.	Lose 1 Morale and receive 2 VP.
Cargo Ship Wreckage	Receive 1 T, 1 U, 1 G and 1 VP.	Spend 1 T/U/G and receive 1 VP.
Data Archives	Take 1 Research Action. You may set 1 additional Research die. Receive 1 VP.	Spend 1 T and take 1 Research Action.
Deserted Carrier	Receive the following Action for the remainder of the game: Free Action: Receive a powered-up Exosuit.	Spend 1 Energy Core and receive 1 T/U/G.
Electromagnetic Hurricane	Receive 2 Energy Cores and 1 VP.	Spend 2 💧 and receive 1 VP.
Exosuit Malfunction	Receive 1 Energy Core and 3 💧.	Spend 1 Energy Core and receive 1 💧.
Forgotten Time Capsule	Endgame: You qualify for 1 additional Endgame Condition card of your choice (even if you do not meet its condition).	Spend 2 💧 and receive 1 VP.
Fountain of Life	Receive 8 💧 and 2 VP.	Lose 1 Worker and receive 1 U.
Giant Sandworm	Permanently receive +4 to your Power value.	Spend 1 Energy Core and receive 1 VP.
Hidden Resource Storage	Receive the following Action for the remainder of the game: Free Action: Exchange 1 💧 for 1 T/U/G.	Spend 1 T/U/G and receive 1 VP.
Hostile Nomads	Receive 6 💧, then take up to 2 Trade with Nomads Actions. Receive 2 VP.	Lose 1 Worker and receive 1 VP.
Ice-bound Cryochamber	You may take a Recruit Action, then receive 1 Genius and 2 VP.	Lose 1 Worker, receive 2 💧 and 1 VP.
Irradiated Vermin Tide	Receive 2 U and 2 VP.	Spend 1 Energy Core, receive 1 U and 1 VP.
Journey through the Rift	You can receive 1 additional Paradox before you receive an Anomaly.	Receive 1 Paradox and 1 VP.
Metropolis Ruins	Construct any 1 Superproject from the Timeline (from any Era) or any 2 buildings for free.	Spend 1 Energy Core, lose 1 Worker, +2 VP.
Mystical Teachings	Receive 1 Genius and 3 💧.	Lose 1 Worker and receive 1 Genius.
Neutronium Cave	Receive 2 N and 1 VP.	Receive 2 Paradoxes and 1 N.
Nuclear Winter	Receive 6 💧 and 1 VP.	Lose 1 Worker and gain 1 Morale.
Old Sewers	For the remainder of the game, you receive 2 additional 💧 when you take the Purify Water Action.	Spend 1 T and receive 2 💧.
Passage of the Five Beasts	At the end of the game, the highest space on the Morale track is worth 4 additional VP for you.	Lose 1 Morale and receive 2 VP.
Raid on Nomad Village	Receive 1 T/U/G and 1 Administrator.	Lose 1 Worker and receive 1 T/U/G.
Rogue AI	You may take up to 2 Research Actions. For each Action, you may set 1 additional Research die.	Spend 1 Breakthrough and receive 2 VP.
Secret Military Facility	Receive 3 Energy Cores and 3 VP.	Spend 1 Energy Core and receive 2 VP.
Secret Tunnels	You may take a Capital Action, then you may take another Capital Action.	Spend 2 💧, take a Capital Action.
Temporal Crack	You may return one of your Warp tiles from a Timeline tile to your supply. Receive 2 VP.	Receive 1 Paradox and 1 VP.
The Time Maker	Advance 2 steps on the Time Travel track.	Receive 1 Paradox and 1 VP.
Trails to the Lost City	Receive the following Action for the remainder of the game: Free Action: Spend 1 💧 and gain 1 Morale.	Spend 2 💧, lose 1 Worker and gain 1 Morale.
Tribes of the Outback	Receive the following Action for the remainder of the game: Free Action: Trade with Nomads.	Spend 1 💧, take a Trade with Nomads Action.
Uncontaminated Reservoir	Construct 1 Life Support building for free. Receive 1 VP.	Lose 1 Worker and receive 4 💧.
Underground Laboratory	Construct 1 Lab building for free.	Lose 1 Morale and receive a Scientist.
Unstable Neutronium Core	Construct 1 Power Plant building for free. Then, you may remove an Anomaly from your Player board.	Lose 1 Worker and receive 1 N.