



ANACHRONY

CHRONOBOT & CHRONOSSUS

SOLO OPPONENTS



RULEBOOK



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COMPONENT LIST

NOTE: Components used by both Solo Opponents are double-sided. One side shows the Chronobot , while the other shows the Chronossus  iconography. Use the one corresponding to your chosen opponent.

DOUBLE-SIDED COMPONENTS



1x Solo banner with plastic standee



1x Solo board



4x Command tokens



8x Solo Warp tiles



6x Hex-shaped Exosuit markers



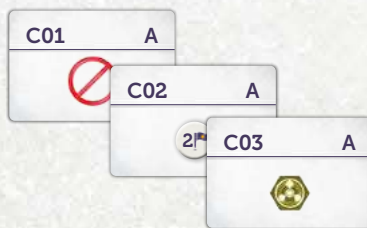
1x AI die

NOTE: Use the Flux die to simulate the Solo Opponents' Actions. For this secondary function, it will be referred to as the AI die.

CHRONOSSUS COMPONENTS



5x Exhausted Energy Core tokens



3x Basic Chronossus Action tiles



8x Basic Solo Objective cards



4x Solo Path markers

NOTE: Solo Path markers are not meant to be limited. If they run out, use one of the unused Paths' markers in their place.

NOTE: Components that are only added to the game with certain modules are marked with the respective icon.

FRACTURES OF TIME

(Page 11)



3x Empty Flux Casing tokens



4x Chronossus Action tiles



2x Solo Objective cards



DOOMSDAY

(Page 14)



2x Chronossus Action tiles



1x Solo Objective card



PIONEERS OF NEW EARTH

(Page 15)



2x Chronossus Action tiles



1x Solo Objective card



GUARDIANS OF THE COUNCIL

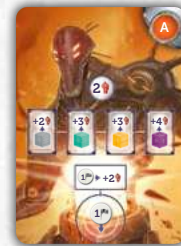
(Page 16)



1x Chronossus Action tile



1x Solo Objective card



1x Chronossus Exosuit Upgrade board

HYPERSYNC FUTURE ACTIONS

(Page 17)



2x Chronossus Action tiles



3x Solo Hypersync tiles



Quantum Loops (Page 18)

Variable Anomalies (Page 18)

Alternate Timelines (Page 18)

No additional components are needed

NOTE: The Intrigues of the Council module is not supported, as it is mainly built on human player interaction.

NOTE: The Interlocking buildings and Neutronide buildings are supported and require no additional components or adjustments to the rules.

CHRONOBOT RULES



The Chronobot was sent back from a devastated alternate future with the objective of finding and eliminating the cause of a war that destroyed everything. Though created with the best intentions, it has identified humanity as the real problem—the root of the destruction to come.

Misinterpreting its original task, the Chronobot is now determined to take over the leadership of all humankind, even if it has to destroy the Paths, or the Capital itself, to achieve its goal.

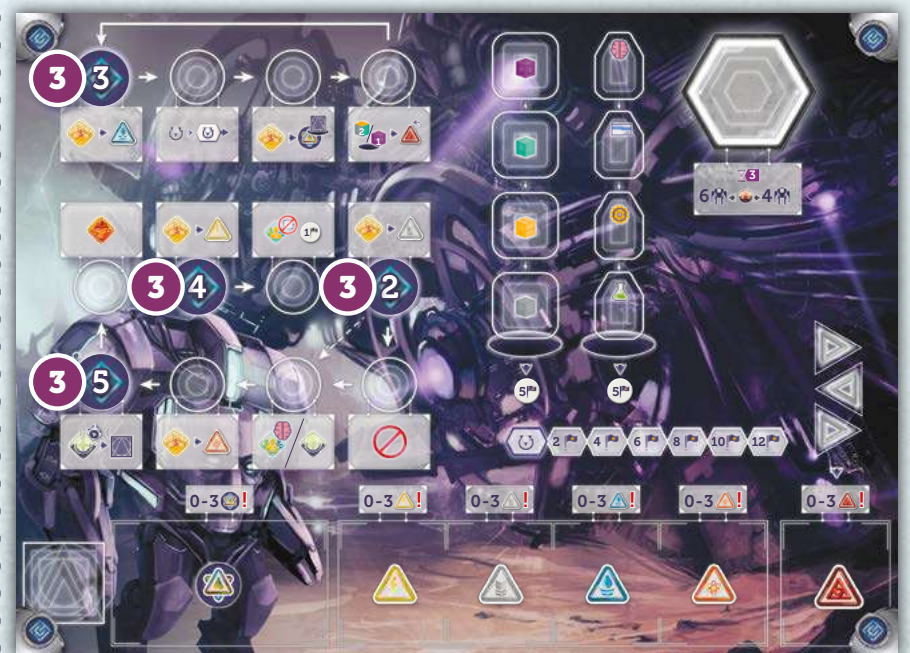
The Chronobot is one of two solo play opponents for Anachrony, playable with the base game only. In these rules, “you” will refer to the lone human player, while “Chronobot” or “it” will refer to your opponent.

NOTE: If you’ve played the original Chronobot included in the first few printings of the Anachrony Base Box, please refer to the Appendix for Summary of Changes.

CHANGES IN SETUP

Set up a 2-player game, with the Chronobot as one of the players. Use the Chronobot side of the Solo board. In addition to using the Chronobot’s side of the Solo board, the following changes need to be made during setup:

- 1 The Chronobot receives its 6 Exosuits and 8 Warp tiles; it does not receive any Starting Assets or Workers.
- 2 Leave all Endgame Condition cards in the box.
- 3 Place the Chronobot board next to the Main board, and place the 4 Command tokens on the 4 marked positions. The Chronobot does not use a Focus marker.
- 4 Place the Chronobot’s Banner on the First Player spot; it is the First Player in the 1st Era. You receive 1 additional Water (for being the second player).
- 5 You may still choose to use either the “A” or the “B” side of your Player board.
- 6 For a more challenging game, use the variant rule described in the base game rulebook: cover the right World Council space with a Hex Unavailable tile.



Warp tiles



Hex-shaped Exosuit markers



2 PARADOX PHASE

The Chronobot rolls for Paradoxes last. If the Chronobot gains an Anomaly, it stops rolling (like you would), then removes any one Warp tile from the Timeline tile where it 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 does it remove a Warp tile.

3 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 or Water. Powered-up Exosuit markers are piled on top of each other on the upper right Hex-shaped slot.

4 WARP PHASE

Warping occurs in player order. For the Chronobot's Warp, roll the Paradox die. Place Warp tiles for the Chronobot equal to the rolled number of Paradoxes. The Chronobot does not gain anything for its Warp tiles, and it does not matter which warp tile it places. You choose 0-2 Warp tiles to place as normal.

5 ACTION ROUNDS PHASE

On the Chronobot's turn, roll the AI die. 1 The Chronobot performs the Action shown above or below the token with that number, 2 then advances the token to the next position. 3 If there are already two tokens there, move the top one to the next position prior to moving the active token.



GENERAL RULES OF THE CHRONOBOT'S ACTIONS:

- The Chronobot does not use Workers to take Main board Actions, only empty Exosuits.
- It ignores everything printed on Action spaces or Collapsing Capital tiles and never pays the costs of Actions. It cannot place on face-down 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 a World Council Action space instead, always taking the First Player spot if possible.

FAILED ACTIONS

If an Action cannot be taken because there are no available Action spaces, it does not place an Exosuit and receives 1 VP instead. If an Action can be taken but cannot be performed (examples are given in each Action's section), the Chronobot places the Exosuit and receives the 1 VP instead of the normal effect of the Action.



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 VP value. If tied, it takes the one in the secondary stack. If it already has 3 buildings of the desired type, it takes nothing (but it still places an Exosuit to block a Construct Action space, and takes 1 VP, as usual, for Failed Actions).



When Constructing a Superproject, the Chronobot first discards a Breakthrough (of any shape or icon; if it has multiples, it discards one of whichever it has the most of—choose one randomly if tied). Then, it takes the highest-VP, face-up Superproject from the Present or any past Era (oldest if tied).



If "Construct Superproject" is rolled and the Chronobot does not have a Breakthrough to discard or it already has 3 Superprojects, it does nothing (but it still places an Exosuit to block a Construct Action space and takes the 1 VP as usual for Failed Actions).



RECRUIT

When taking the Recruit Action, the Chronobot takes a Worker type it does not yet have, following the priority order below. If this Worker type is unavailable, it takes an available type, following the priority order. It does not receive its respective Recruit bonus (no); however, it receives 1 VP regardless of the Worker type.



Genius > Administrator > Engineer > Scientist

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



RESEARCH



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

RECRUIT GENIUS/RESEARCH



When using the Recruit Genius/Research Action, perform a Recruit Action (see previous page) only if a Genius is available, taking it along with 1 VP (even the Chronobot already has a Genius). If no Genius is available, perform a Research Action instead (see above).



MINE RESOURCE

When taking the Mine Resource Action, the Chronobot determines which 2 Resources it wants the most.

- It prioritizes Resources it does not have.
- If tied, it chooses based on the following priority:



Neutronium > Uranium > Gold > Titanium

Then, it takes the Mine Resource Action space from which these 2 Resources can be gained. If multiple possibilities are available, it selects the topmost one.

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

TIME TRAVEL



When "Time Travel" is selected, it removes any one Warp tile from the past Timeline tile where the Chronobot has the most Warp tiles (oldest if tied). If a Warp tile was removed the Chronobot advances one step on the Time Travel track.

The Chronobot does not place any Exosuits on a Time Travel Action. If there are no Warp tiles left on the Timeline, the Action is failed, and it scores 1 VP as usual.

REMOVE ANOMALY



Each time "Remove Anomaly" is selected, it discards any 2 Resource cubes. Choose Resources it has the most of; if tied, the order of priority is:



Titanium > Gold > Uranium > Neutronium

1 Neutronium cube is equal to 2 non-Neutronium cubes when calculating priority and discarding. Then, if it has the Resources to discard, it removes 1 Anomaly. If it doesn't have an Anomaly or the Resources to remove one, it takes 1 VP instead as usual for Failed Actions.

REBOOT



Each time "Reboot" is selected, the Chronobot simply does nothing. This does not count as a Failed Action, and it does not receive 1 VP.

Example:

It has 1 Uranium and 1 Titanium. The Mine has 2 Gold, 2 Uranium, and 1 Titanium. Since the Chronobot cannot get Neutronium, it will definitely take a Gold. Then, it has one of each available Resource type, so it will use the priority list to decide upon a Uranium. Gold and Uranium can be gained from the top two Mine spaces, so it will select the topmost one, take one Gold from the Resource pool, and a Uranium from the Action space's bonus.





EVACUATION

The Chronobot never takes the Evacuation Action.

PASSING AND END OF ACTIONS

Once the Chronobot has run out of Exosuits, it takes a Time Travel Action on its next turn (if able), then passes. However, if you pass first, and the Chronobot has taken at least 3 Actions, the Action Rounds Phase ends immediately. If the Chronobot has not yet taken 3 Actions, it will continue taking turns until it has, at which point the Action Rounds Phase would end.

NOTE: The Chronobot will never take fewer than 3 Actions.

6 CLEAN UP PHASE

Retrieve the Chronobot's Exosuits along with your own, as normal. After the Impact, follow the usual procedure for flipping Collapsing Capital tiles.

END OF GAME

The Chronobot does not lose VPs for its Warp tiles that remain on the Timeline. It scores 1 VP per Breakthrough, plus 2 additional VPs for each complete shape set.

If you have more points than the Chronobot, you win; otherwise, you lose.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty of the solo game against the Chronobot:

- Immediately advance the token when it moves onto the Reboot Action. This will ensure that it will perform an Action on every turn.
- Play without using your Leader power.
- The Chronobot takes one additional turn after you have passed.
- Increase the minimum number of Chronobot's Actions from 3 to 6.

NOTE: You can use an unused Path's Exosuits to track the number of Actions the Chronobot takes, especially if you decide to raise the number of Actions to 6.



CHRONOSSUS RULES



When the Path of Unity appeared in our present, altering the course of history, their audacity caused a massive dissonance in the Space-Time Continuum that could not remain unanswered by the cosmos.

From the deepest, darkest recesses of the universe, an ancient and ruthless menace emerged. The Chronossus, the Destroyer of Worlds, has awakened with only one purpose: to eliminate the dissonance and consume all broken timelines, including ours.

The Chronossus is the new solo opponent for Anachrony. It provides a more human-like opponent and support for modules at the cost of some added complexity. In these rules, "you" will refer to the lone human player, while "Chronossus" or "it" will refer to your opponent.

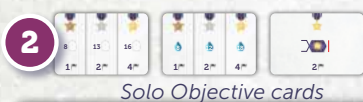
NOTE: If this is your first time playing Anachrony solo (or if you have only played against the Chronobot with the classic rules), we suggest trying the updated Chronobot before attempting to beat Chronossus. The following rules explanation assumes you have read and are familiar with the Chronobot rules.

CHANGES IN SETUP

Set up a 2-player game with the Chronossus as one of the players. In addition to using the Chronossus's side of the Solo board, the following changes need to be made during set-up:

- 1 The Chronossus receives its 6 Exosuits and 8 Warp tiles. It does not receive any Starting Assets or Workers.
- 2 Leave all Endgame Condition cards in the box and shuffle all Solo Objective cards, revealing 3. Return the rest to the box.
- 3 Place the Chronossus board next to the Main board, and place the 4 Command tokens on the 4 marked positions. The Chronossus does not use a Focus marker.
- 4 Place the following Action tiles (with the marked sides face up) on the empty spaces of the Chronossus board:
 - » C01A to the (I) empty space
 - » C02A to the (II) empty space
 - » C03A to the (III) empty space

NOTE: This is the suggested setup for your first game. For later games, you may assign these 3 tiles to the empty spaces randomly.





- 5 You will need a container (pouch, cup, etc.) from which you can randomly draw tokens without looking at them. This will be Chronossus's "Energy Pool." Fill it with 5 Energy Core tokens and 5 Exhausted Energy Core tokens.
- 6 Place the Chronossus's Banner on the First Player spot; it is the First Player in the 1st Era. You receive 1 additional Water (for being the second player).
- 7 You may still choose to use either the "A" or the "B" side of your Player board.
- 8 For a more challenging game, use the variant rule described in the base game rulebook: cover the right World Council space with a Hex Unavailable tile.



Warp tiles



Hex-shaped Exosuit markers



5 Energy Core tokens and 5 Exhausted Energy Core tokens

SOLO OBJECTIVES

Instead of competing for certain objectives, you will score points for the highest level you reach on each of the three Solo Objective cards revealed.

⌚ 2 PARADOX PHASE

The rules for the Paradox Phase are the same as the rules for the Chronobot.

⌚ 3 POWER UP PHASE

In the Power up Phase, determine the number of Exosuits to be powered up in turn order. When it's the Chronossus's turn to decide, **draw 3 tokens from its Energy Pool.**



Before the Impact, the Chronossus powers up **3+X Exosuits**, where X equals the (non-exhausted) Energy Cores drawn (**maximum of 6 Exosuits**).

After the Impact, the Chronossus powers up **2+X Exosuits**, where X equals the (non-exhausted) Energy Cores drawn (**maximum of 4 Exosuits**).

Afterwards, return 1 drawn Exhausted Energy Core to the Energy Pool, and remove the other drawn tokens from the game. If there are less than 3 tokens left in the Energy Pool, draw as many as can be drawn.

⌚ 4 WARP PHASE

Just like with the Chronobot, warping happens in player order. You choose 0-2 Warp tiles, as usual, while the Chronossus places Warp tiles equal to the rolled number of Paradoxes.

⌚ 5 ACTION ROUNDS PHASE

On the Chronossus's turn, roll the AI die. It performs the Action shown above or below (possibly on an Action tile) the token with that number, then the token advances to the next position.

NOTE: Command tokens have a different colored rim as they must follow the arrow with the matching color.



The general rules of taking Actions, Failed Actions, and the rules governing each individual Action are unchanged with one exception: if the Chronossus receives 1 VP because it cannot place an Exosuit to an Action space (due to lack of free spaces) it additionally discards an active Exosuit.

GAINING ENERGY CORES

Some of the Actions allow the Chronossus to gain an Energy Core. Simply add 1 (non-exhausted) Energy Core token to the Energy Pool at the end of the current Action. You never gain or interact with Exhausted Energy Cores.

AUTOLEAP

1 If the Command token is moved to a space with the Autoleap Action symbol ((@!-)), the Action on that space's tile is immediately resolved. **2** Then, the token is advanced one space further. This means that two Actions, both the rolled Action **A** and the Autoleap Action **B** are performed by the Chronossus this turn.



PASSING AND END OF ACTIONS

Once the Chronossus has run out of Exosuits, it will pass **the next time** it needs to execute an Action that would require placing an Exosuit. The Command token does not advance when the Chronossus passes. Once both you and it have passed, the Action Rounds Phase ends.



6 CLEAN UP PHASE

Just like with the Chronobot, retrieve the Chronossus's Exosuits along with your own. After the Impact, flip Collapsing Capital tiles normally.

END OF GAME

In addition to your points collected during the game, you score points for the highest level you reached on each Solo Objective.

NOTE: Solo Objectives are described in the Appendix.



Just like with the Chronobot, the Chronossus does not lose VPs for its Warp tiles remaining on the Timeline. It scores 1 VP per Breakthrough, plus 2 additional VPs for each complete shape set.

If you have more points than the Chronossus, you win; otherwise, you lose.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty of the solo game against the Chronossus:

- Flip some or all of the Action tiles to their B side.
- Swap the Action tiles between the (I) and the (III) spaces.
- Increase the number of Energy Cores by 1/2/3 in the Energy Pool at the beginning of the game.
- The Chronossus powers up one additional Exosuit each Era for free. If this would cause the Chronossus to go above the maximum number of Exosuits, it gains 2 VPs instead for each excess Energy Core drawn. (These Energy Cores are still removed from the game).
- Each leftover (non-exhausted) Energy Core in the Energy Pool at the end of the game is worth 1 VP to the Chronossus.
- Play with fewer (or no) Solo Objectives.
- The Chronossus gains 2 VPs for each Failed Action.
- When taking a Research Action, the Chronossus takes a Breakthrough shape it does not already possess.

USING CHRONOSSUS WITH EXPANSIONS AND MODULES

NOTE: Adding modules also adds additional rules to playing against the Chronossus. Make sure you are comfortable playing against the Chronossus before adding any modules.

FRACTURES OF TIME


All of the Fractures of Time module and the Chronossus base rules apply, unless noted below.

CHANGES AT SETUP

- 1 Setup the Valley board as if it was a 2-Player game.
- 2 Place the following Action tiles (with the marked sides face up) on the empty spaces of the Chronossus board:
 - » C04A to the (I) empty space.
 - » C05A to the (II) empty space.
 - » C06A to the (III) empty space.
- 3 You will need a second container, referred to as the "Flux Pool." At setup, add 1 Flux Core and all 3 Empty Flux Casing tokens to it.
- 4 The Chronossus does not use a Fracture Device.
- 5 Add the "Technology Cards" and "Flux on Track" Solo Objective cards to the deck before drawing.

GAMEPLAY CHANGES

Just like with the World Capital Action spaces, if there are no available spaces on a Valley Action, the Chronossus places on the Valley Capital Action space instead.

From supply  When the Chronossus places an Exosuit on the Main board, take an Energy Core directly from supply and place it in the Exosuit.

Definition: a **Blink-ready Exosuit** for the Chronossus is one of its Exosuits which

- is on the Main board,
- has an Energy Core in it, and
- is not on the same Action that is being attempted.

In other words, the same restrictions apply to the Chronossus as they would to you.



Example:
The Chronossus needs to perform a Construction Action. Because the Exosuit on the Recruit Action still has an Energy Core on it, it meets the conditions to be used for Blinking.



Whenever the Chronossus is about to take an Action with an Exosuit, perform the following check:
Does it have a Blink-ready Exosuit and **at least 1 token in the Flux Pool?**

• **If not**, proceed to Exosuit placement as normal.

• **If yes**, draw 1 token from the Flux Pool to perform a Blink check.

» If it is a Flux Core, discard it, then perform a Blink (see below).

» If it is an Empty Flux Casing, put it aside. The Chronossus places an Exosuit or passes, as usual.

BLINKING

You Blink following the standard rules, as explained in the Fractures of Time expansion. When the Chronossus decides to Blink (see the check above), it must first select which Exosuit to Blink with (if there are multiple Blink-ready ones):

A If any Exosuits are on an Action corresponding to any Command tokens (other than the one currently selected) on the Chronossus's board, select that Exosuit. If multiple Exosuits meet this requirement, pick the one that matches the Command token with the smaller number.



B If no Exosuits match a Command token, choose the bottom-left-most one (closest to the bottom Research space). Priority goes to Exosuits on lower spaces, if two are tied.





Once it selects an Exosuit, move that to the selected Action (as if placing a new Exosuit there), remove the Energy Core from the Exosuit (returning it to the supply), and then resolve the Action as normal (including advancing the token on the Chronossus's board). The Chronossus never rolls the Flux or Glitch dice, and it never receives Glitches.

NEW ACTION: ASSIMILATE



Before the Chronossus performs the Assimilate Action, roll the Research shape die.

- On Circle:**
It recruits an Operator and gains 1 Flux Core.
- On Triangle:**
It takes a Technology card (preferring the secondary stack).
- On Square:**
It either recruits an Operator (and gains 1 Flux Core) or takes a Technology card, whichever it has fewer of (Operator, if tied).

If it attempts to recruit an Operator, and there are none left, it is a Failed Action and takes 1 VP.

RECRUITING OPERATORS

Operators function as wildcards. When taken, place the Operator in the topmost empty space of the Chronossus's Worker collection. It counts towards that Worker type for all purposes, including discarding for 5 VPs.

NEW ACTION: EXTRACT



When the Chronossus takes the Extract Action, it performs both available effects, gaining 2 Flux Cores (into the Flux Pool) and 2 Energy Cores (into the Energy Pool).



PASSING AND END OF ACTIONS

The Chronossus will pass if it decides not to Blink (or cannot) and it does not have any more Exosuits to place. The Command token does not advance when the Chronossus passes.

CLEAN UP PHASE

In the Clean up Phase, the Empty Flux Casings that have been set aside are now returned to the Flux Pool.

END OF GAME

It scores 3 VPs per Technology it has at the end of the game.

INTERACTING WITH OBJECTIVES

Solo Objectives interact with other game elements just like regular End Game Conditions do.

If you roll "2 Public Objectives" on the Glitch die, place the Glitches on 2 of your Solo Objectives instead. Each Solo Objective can have at most 1 Glitch on it, and if the Glitches are still present at the end of the game, you do not score points for the objectives affected by them.

If you purchase **Technology 511**, draw 2 unused Solo Objectives and put one of them into play. The new Objective is scored along with those in play. The Technology itself scores you 1 VP for each Objective you scored any VPs from.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Fractures of Time expansion:

- Flip some or all of the new Action tiles to their B side.
- Replace C04 with C14, a more difficult tile.
- Increase the number of Flux Cores in the Flux Pool by 1/2/3 at the beginning of the game.
- Each leftover Flux Core in the Flux Pool at the end of the game is worth 1 VP to the Chronossus.
- Roll the Glitch die after setup, and place the rolled Glitch for yourself (in addition to the two starting Glitches described in the Fractures of Time rules).

DOOMSDAY

THIS REQUIRES THE CLASSIC EXPANSION PACK TO PLAY.

All of the Doomsday module and the Chronossus base rules apply, unless noted below.

We suggest using the "Planned Experiments" variant the first few times you play this against the Chronossus.

CHANGES AT SETUP

- Place the following Action tiles (with the marked sides face up) on the empty spaces of the Chronossus board:
 - » C07A to the (I) empty space.
 - » C08A to the (II) empty space.
- Leave C03A in play.
- Add the "Completed Experiments" Solo Objective card to the Solo Objective deck.



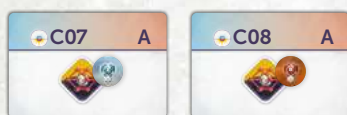
If it successfully took an Experiment and the Doomsday tracks aren't yet locked, it moves its preferred marker (Seal Fate or Save Earth), taking any printed VP on it—regardless of which Path that VP belongs to. The Chronossus's preferred marker is always the opposing one to yours. For example, if you are playing as the Path of Harmony, thus interacting with the Save Earth marker, it will move the Seal Fate marker on its turn as if it was the Path of Salvation.

STEP 2: PREPARE FOR EXPERIMENTATION

It places a Path marker on a face-up Experiment card (except the one under the next Era), that does not yet have one on it. (Your Focus marker has no effect on this.) If there are multiple available ones, pick Level 1 before Level 2 ones; if still tied, pick the furthest in the past on the Timeline.



NEW ACTION: EXPERIMENT



When taking an Experiment Action, the Chronossus places an Exosuit on the Experiment hex pool space and performs two steps, in the following order:

NOTE: It is possible for one of the steps to fail (if none/all of the Experiments have a Path marker, respectively). If this happens, ignore that step.

STEP 1: EXECUTE EXPERIMENT

The Chronossus takes an Experiment with a Path marker on it (see Step 2 for adding Path markers) and discards the Path marker. Whether it takes a Level 1 or Level 2 Experiment is shown on the Action tile. If none of that level is available, skip this step. If multiple are available, pick the leftmost available one on the Timeline.

When you take an Experiment with one of the Chronossus's Path markers on it, move it onto a face-up Experiment under a later Era (up to the present Era) that does not yet have one. If all of them do, discard the Path marker.



INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Doomsday module:

- Flip some or all of the new Action tiles to their B side.
- Play without the Planned Experiments variant.
- Place a Path marker on one or more future Experiments during setup. These are now available to be taken once they are in the present.

PIONEERS OF NEW EARTH



THIS REQUIRES THE CLASSIC EXPANSION PACK TO PLAY.

All of the Pioneers of New Earth module and Chronossus base rules apply, unless noted below.

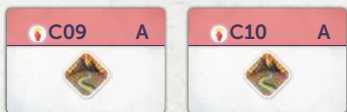
CHANGES AT SETUP

- Place the following Action tiles (with the marked sides face up) on the empty spaces of the Chronossus board:
 - » C03A to the (I) empty space.
 - » C09A to the (II) empty space.
 - » C02A to the (III) empty space.
 - » C10A replaces the printed "Recruit Genius or Research" Action space
- Add the "Successful Adventures" Solo Objective card to the Solo Objective deck.
- Give it the Chronossus Exosuit Upgrade board with the "A" side up.



Chronossus Exosuit Upgrade board

NEW ACTION: ADVENTURE



When taking an Adventure Action, it places an Exosuit on the Adventure hex pool space and one of its Path markers on the highest available strength bonus. Then, it performs two steps, in this order:

NOTE: It is possible for one of these steps to fail. If this happens, ignore that step.

STEP 1: PERFORM ADVENTURE

Sum up the power on the Chronossus's Exosuit Upgrade board (including the strength bonus from the Path marker): If 9 or higher, it draws 2 cards from 10+ deck; otherwise, it draws 2 cards from the 5+ deck. Then, it rolls the Adventure die and calculates total power the same way as you would.

It takes the card with the highest power requirement it meets. The unselected card(s) are placed on the bottom of their respective deck(s). If it met neither card's requirement, it gains 1 VP (and returns both cards to the bottom).

If a card was selected, it receives the card's benefit then discards the card.

SPECIAL CASES:

- Instead of receiving W, it receives 1 VPs for every 2 W (rounding up).
- It receives 2 VPs for every Morale increase it would receive.
- If given the choice between Research, Recruit, or Construct, it will always choose Research.
- If it selects a card with an ongoing benefit (marked purple in the Pioneers rulebook), it discards it and gains 3 VPs and 1 Energy Core instead.

STEP 2: POWER UPGRADE

It takes a Resource from the Chronossus's board and moves it to its Exosuit Upgrade board.

- It must be a Resource that has an available slot on the board.
- If there are multiple options, it will pick whichever Resource it has the most of.
- If tied, use this order:
Titanium > Gold > Uranium > Neutronium.

If it does not have any Resources that can be placed, or there are no slots available, place 1 VP token straight from the supply on the Exosuit upgrade board instead. These VP tokens add further strength to the Chronossus's power, but they do not count as VP for the Chronossus by default.

IMPORTANT: The Chronossus starts the game with a Power value of 2 (A side) or 3 (B side) and gains a further 2 (A side) or 3 (B side) Power for each VP token it has on the Exosuit Upgrade board.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Pioneers of New Earth module:

- Flip some or all of the new Action tiles to their B side.
- Flip the Chronossus's Exosuit Upgrade board to its B side.
- VP tokens on the Upgrade board are counted as VP.

GUARDIANS OF THE COUNCIL



THIS REQUIRES THE CLASSIC EXPANSION PACK TO PLAY.

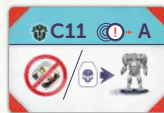
All of the Guardians of the Council module and Chronossus base rules apply, unless noted below.

CHANGES AT SETUP

- Place the following Action tiles (with the marked sides face up) on the empty spaces of the Chronossus board:
 - » C02A to the (I) empty space.
 - » C11A to the (II) empty space.
- Leave C03A in play.
- Add the "Guardians" Solo Objective card to the Solo Objective deck.
- Cover the right World Council Action space with a Hex Unavailable tile (as noted in the Guardians of the Council rules for 2 players).



NEW ACTION: ACQUIRE GUARDIAN



IF THIS ACTION IS SELECTED BEFORE IMPACT:

- The Chronossus places an Exosuit on the World Council Action space and becomes the First Player (if possible), but it does not perform an Action. Instead, it recruits the leftmost available Guardian at no additional cost.
- If the World Council Action space is already taken, it spends a Worker (**Most > Scientist > Engineer > Administrator > Genius**), then acquires a Guardian without placing an Exosuit.



3 POWER UP PHASE

The Chronossus first powers up as many Guardians as it can, then it powers up its own Exosuits (e.g. if it needs to power up 4 Exosuits and has 2 Guardians, it will power up both of them and 2 of its own).

GAMEPLAY CHANGES

When deciding which Exosuit to place, the Chronossus places Guardians last. If it wants to take a Capital Action (Research, Recruit, Construct) and there are no Action spaces remaining (including the World Council Action space), it places a Guardian (if it has any) on the reserved Guardian Action space and performs the Capital Action. This means the Action is **not** a Failed Action, so it does not take 1 VP.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Guardians of the Council module:

- Flip the new Action tile to its B side.
- When resolving the Acquire Guardian Action post-Impact, the Chronossus scores 2 VPs instead.
- The Chronossus starts the game with 1 Guardian.

HYPERSYNC FUTURE ACTIONS



THIS REQUIRES THE FUTURE IMPERFECT EXPANSION TO PLAY.

All of the Hypersync Future Actions module and Chronossus base rules apply, unless noted below.

CHANGES AT SETUP

- 1 Use the 2-player side of the Hypersync board, and cover the right World Council Action space on the Main board with a Hex Unavailable tile (as noted in the Hypersync rules for 2 players).
- 2 Replace C01A with C12A. Leave C02A and C03A in play. Cover the Time Travel Action space with C13A.
- 3 Place the Solo Hypersync tiles next to the Chronossus board.



NEW (CHANGED) ACTION: HYPERSYNC/TIME TRAVEL



If the Chronossus has one or more pending Hypersync tiles, randomly select one of the available Hypersync Action spaces (you can use the Shape die to randomize); the Chronossus sends an Exosuit here. It retrieves the pending Hypersync tile furthest in the past and scores 2 VPs as you would.

Do not advance the Time Travel marker on the Chronossus's board.

NOTE: In post-Impact Eras, it ignores the printed effect of the Supercharge tiles.

If it has no Hypersync tiles or the first option failed (no empty spaces, no Exosuit, etc), it performs a normal Time Travel Action as described in the Chronobot base rules.

If neither Action is possible, it is a Failed Action and the Chronossus receives 1 VP.

NOTE: C12A additionally gains the Chronossus 1 Energy Core, but C13A doesn't.

GAMEPLAY CHANGES

If the Chronossus wants to take a Capital Action (Research, Recruit, Construct) and there are no Action spaces remaining (including the World Council Action space), place one of its Hypersync tiles on the current Era and perform the Action normally. This does not count as a Failed Action, so it does not take 1 VP.

It can have a maximum of one Hypersync tile per Era and is limited to a total of 3 pending Hypersync tiles. If due to these limitations it cannot perform a Hypersync Action, it is a Failed Action, and the Chronossus receives 1 VP.

NOTE: The three Chronossus Hypersync tiles are identical; it can use any one to perform any Capital Action (even if it has already used one of the others for the same Action in a previous Era).

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Hypersync module:

- Flip some or all of the new Action tiles to their B side.
- Instead of randomly selecting a Hypersync Action space to take, the Chronossus takes the one corresponding to one of your pending Hypersync tiles. If you have more than one, it takes the one furthest in the past.

QUANTUM LOOPS



THIS REQUIRES THE FUTURE IMPERFECT EXPANSION TO PLAY.

All of the Quantum Loops module and Chronossus base rules apply, unless noted below.

CHANGES AT SETUP

No changes at Setup. Keep the Quantum Loop cards in a row, adding new ones closest to the draw deck.

4 WARP PHASE

In each Warp Phase, when the Chronossus places at least one warp tile, roll the AI die. On a roll of 4, remove the Quantum Loop card farthest from the draw deck from play.

5 ACTION ROUNDS PHASE

The Chronossus does not actually interact with Quantum Loops. It never "returns" them, thus cards removed during

the Warp Phase are permanently removed. When you return a card, add it back to the row of Quantum Loop cards farthest from the draw deck.

If you gain the Cosmic Data Leak card, draw 2 unused Solo Objectives and put them into play.

INCREASING THE DIFFICULTY

Select one or more of these options to increase the difficulty in ways specific to the Quantum Loops module:

- Also remove a Quantum Loop card on a roll of 5.
- When removing a Quantum Loop card, the Chronossus receives 2 VPs.

VARIABLE ANOMALIES



THIS REQUIRES THE FRACTURES OF TIME EXPANSION TO PLAY

CHANGES AT SETUP

The Chronossus ignores all unique effects of the Anomalies and does not receive an Anomaly Remover tile.

RECEIVING ANOMALIES

When receiving Anomalies, the Chronossus will select one that will allow it to retrieve a Warp tile. If both or neither do, it will select the one with the smaller VP penalty.

REMOVING ANOMALIES

When removing an Anomaly, it always removes the one with the largest VP penalty.



ALTERNATE TIMELINES



CHANGES AT SETUP

No changes at Setup.

4 WARP PHASE

In the Warp Phase, you must decide how many Resources and/or Workers to warp first, then roll for the Chronossus. Place the tiles in turn order, as usual.

It ignores penalties (red spaces), and it receives 2 VPs instead of any positive rewards. You resolve both positive and negative effects as normal.

INCREASING THE DIFFICULTY

- The Chronossus scores 3 VPs per positive effect.

COMBINING EXPANSIONS AND MODULES

DOOMSDAY CANNOT BE COMBINED WITH:

- Pioneers of New Earth
- Fractures of Time
- Guardians of the Council
- Hypersync
























































When combining the **Pioneers of New Earth** with **Fractures of Time** or **Guardians**, four Action tiles will be used; the fourth Action tile replaces the printed "Recruit Genius or Research" Action space.

All other modules can be combined with each other, but we recommend not to combine more than two or three of them at the same time. Variable Anomalies, Quantum Loops, and Alternate Timelines do not affect Action tile placement.

FRACTURES OF TIME CANNOT BE COMBINED WITH:

- Guardians of the Council

REFERENCE TABLE OF ACTION TILES USED IN EACH MODULE

					
Base	C01 A 	C02 A 	C03 A 		
Fractures of Time	C04 A C14 A 	C05 A 	C06 A 		
Doomsday	C07 A 	C08 A 	C03 A 		
Pioneers of New Earth	C03 A 	C09 A 	C02 A 	C10 A 	
Guardians of the Council	C02 A 	C11 A 	C03 A 		
Hypersync Future Actions	C12 A 	C02 A 	C03 A 		C13 A 
Fractures of Time Pioneers of New Earth	C05 A 	C14 A 	C09 A 	C10 A 	
Fractures of Time Hypersync Future Actions	C12 A 	C04 A 	C05 A 		C13 A 
Guardians of the Council Hypersync Future Actions	C12 A 	C11 A 	C03 A 		C13 A 
Guardians of the Council Pioneers of New Earth	C03 A 	C09 A 	C11 A 	C10 A 	

APPENDIX

CHRONOBOT

SUMMARY OF CHANGES

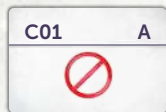
For those who have played against the original Chronobot
(included in the first few printings of the Anachrony base game):

- There are only 4 tokens on the Chronobot's board, instead of 6.
- The Chronobot no longer collects or spends Water, nor does it keep track of morale.
- If the Chronobot cannot perform an Action it gains 1 VP.
- The following Actions have slightly changed or have been added, please read their summaries below:
 - » **Recruit** and **Recruit Genius**: whenever the Chronobot recruits a Worker, it additionally takes 1 VP.
 - » **Construct Superproject**: The Chronobot has to discard a Breakthrough (of any icon or shape) to construct a Superproject, it can do before or after Impact. Its limit is now 3 Superprojects.
 - » **Time Travel**: The Chronobot only advances on the Time Travel track if it has a Warp tile to remove.
 - » **Remove Anomaly**: It no longer costs Water for the Chronobot to remove an Anomaly.
 - » **Reboot**: It does nothing.
 - » There are now several ways to increase the difficulty of the Chronobot (as described on page 7).

All other rules are unchanged from the Classic Chronobot.

CHRONOSSUS

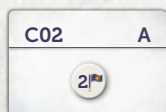
ACTION TILES



C01A—Reboot
The Chronossus does nothing.



C01B—Score (Autoleap)
The Chronossus gains 1 VP, then move the Command token to the next position.



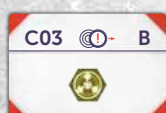
C02A—Score
The Chronossus gains 2 VPs.



C02B—Score and Energy Pack
The Chronossus gains 2 VPs and 1 Energy Core.



C03A—Energy Pack
The Chronossus gains 1 Energy Core.



C03B—Energy Pack (Autoleap)
The Chronossus gains 1 Energy Core, then move the Command token to the next position.



C04A—Assimilate
Roll a Research Shape die.

- » **On Circle**: The Chronossus recruits an Operator and gains 1 Flux Core.
- » **On Triangle**: It takes a Technology card (preferring the secondary stack).
- » **On Square**: It either recruits an Operator (and gains 1 Flux Core) or takes a Technology card, whichever it has fewer of (Operator if tied).



C04B—Assimilate and Score
Same as C04A but the Chronossus also gains 1 VP.



C05A—Extract
The Chronossus gets both options: it gains 2 Flux Cores into the Flux Pool and 2 Energy Cores into the Energy Pool.



C05B—Efficient Extract
Same as C05A, but the Chronossus gains 2 extra Flux Cores.



C06A—Power Pack

The Chronossus gains 1 Energy Core and 1 Flux Core.



C06B—Power Pack (Autoleap)

The Chronossus gains 1 Energy Core and 1 Flux Core, then move the Command token to the next position.



C07A—Level 1 Experiment

The Chronossus executes a Level 1 Experiment then prepares for Experimentation. (See page 14 for details).



C07B—Level 1 Experiment

The Chronossus executes a Level 1 Experiment and prepares for Experimentation. Then gains 1 Energy Core.



C08A—Level 2 Experiment

The Chronossus executes a Level 2 Experiment then prepares for Experimentation. (See page 14 for details).



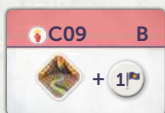
C08B—Level 2 Experiment

The Chronossus executes a Level 2 Experiment and prepares for Experimentation. Then, gains 1 VP and 1 Energy Core.



C09A—Adventure

The Chronossus performs an Adventure, then fulfills a Power Upgrade.



C09B—Adventure and Score

Same as C09A, but the Chronossus also gains 1 VP.



C10A—Adventure

Same as C09A.



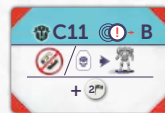
C10B—Adventure and Energy Pack

Same as C09A and C10A, but the Chronossus also gains 1 Energy Core.



C11A—Acquire Guardian (Autoleap)

The Chronossus places an Exosuit on the World Council space, taking the First Player (if able), but it does not perform an Action. Instead, it recruits the leftmost available Guardian at no additional cost. If the World Council space is already taken, it spends a Worker (Most > Scientist > Engineer > Administrator > Genius), and acquires a Guardian the same way. (See page 16 for details). Then, move the Command token to the next position.



C11B—Acquire Guardian and Score (Autoleap)

Same as C11A, but the Chronossus also gains 2VPs. Then (same as C11A) move the Command token to the next position.



C12A—Hypersync or Time Travel

The Chronossus sends an Exosuit to a random available Hypersync hex space, receives 2 VPs, and then retrieves the earliest pending Hypersync tile on the Timeline (if able). It ignores the effects of Supercharge tiles. If this is not possible, it performs a normal Time Travel Action. (See page 17 for details). Finally, it gains 1 Energy Core.



C12B—Hypersync (Autoleap)

Same as C12A, then move the Command token to the next position.



C13A—Hypersync

Same as C12A, but it does not gain 1 Energy Core.



C13B—Hypersync

Same as C12A, but it gains 1 VP instead of 1 Energy Core.



C14A—Assimilate and Flux Pack

Same as C04A, but it gains 1 additional Flux Core.



C14B—Assimilate, Score and Flux Pack

Same as C04B, but it gains 1 additional Flux Core.

SOLO OBJECTIVES

	 BRONZE LEVEL	 SILVER LEVEL	 GOLD LEVEL
 <p>Workers</p>	8 Workers: 1 VP	13 Workers: 2 VP	16 Workers: 4 VP
 <p>Breakthrough</p>	3 Breakthroughs: 1 VP	6 Breakthroughs: 2 VP	9 Breakthroughs: 4 VP
 <p>Water</p>	8 Water: 1 VP	12 Water: 2 VP	18 Water: 4 VP
 <p>Occupied Building Spots</p>	8 Spots: 1 VP	10 Spots: 2 VP	12 Spots: 4 VP
 <p>Morale</p>	Max morale: 2 VP		
 <p>Sum of Time Travel Range</p>	Sum Range of 6: 1 VP	Sum Range of 9: 2 VP	Sum Range of 10: 4 VP
 <p>Superprojects</p>	2 Superprojects: 1 VP	3 Superprojects: 2 VP	4 Superprojects: 4 VP
 <p>Successful Time Travels</p>	5 Travels: 1 VP	7 Travels: 2 VP	8 Travels: 4 VP

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Components may vary from those shown in this rulebook.

EXPANSION'S SOLO OBJECTIVES

	 BRONZE LEVEL	 SILVER LEVEL	 GOLD LEVEL
 <p>Flux on Fracture Device</p>	4 Flux Cores: 1 VP	7 Flux Cores: 2 VP	10 Flux Cores: 4 VP
 <p>Technology</p>	2 Technologies: 1 VP	4 Technologies: 2 VP	5 Technologies: 4 VP
 <p>Completed Experiments</p>	4 Experiments: 1 VP	7 Experiments: 2 VP	10 Experiments: 4 VP
 <p>Successful Adventures</p>	6 Missions: 1 VP	9 Missions: 2 VP	12 Missions: 4 VP
 <p>Guardians</p>	2 Guardians: 1 VP	4 Guardians: 2 VP	5 Guardians: 4 VP

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