

ENTROPY

WORLDS COLLIDE

2-4 PLAYERS

15 MINUTES

AGES 12+

GAME CONTENTS (68 CARDS)

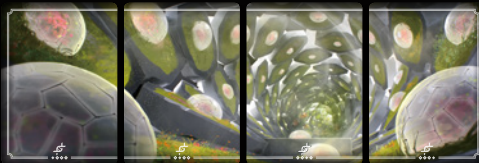
6 CHARACTERS



1 ANCHOR



4 SHARDS PER CHARACTER



1 WILD SHARD



6 ACTIONS PER CHARACTER

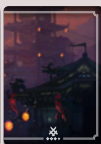


GAME OVERVIEW

Multiple parallel worlds have collided and you play as one of six characters jettisoned from their world into a place called the Nexus. In order to return home, you must find the Shards of your reality and be the first to piece them back together.

SETTING UP THE GAME

Sort cards into separate piles by matching the symbols on each Character. Set the Anchor and Wild Shard aside for now.



Each Character has 4 Shards and 6 Actions.

Players may then choose a Character to play or, alternatively, they can be assigned randomly instead. Give each player their Character **A**, as well as the Shard and Action cards associated with that Character **B**. Ask each player to familiarise themselves with the 4 Shards that belong to their Character.

Collect the Shards back from each player. Then, take an additional set of 4 Shards from an unassigned Character. Finally, return any unused Characters, Shards, and Actions back to the box; they will not be used during this game.

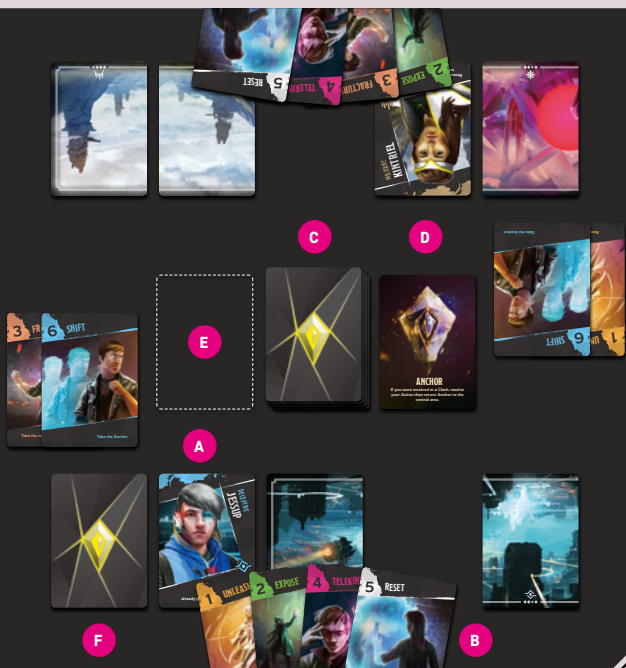
Take the Shards you collected and add to them the Wild Shard. Shuffle all the Shards together to form the Nexus and place it, face-down, within easy reach of all players **C**.

Place the Anchor near the Nexus **D**.

Reserve some space near the Nexus, also within easy reach of all players. This area is called the Discard **E**.

Deal 1 Shard from the Nexus, face-down, to the left of each Player's Character. This area is called the Hold. Players may look at the card in their Hold at any time **F**.

EXAMPLE 2-PLAYER SETUP



CARDS EXPLAINED



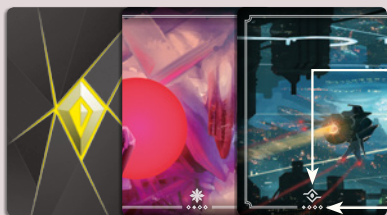
CHARACTERS

TRAIT

CHARACTER NAME

REALITY SYMBOL

ABILITY

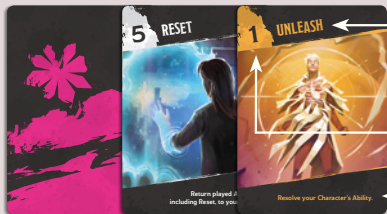


SHARDS

REALITY SYMBOL

POSITION

Besides visual aesthetics, the order and position of Shards do not impact gameplay.



ACTIONS

NAME

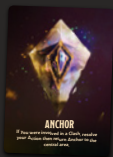
INITIATIVE VALUE

Indicates the order in which this action is resolved.

ACTION EFFECT

PLAYER AREA

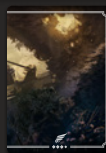
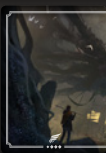
PLAYED ACTIONS



HOLD



REALITY



Played Actions – Any Action that is out of a player’s hand is considered a “Played Action”. Whenever a player has no more Actions in their hand, they return all played Actions back to their hand at the end of their turn.

Hold – The area to the left of your Character card is called the Hold. Only 1 Shard can be kept in the Hold at any given time. Whenever you take more Shards, you must decide which one to keep. All other Shards must be placed in the Discard. Players may look at the card in their Hold at any time.

Reality – A Reality is broken into 4 shards. Each shard has a symbol that represents the character to which it belongs. Shards in your Reality are considered “locked” and cannot be removed.

Dots underneath each symbol denote the position in which shards can be placed to complete the panoramic scene. Note that besides aesthetics, the order and position of the Shards do not matter in the game.

SEQUENCE OF PLAY

ROUND STRUCTURE



PLAYING THE GAME

Entropy: Worlds Collide is played over several rounds. At the start of each round, all players select an Action from their hand in secret. Once all players are ready, everyone reveals their selected Action card by flipping it face-up at the same time.

Once all cards have been revealed, check if any players have revealed the same Action (known as a “Clash”). Player’s that Clash do not continue with the rest of the round unless they possess the Anchor.

All remaining players resolve their Action starting with the player who played the Action with the lowest Initiative value, and proceeding in ascending order. An Action’s effect must be carried out exactly as stated. Players may choose not to resolve their Action, however, it is still considered to have been played.

All played Actions stay on the table in front of the player who used it. These Actions are no longer available to that player until the Action returns to the player’s hands (either by playing the Reset Action or the last Action from their hand).

RESOLVING CLASHES



1. Each player chooses an Action in secret.
2. Players reveal Actions with the same initiative values.
3. Blue player has the Anchor and resolves the Action.

ENDING THE GAME

The game ends the moment a player has all 4 Shards belonging to their Character, thereby completing that Character's reality. That player is declared the winner.

SHROUDED & REVEALED SHARDS

Shards can be in one of two states: shrouded (face-down) or revealed (face-up).

Whenever Shards are taken from the Nexus, Discard or from a player, they do not change state. The one exception is that any Shards placed into the Discard always become revealed.

TAKING SHARDS

When you take a revealed Shard that belongs to your character, place it directly in your Reality. Otherwise, the Shard is placed in your Hold.

REVEALING SHARDS

If at any time a Shard from your Hold is revealed and it belongs to your Character, immediately place it in your Reality.

Some Actions may allow revealing a Shard from the Nexus. Shards revealed this way are placed in the Discard unless the Action states otherwise.

SHUFFLING THE DISCARD

Whenever a player takes or reveals a shard from the Nexus but cannot do so because it is empty, shuffle the Discard to form a new Nexus.

The Discard is open information and has no set order. Players may look through it at any time.

ANCHOR



The Anchor acts as a tie-breaker between Actions that have Clashed. Whenever a player who possess the Anchor is involved in a Clash, that player returns the Anchor to the central area and then resolves their Actions effect.

WILD SHARD

The Wild Shard can be a substitute for any Shard. However, the Wild Shard does not belong to any character and can only be kept in a player's Hold.



FREQUENTLY ASKED QUESTIONS

Q) How do I take my played Actions back to my hand if my Reset Clashed with another player?

A) You must play the remaining Actions in your hand in order to return your played Actions back to your hand.

Q) I take a shrouded Shard from my opponent and it happens to belong to my character, do I place this in my Reality?

A) No, the Shard is Shrouded and therefore it must be placed in your Hold. You may play Expose to reveal that Shard in order to lock it into your Reality.

Q) I played Fracture but there is only one Shard in the Nexus, do I take only one Shard?

A) No, if at any time the Nexus is empty and you must take or reveal a Shard from the Nexus, immediately shuffle the Discard to form a new Nexus and continue with your Action.

Q) An opponent played Expose on a shrouded Shard and it belongs to my Character. Do I lock this Shard into my Reality?

A) Yes. Playing Expose can be risky as it has the potential to help an opponent lock Shards belonging to their character even when it's not their turn!

ACTION CLARIFICATIONS



1. UNLEASH

Unleash is a powerful Action. Picking the right moment to play this Unleash can help push you ahead of your opponents.



2. EXPOSE

You can choose to reveal a Shard from the Nexus, your own Hold, or an opponent's Hold. Playing Expose can be risky so use it cautiously!



3. FRACTURE

If you already have a Shard in your Hold, you must choose 1 from the 3 Shards to keep in your Hold and then discard the rest.



4. TELEKINESIS

You are able to take a Shard from the Nexus, the Discard, or from an opponent. Telekinesis cannot be used to take a Shard from an opponent's Reality.



5. RESET

When you Clash while playing Reset, you must play the remaining Actions in your hand before you are able to return played Actions back to your hand.



6. SHIFT

You can take the Anchor from the central area or from another player. You are also able to play Shift defensively to take the Anchor from yourself.

CHARACTER CLARIFICATIONS



ADVARANAU – Persuasive (Complexity ★★★)

The action that the player chooses stays in their hand after it is resolved. In addition, opponents must discard that action from their hand if able.



CENE C – Resourceful (Complexity ★)

Any Shards taken from the Discard are already revealed so they are locked in immediately. CeneC's Ability is especially powerful late game.



JESSUP – Deceptive (Complexity ★★)

Since all Actions on the table are considered played, regardless of whether they Clashed or were discarded, Jessup can resolve any of these played Actions.



KINTRIEL – Militant (Complexity ★★)

When revealing an opponent's Shard, it is discarded even if it belongs to that opponent's Character; they cannot lock that Shard into their reality.



MARY – Adaptive (Complexity ★)

Even if this Ability revealed multiple Shards that belong to Mary, only 1 Shard can be taken. All remaining Shards are placed in the Discard.



RONIN – Preemptive (Complexity ★★★)

The Action that Ronin chooses is played and resolved in proper initiative order (just like any other Action) and can still Clash with other player's.

ECHO TIME

Continue the story of **Entropy: Worlds Collide** with the **Echo of Time** expansion that comes with a new one-versus-many game mode, 5-player support, a 95-page **Shards of Reality** novella and a mystery narrative reveal.

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