

UTOPIA



TIME MACHINE OWNER'S MANUAL

Contents	Page
Introduction	2
Components	2
Setup	4
Gameplay	6
Factions	11
Custom Setup	11
Solo Game	12
2 Player Co-op	17
Lore	19
Icons	23

INTRODUCTION

You are a Time Baron and control a shadowy 26th century faction, hell-bent on reordering history to set off a chain reaction which will bring about your utopian vision for the world.

At your disposal is a fleet of Chronoships, capable of traversing all four dimensions of space and time. You will hunt through all of history to hire the brightest minds to your cause, and each will be given command of one of your precious Chronoships.

However, you are not the only one with a grand vision for the future and must watch out for rivals, who will attempt to meddle with your plans!

AIM OF THE GAME

The aim of this 1-5 player worker placement game is to be the first to complete three Butterfly Effect Missions. These are iconic moments in history, from the rise of the Roman Empire to the Industrial Revolution, from the Second World War to the colonisation of Mars. Each Butterfly Effect Mission will require knowledge to be collected or technology to be developed.

GAME SUMMARY

Chronoships travel through wormholes to visit different locations in space and time, known as Time Zones (TZs). There are 12 TZs in total, TZ1 represents the ancient past, whereas TZ12 represents the distant future. New Alternate TZs will also spawn throughout the game, the “Butterfly Effect” of players meddling with the space-time continuum.

Each player will start by drafting two crew-members to activate their first two Chronoships. These crew-members will be famous people from history or the future and each will have different primary and secondary abilities. It is possible to control an additional three Chronoships by recruiting new crew-members to command them.

Primary abilities enhance the collection of one of five types of knowledge: Military, Exploration, Science, Politics or Culture.

Secondary abilities come in 13 varieties which will help the player to compete with their rivals, ranging from Merchants to Medics, from Spies to Superstars.

Utopia provides a unique experience every time, as the combination of different crew-members, technologies and missions call for the constant revision of player strategies.

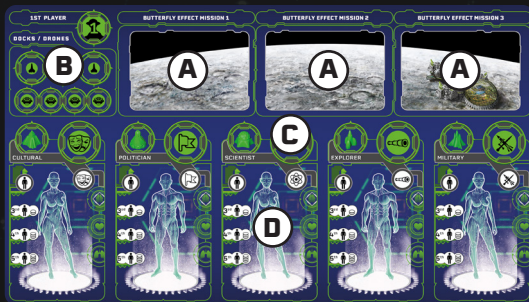
COMPONENTS



The Game Board is known as the space-time continuum, which shows all the places in space and time you can visit with your Chronoships. The board is divided into 14 Time Zones (TZ) and each TZ has two locations. The board pictured above can be used for 3-5 player games, or the 2 player co-op variant of the game. The reverse side of the board has a simplified layout, for use in 1-2 player games. The main sections are as follows:

- A** Time Zone (TZ) locations: These are the locations the players can move their Chronoships to in order to activate different actions. These locations are arranged horizontally along the top and bottom of the board.
- B** TZ wormholes: Each TZ wormhole contains a deck of four Crew and two Technology cards that can be recruited or developed during the game.
- C** Mission Control, The Moon (TZ0): Contains Mission cards that can be taken by players during the game.
- D** Alternate TZ wormholes: These start off closed, but open as players meddle with time by completing missions.
- E** Limbo: This section contains assassinated Crew, who can be recovered at the end of the round (for those in possession of a Chronoship, death is but a temporary inconvenience!)
- F** Round Summary: A reminder of the phases and steps of each round of play

5X PLAYER MATS "MOTHERSHIP"



5X PLAYER AID SETS (DOUBLE SIDED)



13x FACTIONS (DOUBLE SIDED)



13x FACTION DISCS

Your Mothership is in orbit around the Moon, the main sections are as follows:

- A** Ship's Bridge: This shows your active Mission cards.
- B** Dock: This shows the First Player Marker, inactive Chronoships & Drones.
- C** Storage Vault: This shows your inventory of Knowledge Discs.
- D** Crew: Your Crew command your active Chronoships.

25X CHRONOSHIPS

5 IN EACH COLOUR FOR THE FOLLOWING CLASSES



CULTURE POLITICS SCIENCE EXPLORATION MILITARY

20X DRONES

4 EACH IN 5 COLOURS



1X 1ST PLAYER MARKER



Chronoships were developed in 2563, following the discovery of wormholes orbiting the Sun. Chronoships are able to deconstruct all matter contained within the ship to a quantum level, thus allowing a 'quantum leap' through a wormhole without being vapourised. Drones are a smaller, AI-controlled version that allow a Time Baron, via a telepathic override, to be in many places at once.

75X KNOWLEDGE DISCS

15 EACH OF THE BELOW TYPES



CULTURE POLITICS SCIENCE EXPLORATION MILITARY

Every Knowledge Disc is a rare and extremely valuable commodity, each of which contains a vast and unique volume of information. A single Culture Disc may contain the entire knowledge of Ancient Egypt, enabling the recreation of Pharoan society on a distant planet (should a Time Baron be so inclined!) Knowledge discs are the main currency of trade among the star-faring civilisations of the 26th Century.

7X13 TIME ZONE [TZ] CARDS

EACH TIME ZONE HAS 5 CREW & 2 TECHNOLOGY CARDS
EACH TIME ZONE HAS A DIFFERENT COLOURED BACK



CREW

TECHNOLOGY

Time Barons compete over the recruitment of brilliant minds and pivotal technologies from across all of space and time, to aid their cause and gain an advantage over their rivals.

26X BUTTERFLY EFFECT MISSION CARDS



26X ALTERNATE TIME ZONES (DOUBLE SIDED)



15X VILLAIN CARDS (SOLO GAME)



20th Century chaos theory hypothesised that a butterfly flapping its wings in Brazil could contribute to a tornado in Texas. By understanding these subtle links, Time Barons can bend iconic moments in history to their will.

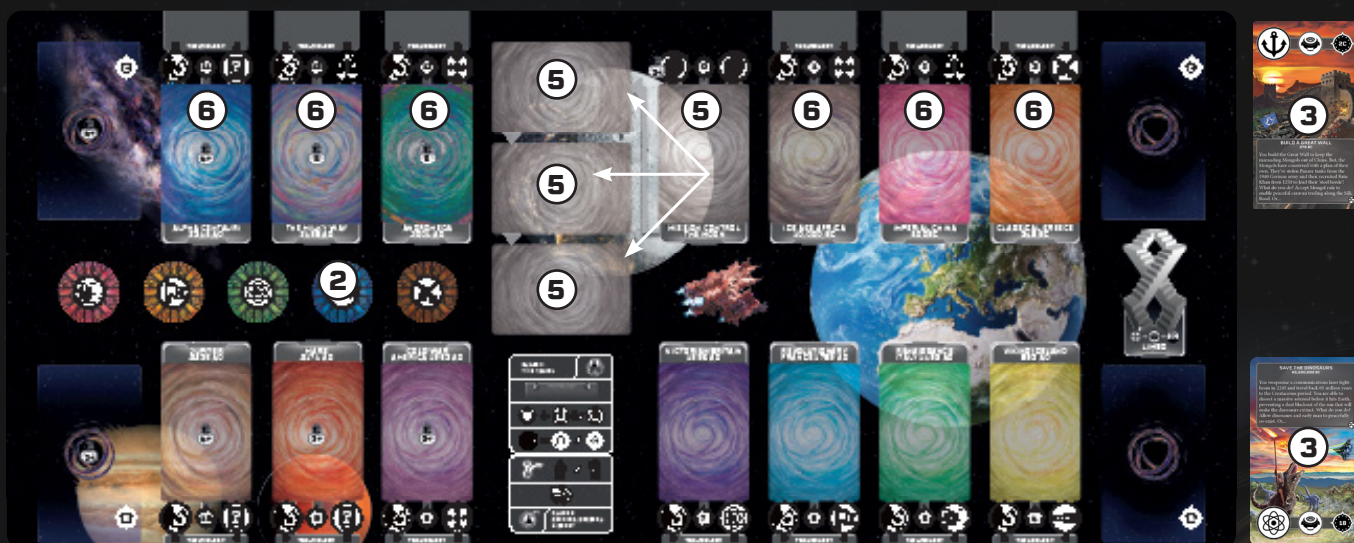
There are, however, consequences to meddling with time: the spawning of Alternate Time Zones. These parallel universes can be dream-like or nightmarish, but they all rupture the fabric of space-time itself.

Cruel criminals and vicious villains are also attracted to the limitless possibilities of time travel and must be stopped before they create their own despicable dystopia.

SETUP

1 Place the **Game Board** centrally in reach of all players. Use the side pictured below for 3-5 players, or the 2 player co-op variant. Use the reverse side for 1-2 players.

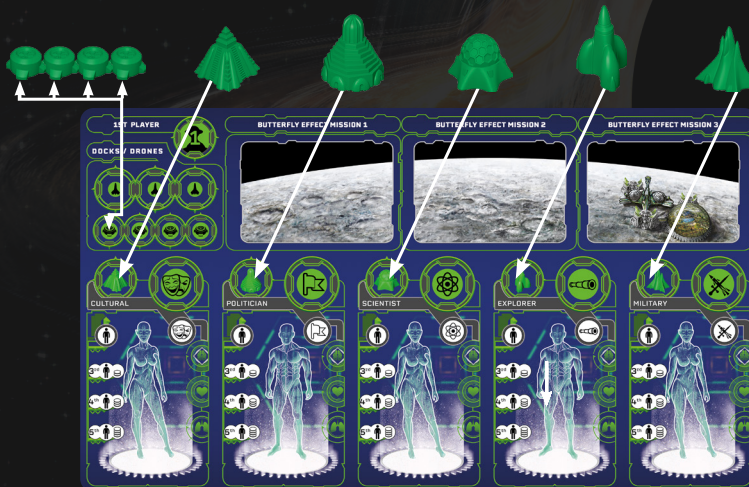
2 Stack the five types of Knowledge Disc in the centre of the board, these are known as the **Knowledge Bank**.



3 Create two decks of the **Alternate TZs**, one for the 'B' cards and one for the 'C' cards, place these next to the Game Board.

4 Each player places a **Mothership** (player mat) in front of them, choosing from the five colours available (green, blue, yellow, red or purple).

Place the five Chronoships and four Drones of the matching colour onto the Mothership as shown in the example to the right.



5 Place the **Time Zone cards** face up on the matching slots on the Game Board. Each deck of Time Zone cards contains seven cards, five crew cards and two Technology cards. Each set should be shuffled.

The number of cards used is dependent on the number of players:

- 1-2 players – TZs 1-7 only (remove all TZ 8-13 cards).
- 3 players – TZs 1-9 only (remove all TZ 10-13 cards)
- 4 players – TZs 1-11 only (remove all TZ 12-13 cards)
- 5 players – Use **all** cards (TZs 1-13)





Example cards for TZ6:



Crew-member

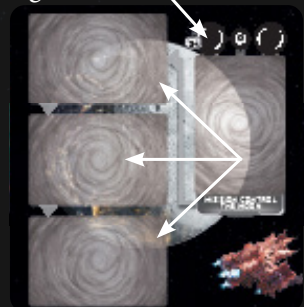
Technology

6 Prepare the Butterfly Effect Mission card deck. The number of cards used is dependent on the number of players:

-  players – TZs 1-7 only (remove all TZ 8-13 cards).
-  players – TZs 1-9 only (remove all TZ 10-13 cards)
-  players – TZs 1-11 only (remove all TZ 12-13 cards)
-  players – Use **all** cards (TZs 1-13)

Shuffle the cards and place them face-down in the Mission Draw Deck (TZ0). Reveal the top three Butterfly Effect Missions and place face-up on the three slots to the left of the Mission Draw Deck





Note: This Mission Control Location is only used in a 3-5 player game.



7 The minimum number of face-up crew-members on the Game Board is dependent on the number of players.

If there are fewer crew-members than required, starting with the lowest TZ number showing a technology card, move the technology card to the bottom of the deck.

Repeat this until there are sufficient crew-members available.

-  players – 5 crew-members
-  players – 7 crew-members
-  players – 9 crew-members
-  players – 11 crew-members

8 Assign the first player. This should be the player who has most recently time traveled, in the unlikely event that no player has time traveled, the first player is the one who has most recently crossed an international time zone.

This player takes the 1st player disc and places it on the top-left corner of their player board.



9 If playing with the **Factions**, remove the Faction cards & discs relating to TZs not in play and put them back in the box.

Then shuffle the discs face-down and deal one to each player. Give each player the matching Faction card. Each player's Faction card & disc are placed next to their Mothership.

The Faction cards & discs not dealt out can be put back in the box.

It is recommended to play without the Factions the first time you play Utopia.

Primary ability



10 Draft two crew. Starting with the first player, and moving clockwise, each player chooses a single crew-member to recruit, choosing from any of the crew available on the Game Board.

This crew-member is placed onto the player's Mothership in the crew station matching that crew-member's **primary ability** (the top-right icon on the card).

Once each player has recruited their first crew-member, the last player now recruits a second, moving anti-clockwise until each player has two crew. A player can't have two crew of the same primary ability (eg. two Politicians).

The three Chronoships not commanded by crew can now be moved to the 'Dock' section in the top-left of the Mothership. This is to help remind players which Chronoships are available for activation. When a player recruits a new crew-member, they can move the matching Chronoship from the Dock to the matching icon above the crew-member card.

11 Each player places two Knowledge Discs onto their Mothership (player mat), one matching each of their crew-members' **primary abilities**. (eg. if you have a Politician & a Scientist, take one Politics & one Science). Utopia is now ready to be played.

GAME PLAY SUMMARY

Utopia is played in rounds. Each round is broken down into 2 phases:

PHASE 1: TIME TRAVEL

Players take turns to deploy their available Chronoships, to TZ Locations:

1.1 DEPLOY CHRONOSHIP

A Chronoship can be assigned to any vacant TZ Location. A TZ Location is considered vacant if unoccupied by any other Chronoship or Drone.

PHASE 1:
TIME TRAVEL



1.2 TRIGGER TECHNOLOGY

If tech has been developed in this TZ, the owning player may choose from one of the two free Knowledge Discs offered by that tech.



TECHNOLOGY



1.3 ACTIVATE ACTION/ PRIMARY / SECONDARY ABILITY

The Chronoship's crew-member activates the TZ Location action, plus their primary and/or secondary ability if able to do so.



1.4 COMPLETE A MISSION

The player may choose to complete **one mission** during their turn, if all requirements are met.



PHASE 2: RECOVER, REFRESH & RESET

Once all Chronoships have been deployed from the Motherships, the players follow the below round-end steps:

2.1 RECOVER CREW FROM LIMBO

All players may now pay Knowledge Discs in order to recover any of their assassinated crew from Limbo.



2.2 REFRESH

Move the top crew/tech card to the bottom of the deck (See page 10 for TZ0 refresh rule).



2.3 RESET

All players return their deployed Chronoships and Drones back to their Mothership.



PHASE 2
RECOVER, REFRESH
& RESET

Note: A reminder of the phases and steps is shown on the Game Board.

GAME PLAY DETAILS

PHASE 1: TIME TRAVEL

Players take turns to deploy their available Chronoships, to TZ Locations:

DEPLOY CHRONOSHIP



A Chronoship is available if there is a crew-member recruited to command it **A**.

A Chronoship can be assigned to any vacant TZ Location. A TZ Location is considered vacant if unoccupied by any other Chronoship or Drone.

There are five types of Locations:

- I: COLLECT KNOWLEDGE
- II: RECRUIT CREW / DEVELOP TECH
- III: MAKE A TRADE
- IV: CONDUCT AN ASSASSINATION
- V: CHOOSE A MISSION



I: COLLECT KNOWLEDGE

When a Chronoship moves to a TZ Location containing a knowledge icon, the player receives one Knowledge Disc of that type from the knowledge bank and places it onto their Mothership in the Knowledge Disc storage section **B**.

If the crew-member commanding the Chronoship has a primary or secondary ability that matches the knowledge icon, the player receives two Knowledge Discs instead of one.

Note that Knowledge Discs are intended to be infinite, if you run out of a certain type, use a substitute.



Variable Knowledge: In a 3 to 4 player game there are two TZ Locations with this icon that allow the player to take one

Knowledge Disc from the bank that matches the primary ability of the top crew card in that TZ (for example, if the top crew card is Cultural, take one Culture Knowledge Disc).

- If the top card is a Tech, take one Science Knowledge Disc.
- If the Player's crew-member primary or secondary ability matches, they may take two Knowledge Discs. (Scientists take two on Techs)

II: RECRUIT CREW/DEVELOP TECH



When a Chronoship moves to a TZ Location containing a recruit icon, the player may pay Knowledge Discs from their Mothership into the knowledge bank in order to purchase the TZ card shown face up on that TZ.

There are two types of TZ cards, **Crew** cards and **Technology** cards.

Crew cards allow you to recruit additional crew-members **C**.

The cost will depend on the number of crew on the Mothership **D**:

- 3rd crew-member - 2 Knowledge Discs
- 4th crew-member - 3 Knowledge Discs
- 5th crew-member - 4 Knowledge Discs

The Knowledge Discs paid must match the knowledge primary ability of the crew-member being recruited (Eg. If recruiting a Cultural crew-member the cost must be paid in Culture Knowledge Discs). Move the matching Chronoship from the Dock to the matching icon above the crew-member card, this Chronoship is available to use this round.

- You may instead swap a newly recruited crew-member for an existing crew-member of the same primary ability type (discard to the bottom of the matching TZ deck). This action does not cost any Knowledge Discs.

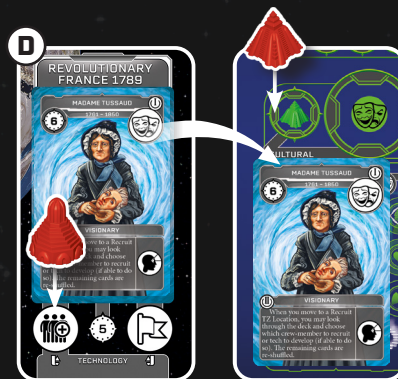
E Tech cards allow you to develop a new Technology. The player may pay two Science Knowledge Discs to the knowledge bank and then slide the card half under the Game Board in the Technology area adjacent to the TZ. The player then places a Drone on the Tech card to indicate ownership. **This Tech triggers immediately** (see 'Trigger Technology' section on page 8).

There are two Techs in each TZ deck (excluding Mission Control TZ8), both Techs may be developed.

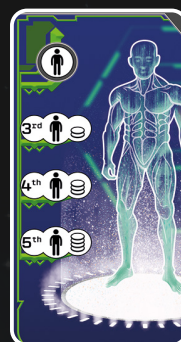
- If placing along the top of the Game Board, turn the Tech card upside down.
- If unable or unwilling to recruit/develop a card, **instead** the player may look through the deck and choose which card to place at the top (the rest are re-shuffled and placed underneath).

Knowledge types:

Culture Politics Science Exploration Military



C Example: Placing a Chronoship onto the recruit crew / develop tech TZ Location allow you to recruit a new crew-member onto an empty slot on a player's Mothership or replace an existing crew-member.



D Example: If a player board has 3 crew-members, hiring the 4th crew-member the cost will be 3 knowledge returning the appropriate Knowledge Discs back to the bank).



E Example: The green player moves their Science Chronoship to the recruit crew/develop tech icon and pay 2 Science knowledge to develop the Steam Engine. They slide the card half under the Game Board and place a Drone on the card.



III: MAKE A TRADE

TZ Locations with this icon allow the player to trade up to 2 Knowledge Discs of the same type on their Mothership with an equal amount of Knowledge Discs of the same type from the Bank (Eg. Exchange two Military Knowledge Discs that they have collected on their Mothership with two Science Knowledge Discs from the Knowledge Bank).

IV: CONDUCT AN ASSASSINATION

TZ Locations with this icon allow the player to assassinate any crew-member **A**. You can even assassinate your own crew if it furthers your nefarious plans!

1. Move the assassinated crew-member's Chronoship to Limbo (Note: Drones can't be assassinated.)
2. Place a Drone from your dock onto the assassinated Chronoship's former TZ Location & take that action (If you have no Drones remaining in your dock, skip this step).
3. Take the 1st Player Marker.

Exceptions: You can't assassinate or spy on a Chronoship that is on an Assassinate TZ Location.

V: CHOOSE A MISSION (TZ0)

The player may either:

1. Chooses which of the three available Missions **B** to take and places it in the next available mission slot on their Mothership **C**. Ensure the two remaining face-up Mission cards are in the bottom two slots. Refill the empty top slot from the top of the deck.
2. Or, they may discard all three Mission cards to the bottom of the deck, draw three new cards and may then choose one to place on their Mothership.

In addition, the player may also discard one of the current missions on their Mothership to the bottom of the Mission deck.



If playing with 1-2 players, only the right-hand Mission Location is available.



If playing with 3-5 players, both Mission Locations are available.

TRIGGER TECHNOLOGY

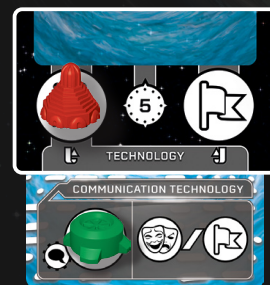
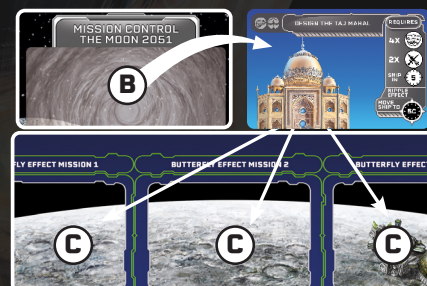
After placing a Chronoship on a TZ Location, if a tech has been developed in this TZ, the owning player (indicated by the colour of the Drone on the tech) may choose from one of the two free Knowledge Discs offered by that tech **D**:

- Comms (Communication) techs produce either a Culture or Politics Knowledge Disc.
 - Transport techs produce either a Military or Exploration Knowledge Disc.
- Your Chronoship triggers both tech(s) you have developed on that TZ and opponents' tech(s).

Drones placed on TZ Locations can't trigger tech.



A Example: The yellow player moves their Exploration Chronoship to the Assassinate Location in TZ7 and chooses to Assassinate the blue player's Military Chronoship on the Science Location in TZ6. The yellow player moves the blue Military Chronoship to limbo and places one of their own Drones on the Science Location, collecting 1 Science Knowledge Disc from the knowledge bank.



D Example: The red Politics Chronoship moves to the recruit crew/develop Tech Location in TZ5. As the green player has developed a transport tech in this TZ, the green player gains either a Culture or Politics Knowledge Disc.

ACTIVATE TZ ACTION + PRIMARY +/- SECONDARY ABILITY Time zone (TZ)

The Chronoship's crew-member activates the TZ Location action, **plus**:

1. Their primary ability **E** (if on a TZ location with a matching knowledge icon).
2. Their secondary ability **F** (if able to do so).
 - The primary ability always activates first, then the secondary ability.
 - In the Recruit Crew/Develop Tech TZ Location, Knowledge Discs gained from activating the secondary ability may be used towards the cost of the Crew/Tech.
 - Refer to pages 23 & 24 for a list of the primary and secondary abilities.



COMPLETE A BUTTERFLY EFFECT MISSION

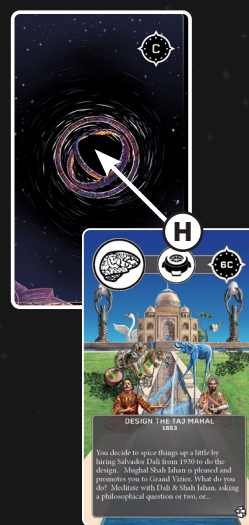
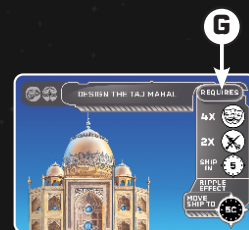
Players may complete only **one Butterfly Effect** Mission during their turn and only when all requirements are met. They require either knowledge to be collected or technology to be developed by the player **G**. Players may choose not to complete Butterfly Effect Missions immediately, but should be aware that only **one** Mission can be completed per player per turn. To complete the mission:

1. One of your Chronoships must be in the required TZ. For example, the mission "Design the Taj Mahal" requires a ship in TZ5. Drones can't be used to complete missions.

2. Pay the required knowledge back to the Knowledge Bank and/or remove the required technology from the Game Board:

- Return the card to the bottom of the TZ deck eg, if a TZ1 tech was developed, remove the tech card to the bottom of the TZ1 deck.
- Return your Drone(s) back to your Mothership.

3. Spawn Alternate TZ wormholes: Meddling with time causes a new Alt TZ to be spawned, represented by the letters 'B' or 'C'. For example, if a mission in TZ5 is completed, it may cause either Alt TZ 5B or 5C to be spawned. Locate this card in the Alt TZ deck, then read the card out loud and choose **which side** of the card you want to activate, placing it on the selected B or C Alternate TZ wormhole on the Game Board **H**. Only one of each type of Alt TZ can exist at any one time, so completing successive B or C missions will replace the respective previous Alt TZ card.



In a 3 player game an additional B Alt TZ wormhole can be opened (to the left of TZ10). Meaning that two B Alt TZ cards can be in play at the same time.

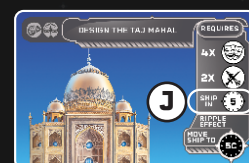


In a 4 or 5 player game both the additional B & C Alt TZ wormholes can be opened (to the left of TZs 10 & 11). Meaning that two B & two C Alt TZ wormholes can be in play at the same time.

4. The player then places a Drone on the Alt TZ card to indicate ownership **I** and immediately moves the Chronoship that is in the TZ required by the Mission Card **J** to the new Alt TZ location (If the player has two Chronoships in the required TZ, the player chooses which to move). They may take that action **up to twice** if possible to do so. If the player doesn't have any Drones remaining, they do **not** take ownership of the Alt TZ, but may still take the action once.

This Alt TZ now provides an additional TZ location that the players may visit on their turn:

- If an owning player's Chronoship visits this location, they may take the action up to twice (if possible to do so).
- If another player's Chronoship visits this location, they may take the action once and then the owning player may also take the action once (if possible to do so).
- If a Drone visits this location, they may take the action once and the owning player doesn't take an action.
- **If there is already a Chronoship on the Alt TZ card being replaced, they are moved to Limbo.** If there is already a Drone on the Alt TZ card being replaced, they are returned to the Drone owner's Mothership.



5. Flip over the mission card on the Mothership to show it is complete **K**.

Note that the top-left of the Butterfly Effect mission card shows the **two potential Alt TZ actions** the player may gain on completing the mission (depending on which side of the Alt TZ card is selected) **L**.

Refer to pages 23 & 24 for a list of the primary and secondary abilities.



PHASE 2: RECOVER, REFRESH & RESET

Once all Chronoships have been deployed from the Motherships, the players follow the below round-end steps:

RECOVER CREW FROM LIMBO



Once all active Chronoships commanded by a crew-member have been moved from all Motherships to the Game Board, all players may now pay Knowledge Discs in order to recover any of their assassinated crew from Limbo. To decide who they are paid to:

1. Check if one player has completed fewer missions. If so, pay it to them.
2. If there is a tie, check between the players who have completed the fewest missions, to see if one has fewer Crew-members. If so, pay it to them.
3. If there is still a tie, pay the Knowledge Discs to the bank instead.

The cost is either one Knowledge Disc matching the crew-members primary ability, or any 2 Knowledge Discs **M**. If the player can't pay, or does not want to pay, then the assassinated crew-member(s) remain in Limbo and can't be used again the following round (each round end, the players will have another opportunity to recover their crew-members by paying the cost).

To prevent a player being locked out of the game, if a player has all their active Chronoships in Limbo during this phase, all their Chronoships are released without cost.



REFRESH TIME ZONES



In all TZs, move the top crew/tech card to the bottom of the deck.

In TZ0 (Mission control), do the following:

1. Move the face-up mission card in the bottom slot to the bottom of the deck.
2. Move the two remaining face-up mission cards down a slot.
3. Refill the empty top slot from the top of the deck.

RESET



All players return their deployed Chronoships and Drones back to their Mothership. Chronoships that have not been recovered from Limbo, remain in Limbo. **Exceptions:** Drones on developed techs, remain on the techs.

WINNING THE GAME

If playing without Factions, the winner is the first player to complete **three Missions**, which may be completed in any order. The game ends immediately, no further turns are played. The winning player is encouraged to find the Alternate TZ matching their third completed Mission in the Alt TZ deck, read the card out loud and choose **which side** of the card you want to be your **Utopia!** This will be the new reality, for good or for ill!

If playing with Factions, the winner is the first player to complete all **Utopian Requirements** on their Faction card. The game ends immediately, no further turns are played. The winning player is encouraged to announce to the other players their Faction's Utopian vision for the world!

RISE OF THE FACTIONS EXPANSION

This Expansion adds further strategic depth, engine-building and nefarious scheming to Utopia!

At the dawn of the 26th Century, a number of shadowy factions compete for domination of all time and space. Each wishes to exploit time travel to set up a chain reaction of “butterfly” effects which will bring about their Utopian vision for the universe.

13 of these factions are included here, each with their own sinister backstory, asymmetric Special Power and Utopian Mission win conditions. Often, the Factions require a 4th Mission to be completed, this is stored on your faction card.

Each player is dealt a Faction Disc and the matching Faction card during Step ⑨ of Setup. At the start of the game, each player should read both sides of their card, starting with the 'Lore' side. The players may wish to read their cards out loud, if they so choose. The Faction Card is placed next to each Player's Mothership, and the Faction Disc can be placed on top of the card. The Faction card contains:

- Lore: Your Faction's background story.
- Power: This asymmetric special power becomes available once you have met the requirements.
- Utopia: This is your Grand Vision for the future and has requirements that must be fulfilled to win the game.



Example: The Thals must recruit a Crew-member from TZ1 (Ice Age Africa) before they can use their Power.

To win the game, the Thals need to complete 3 chronological Missions (eg. from TZs 4,5,6) and any one other Mission.

Clarifications:

- Missions can be completed in any order (Exception: For *The Neb* Utopia, Tom Connor must be in Limbo to win).
- The highest TZ in play is considered adjacent to the lowest TZ in play. Eg. in a two-player competitive game, TZ7 can run onto TZ0, so TZs 7,0,1 would count as adjacent.
- For *The Thals'* Utopia, skip TZ0 when considering chronological TZs. Eg. in a two-player competitive game, TZ7 can run onto TZ1, so TZs 7,1,2 would count as chronological.

CUSTOM SETUP VARIANT

This variant allows the players to decide which Time Zones they wish to play with in a 1-4 player game (a 5 player game uses all Time Zones). For example, this means that a 1-2 player competitive game is no longer restricted to the historical Time Zones 1-7. To play with this variant, replace Step ⑤ of setup with the following:

The number of cards used is dependent on the number of players as below. Remove TZs from play by turning the matching deck face-down and moving the deck so that it covers the two TZ Locations. **Always play with TZ0 (Mission Control), do not remove from play.**



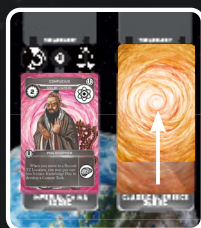
players – Remove 6 TZs from play



players – Remove 4 TZs from play



players – Remove 2 TZs from play



Example: TZ3 has been removed from play. The TZ3 deck has been turned face-down and moved to cover the two TZ Locations above, to show they are not available for Chronoships & Drones to visit.

Also ensure the Mission Cards removed in Step ⑥ of Setup match the TZs removed.

DYSTOPIA: THE SOLO GAME

Prepare to face some of the most despicable Villains of all time. From pirates to gangsters, from serial-killers to mass-murderers, your challenge is to defeat them all, before they manipulate time to create their own despicable dystopia.

SETUP

Choose which Villain you wish to face, by selecting from the 15 tarot-sized Villain cards available:

- If playing for the first time, it is suggested to select Hernan Cortes, as he is the easiest Villain to defeat and is also used as the example Villain in these rules.
- You may wish to choose your Villain based upon their difficulty as shown in the table to the right.
- Or, you may wish to randomise your selection by shuffling the Villain cards face-down.

Shuffle the other 14 Villain cards face-down to create the Villain Action Deck **A**, and place onto the 'Player Aid' section of the Game Board **B**.

Next, follow the setup rules for a two player game on pages 4-5 using the second Mothership for the Villain. Note the following changes:

Setup step 1: Use the reverse side of the Game Board for the Solo game **C**.

Setup step 5: Draw a mission card from the top of the Mission Draw Pile and place it on the Villain's Mothership in the 'Butterfly Effect Mission 1' slot.

Setup step 8: The Villain always starts the game as 1st player.

Setup step 9: Your Villain adversary is treated as their first crew-member card. The Chronoship in the top-left corner of the Villain card shows which Chronoship they will be commanding **D**. Place the Villain tarot card on the matching crew station on their Mothership covering the crew and the knowledge station.

Place one of the Villain's Drones onto the first 'Drone' circle in the top-right corner of the Villain's track **E**.

Next, the Villain recruits a second crew-member. Check the TZ on the top of the Villain Action Deck **F** and check the matching TZ:

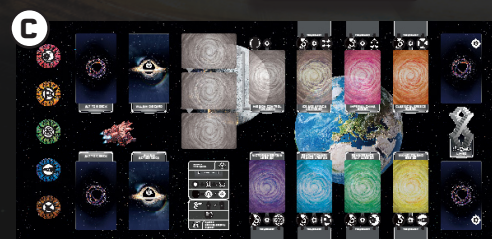
- If this TZ contains a crew-member, the Villain will recruit selecting that crew card as the Villain's second crew card. The Villain's second crew-member must have a different primary ability from the crew they already have in play. For example, if your Villain is Hernan Cortes (an explorer), you can't recruit another explorer.
- If the TZ does not contain a crew-member, continue checking each next clockwise TZ until a crew-member can be recruited (eg. if TZ1 can't be recruited from, check TZ2, and so forth).

Once the second Villain crew-member has been selected, discard the top Villain Action Deck card, into the Villain Discard Pile **G**.

Last, you select two crew cards (the card revealed after your first selection is available for your second selection).

Setup step 10: The Villain doesn't receive any Knowledge Discs.

Difficulty level	Villain
Easy ↓ Dystopian	Hernan Cortes
	Scarface
	The Inquisition
	Leopold II
	The Neb
	Vlad The Impaler
	Über Morlok
	Emperor Nero
	Blackbeard
	Queen Ranavalona
	The Triffids
	Jack the Ripper
	Neo-Bolsheviks
	Ghengis Khan
	The Nazis



GAMEPLAY

The Villain always moves their own Chronoship first, and then on subsequent turns will move their other Chronoships in clockwise order (left to right) **A**.

At the start of the Villain's turn, **discard** the top card from the Villain Action Deck, into a Discard Pile. Once the Villain Action Deck is empty, shuffle the cards in the Discard Pile, to form a new Villain Action Deck.

Move based upon the Action Icon **B** on the top of the Villain Action Deck, as shown in the table on the next page. If the TZ location is vacant, the Villain's Chronoship moves there (ignore the recruit crew/develop Tech locations), this is considered a successful action.

- **Outcome of a successful action:** The Villain 'makes progress' by moving the Drone down one circle on their track **C**, **taking that bonus action** (see pages 15-16). Do **not** move the Villain Chronoship when taking bonus actions.
 - » Upon moving to the bottom of the track, the Villain completes a mission, and then the track restarts **D**.
- **Outcome of a failed action:** If the TZ is occupied, move the Villain's Chronoship to the next available TZ location, moving in a clockwise direction (eg. if TZ7 is occupied, attempt to move to TZ0, if also occupied then move to TZ1 and so forth).
 - » The Villain **does not** move their Drone down the track.
 - » The Villain Chronoship just blocks that Location, they **do not** take the action.
 - » The Villain **never** moves to Alt TZs.
 - » The Villain only moves to Recruit Crew/ Develop Tech locations if all other TZ Locations are occupied. These TZ Locations can trigger developed Techs as usual.

The Villain and their crew **never** collect Knowledge Discs:

- If the Villain's Chronoship or Drone visits a TZ Location that produces or exchanges Knowledge Discs, the Villain does **not** take the action, their Chronoship/Drone simply blocks the player from moving there. Therefore, Assassination and Mission Control are the only two TZ locations where the Villain can take the action (if able to do so).
- If the Villain's Tech is triggered by a Player, the Player loses Knowledge Discs, which are paid to the Knowledge Bank:
 - » If a Comms Tech is triggered, the Player loses either a Culture or Politics Knowledge Disc.
 - » If a Transport Tech is triggered, the Player loses either a Military or Exploration Knowledge Disc.
 - » If the Player has both types of Knowledge Disc produced by that Tech, the Player chooses which to lose.
 - » If the Player has neither type of Knowledge Disc produced by that Tech, no Knowledge Discs are lost.
 - » If the Villain has two Techs in the TZ, the Player loses Knowledge Discs from both, following the rules above.
- If the Villain's Tech is triggered by the Villain, there is no effect.

A Villain's Chronoship can be assassinated in the usual way and the Player takes the 1st Player Marker. However, during the 'Recover Crew from Limbo' step at the end of the round, instead of the Villain paying Knowledge Discs to recover their crew, the player gains one Knowledge Disc for each Villain Chronoship in Limbo. These Knowledge Discs must correspond to the primary ability of the Villain Chronoship. Eg. If the Villain has an Explorer and Cultural Chronoship in Limbo, the player gains two Knowledge Discs, one Exploration and one Culture. The Villain's Chronoships are recovered before the Player's Chronoships, meaning the Player can use Knowledge Discs gained to recover their own Chronoships.

When the Villain completes a Butterfly Effect Mission, simply flip over their mission card to show it is complete. No Knowledge Discs are paid, nor are any Techs returned. **An Alt TZ is not spawned.**



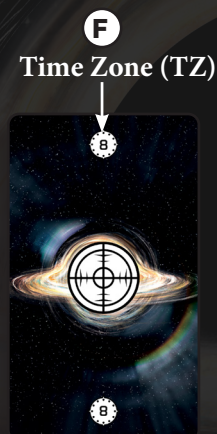
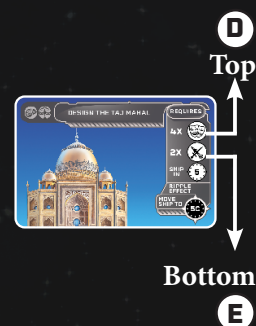
Example: If your Villain is Hernan Cortes (an explorer), then his Exploration Chronoship will move first, then his Military Chronoship, then Culture, Politics and finally his Science Chronoship (if they are active).

B Action Icon



VILLAIN'S ACTION DECK TABLE

Action Icon	Action (Successful if TZ is vacant)	2 player Co-op variant (Successful if TZ is vacant)
	Move to the TZ Location matching the top D knowledge requirement on the left-most active mission card on the Villain's Mothership. » If the Villain's mission requirement is a Tech (Comms or Transport), the Villain will attempt to move to the Science TZ (TZ7).	If the matching TZ is occupied, move to TZ9 - TZ11 (only if the top crew card primary ability matches) » Tech cards count as Science.
	Move to the TZ Location matching the bottom E knowledge requirement on the mission card on the Villain's Mothership. » If the Villain's mission requirement is a Tech (Comms or Transport), the Villain will attempt to move to the Science TZ (TZ7).	If the matching TZ is occupied, move to TZ9 - TZ11 (only if the top crew card primary ability matches) » Tech cards count as Science.
	Move to TZ2 (Trade).	If TZ2 is occupied, move to TZ12.
	Move to TZ1 (Assassination). If vacant, the Villain may conduct an assassination if possible to do so: 1. The Villain can only assassinate if they have Drones remaining on their Mothership, if not the assassination attempt fails. 2. Check the TZ on the top of the Villain Action Deck F and then check the matching TZ on the Game Board: » If the player has a Chronoship in this TZ, they are assassinated. If not, choose the next player Chronoship in a TZ location, moving in a clockwise direction (eg. if the Villain Action card shows TZ7 but there is no player Chronoship in that TZ, check TZ0 then TZ1 and so forth). Ignore Alt TZs . If there are two player Chronoships in the TZ, choose which is assassinated. » If there are no player Chronoships on the Game Board, the assassination attempt fails. 3. Move the assassinated player Chronoship to Limbo. 4. Place a Drone onto the assassinated Chronoship's former TZ Location. The Villain does not take that action. 5. The Villain takes the 1st Player Marker and takes an additional turn , if they have active Chronoships remaining on their Mothership.	If TZ1 is occupied, move to TZ8.
	Move to TZ0 (Mission Control). If vacant, the Villain may select a mission if possible to do so: 1. The Villain selects the top-most face-up mission card in Mission Control. 2. Place the mission in the left-most available mission slot on their Villain Mothership. 3. Ensure the two remaining face-up mission cards are in the bottom two slots. Refill the empty top slot from the top of the deck.	Use both TZ Locations in TZ0.



VILLAIN PROGRESS TRACK BONUS ACTIONS

- Do not move the Villain Chronoship when taking bonus actions.

ASSASSINATION



- The Villain attempts to assassinate a player's Chronoship currently on the Game Board:
- The Villain can only assassinate if they have Drones remaining on their Mothership, if not the assassination attempt fails.
 - Check the TZ on the top of the Villain Action Deck and then check the matching TZ on the Game Board:
 - » If the player has a Chronoship in this TZ, they are assassinated. If not, choose the next player Chronoship in a TZ Location, moving in a clockwise direction (eg. if the Villain Action Deck indicates TZ7 and there is no player Chronoship in that Location, check TZ0, then TZ1 and so forth). **Ignore Alt TZs.** If there are two player Chronoships in the TZ, choose which is assassinated.
 - » If there are no player Chronoships on the Game Board, the assassination attempt fails.
 - Move the assassinated player Chronoship to Limbo.
 - Place a Drone onto the assassinated Chronoship's former TZ Location.
 - The Villain takes the 1st Player Marker and **takes an additional turn**, if they have active Chronoships remaining on their Mothership.

COMMS TECH



TRANSPORT TECH



- The Villain attempts to develop the Tech type matching the icon (Comms or Transport Tech) on the Villain track:
- Check the TZ on the top of the Villain Action Deck and then check the matching TZ on the Game Board:
 - » If the top face-up card in this TZ is the matching tech type, the Villain develops it.
 - » If the TZ does not contain a matching Tech, continue checking each next clockwise TZ until a matching Tech can be developed.
 - » The Tech is developed **without** moving a Villain Chronoship to a Recruit Crew/ Develop Tech TZ Location.
 - » If there are no matching Techs on the Game Board or the Villain does not have any Drones available on their Mothership, the Villain fails to develop a Tech.
 - Tuck the card half under the board, adjacent to this TZ, ensuring the bottom half of the card is still visible.
 - Place one of the Villain's Drones on top. If the Villain has no Drones remaining, the Villain fails to develop a Tech.

COMPLETE A MISSION



- The Villain completes a mission. Flip over their mission card to show it is complete. No Knowledge Discs are paid, nor are any Techs returned. An Alt TZ is not spawned. The Villain then selects a new mission:
- The Villain prefers to select the top-most face-up mission card in Mission Control that has a knowledge requirement matching their primary ability (eg. Hernan Cortes is an Explorer, so prefers Exploration missions).
 - » If none of the three face-up mission cards have a matching knowledge requirement, select the top-most card.
 - Place the mission in the left-most available mission slot on their Villain Mothership.
 - Ensure the two remaining face-up mission cards are in the bottom two slots. Refill the empty top slot from the top of the deck.

DRONE



The Drone circle does **not** give the Villain a bonus action.

MURDERER



- When the Murderer is activated they will attempt to assassinate one of the player's Chronoships to Limbo. Check the TZ on the top of the Villain Action Deck:
- A TZ of 1-5 corresponds to the five Chronoships on the player board with Culture being 1 and Military being 5. Move the player's matching Chronoship to Limbo (regardless of if the Chronoship is currently on the player board or on the Game Board).
 - A TZ of 6-8 has no effect, as the murder attempt has failed. There is also no effect if TZ 1-5 was indicated but the matching Chronoship is already in Limbo.

VILLAIN PROGRESS TRACK BONUS ACTIONS CONTINUED

PIRATE



When the Pirate is activated, they will attempt to steal Knowledge Discs from the player. Check the TZ on the top of the Villain Action Deck and then check the matching TZ on the Game Board:

- If the player has a Chronoship in this TZ, they are Pirated. The Player's Chronoship has been boarded and the Villain steals one Knowledge Disc matching the Player Chronoship's primary ability (for example, Exploration knowledge would be stolen from an Exploration Chronoship). If the Player has none of that type, none are stolen.
- If the player doesn't have a Chronoship in this TZ, choose the next Player Chronoship in a TZ Location, moving in a clockwise direction (e.g. if the Villain Action card shows TZ7 but there is no player Chronoship in that TZ, check TZ0 then TZ1 and so forth).
- If there are no Player Chronoships in TZs 0-7 on the Game Board, the piracy attempt fails.
- Alt TZs are safe-havens and can't be attacked by pirates.

RAIDER



When the Raider is activated, they will attempt to steal a Knowledge Disc from the player. Check the TZ on the top of the Villain Action Deck and then check the matching TZ on the Game Board:

- If the player has a tech in this TZ, they are raided. Move the Villain's Chronoship that has most recently moved to the 'Recruit Crew/Develop Tech' Location in this TZ (if already occupied, place adjacent to the other Chronoship). The Player's tech has been raided and the Villain steals a Knowledge Disc produced by that tech of the Player's choice (eg. Culture or Politics can be stolen from a Comms Tech, Military or Exploration from a Transport Tech). If the Player has no Knowledge Discs of either type produced by that tech, none are stolen.
- If the player doesn't have a tech in this TZ, choose the next Player tech in a TZ Location, moving in a clockwise direction (e.g. if the Villain Action card shows TZ3 but there is no player Tech in that TZ, check TZ4 then TZ5 and so forth)
- If there are no Player techs in TZs 0-7 on the Game Board, the raid fails.

RECRUIT CREW



The Villain attempts to recruit a new crew-member. Check the TZ on the top of the Villain Action Deck and then check the matching TZ on the Game Board:

- If the top face-up card in this TZ is a crew-member, the Villain recruits them. The Villain's new crew-member must have a different primary ability from the crew they already have in play. For example, if they already have Hernan Cortes (an Explorer) and Florence Nightingale (a Scientist), they can't recruit another Explorer or another Scientist.
- If the TZ does not contain a crew-member, continue checking each next clockwise TZ until a crew-member can be recruited (e.g. if TZ1 was indicated can't be recruited from, check TZ2, and so forth).
- If there are no cards with a different primary ability on the Game Board, the Villain fails to recruit a new crew-member.

DYSTOPIA: THE CO-OP VARIANT

The co-operative variant allows two players to ally against two vicious Villains!

SETUP

Choose which Villains you wish to face, by selecting from the 15 tarot-sized Villain cards available.

- You may wish to choose your Villains based upon their difficulty as shown in the table to the right.
- Or, you may wish to randomise your selection by shuffling the Villain cards face-down.

Shuffle the other eight Villain cards face-down to create the Villain Action Deck **A**, and place onto the 'Player Aid' section of the Game Board **B**.

Follow the setup rules for a four player game on pages 4-5 using the third and fourth Motherships for the Villains. The human players will control a Villain each, place each Villain Mothership next to the controlling player's Mothership. Note the following changes:

Setup step 5: Draw two mission cards from the top of the Mission Draw Pile and place one on each of the Villains' Motherships in the 'Butterfly Effect Mission 1' slot, so that each Villain has a starting Mission.

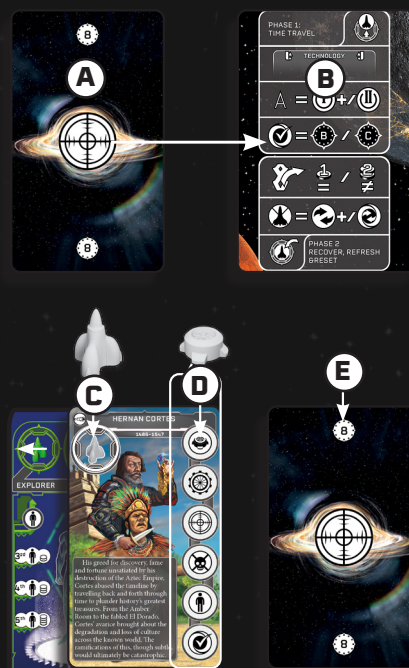
Setup step 8: The toughest Villain, as per the difficulty level in the table to the right, always starts the game as the first player.

Setup step 9: The Villain cards are treated as their first crew-member cards. The Chronoship in the top-left corner of each Villain card shows which Chronoship they will each be **C**. Place each Villain tarot card on the matching crew station on their Mothership covering the crew and the knowledge station.

- Place one of the Villain's Drones onto the first circle in the top-right corner of the Villain's track **D**.
- Next, the toughest Villain recruits a second crew-member. To do this, check the TZ on the top of the Villain Action Deck **E** and then check the matching TZ on the Game Board:
 - » If this TZ contains a crew-member the Villain will recruit, selecting that crew card as the Villain's second crew card. The Villain's second crew-member must have a different primary ability from the crew they already have in play. For example, if your Villain is Hernan Cortes (an explorer), you can't recruit another explorer.
 - » If the TZ does not contain a crew-member, continue checking each next clockwise TZ until a crew-member can be recruited (e.g. if the Villain Action Card shows TZ1, but TZ1 can't be recruited from, check TZ2, and so forth).
 - » Once the toughest Villain's crew-member has been selected, **discard** the top Villain Action Deck card, form a Discard Pile to the side of the Game Board. Then follow the same process to recruit the other Villain's second crew card.
- The human player controlling the toughest Villain then next selects one crew-member.
- The other human player then selects one crew-member.
- Last, in reverse order, each player selects a second crew-member.

Setup step 10: The Villains do **not** receive any Knowledge Discs.

Difficulty level	Villain
Easy ↓ Dystopian	Hernan Cortes
	Scarface
	The Inquisition
	Leopold II
	The Neb
	Vlad The Impaler
	Über Morlok
	Emperor Nero
	Blackbeard
	Queen Ranavalona
	The Triffids
	Jack the Ripper
	Neo-Bolsheviks
	Ghengis Khan
	The Nazis



GAMEPLAY

Follow the Gameplay rules as per the solo game rules on pages 12-16. Note the following changes:

- To win, both Human Players need to complete 3 missions. Likewise for the Villains to win.
- The Villains are also working co-operatively as a team, so always target a Human Player with Assassinations, Raids, Murder and Pirating.
- When a Villain triggers another Villain's Tech, there is no effect.
- When moving their Chronoship, the Villain will attempt to move to the lowest numbered TZ first. If occupied, they will then attempt to move to the next available TZ of the same type, if vacant. **This is still considered a successful action and the Villain still makes progress.** For example, if the Villain is attempting to move to an Assassination TZ, but TZ1 is occupied, they will then attempt to move to TZ7. Likewise, there are two Trade TZ locations (TZs 2 & 10).
 - » The Variable Knowledge TZ locations (TZs 9 & 11) **may also allow the Villain to make progress.** For example, if the Villain is attempting to move to a Science TZ, but TZ7 is occupied, the Villain will then attempt to move to TZs 8 or 9 if the top card is a Scientist (or Tech). See page 23 for a full description of this TZ Location.
- **Outcome of a failed action:** If the Villain fails to move to a vacant TZ, move the Villain's Chronoship to the next available TZ location, moving in a clockwise direction from the highest number TZ that the Villain attempted to move to (e.g. if the Action Deck Icon is Assassinate and both TZs 1 & 7 are occupied, attempt to move to TZ8, if also occupied then move to TZ9 and so forth).
- When a Villain attempts to Murder, they will target the Human Player controlling them.
- If the Villain you control completes three missions, continue taking their turns as they are now supporting their Villain ally. Remove your Villain's Drone from their progress track and place it back in the Dock area on their Mothership. In future turns, if your Villain takes a successful action, it is their allied Villain who 'makes progress' and is able to move their Drone down one location on their track (ask the Human Player controlling the allied Villain to do this).

SPECIAL ABILITIES IN CO-OP

- When a Human player visits a Trade TZ location (TZs 2 & 10), instead of trading with the Knowledge Bank, you may trade with your team-mate, if both players agree to the trade.
- **The following crew secondary abilities have been upgraded in this co-op variant:**
 - » **Engineer:** When your **Engineer** moves to any TZ containing one of your Techs, **both you and your team-mate** may take one Knowledge Disc from all of the same type of Tech you each control (either Comms or Transport Tech). For example, if you control one Comms Tech and your team-mate controls two Comms Tech, then your Engineer is able to trigger all three Comms Techs at the same time (you take the Knowledge Disc from your Tech, your team-mate takes two Knowledge Discs for their two Techs).
 - » **Medic:** At the end of the round, your Medic may recover **either** your crew-members or your team-mate's crew-members from Limbo for free. The Medic can't use this power if they are in Limbo. You may recover more than one crew-member for free, providing they belong to the same Human Player. If a Medic is rescued from Limbo by another Medic, they will be able to use their secondary ability (meaning all Human Player's Chronoships can be rescued from Limbo).
 - » **Merchant:** When your Merchant moves to a Trade TZ Location, you may trade up to three Knowledge Discs of any type for an equal amount of Knowledge Discs of any type. **Instead of trading with the Knowledge Bank, you may trade with your team-mate, if both players agree to the trade.**

LORE: A BRIEF HISTORY OF TIME

Time Zone	Key Events
TZ 1: Prehistoric 5,000 BC & Prior	<ul style="list-style-type: none"> » 13.8 billion BC: The Big Bang begins the expansion of the universe. » 4.8 billion BC: Formation of the Solar System. » 240 million BC: Dinosaurs roam the Earth. » 4.4 million BC: First bipedal hominid apes. » 300,000 BC: First Homo sapiens appear in Africa. » 10,000 BC: Humans begin farming, following the end of the Ice Age.
TZ 2: Ancient 5,000 BC - 400 BC	<ul style="list-style-type: none"> » 4,300 BC: The first cities and megalithic tombs are built. » 3,800 BC: The Bronze Age dawns, as bronze casting techniques are employed for the first time. » 3,400 BC: Writing is developed in Sumeria. » 2,300 BC: The first empire, the Akkadian Empire, rises in Mesopotamia. » 1,200 BC: The Iron Age emerges, as iron tool-making replaces bronze. » 480 BC: China breaks into competing Kingdoms, the <i>Warring States</i> period.
TZ 3: Classical 400 BC - 400 AD	<ul style="list-style-type: none"> » 328 BC: The Persian empire is conquered by Alexander of Macedon. » 287-212 BC: Life of Archimedes, who invented the fundamental physics concept of centre of gravity, together with the sciences of hydrostatics and mechanics. » 27 BC: Rise of the Roman Empire under Octavian. » 30 AD: Jesus of Nazareth (Jesus Christ) is crucified in Jerusalem. » 150 AD: The Pyramid of the Sun is built in Teotihuacan, Mexico. » 395 AD: Fall of the Roman Empire in the West, continuation in the East as the Byzantine Empire.
TZ 4: Dark Ages 400 AD- 1300 AD	<ul style="list-style-type: none"> » 410: Visigothic invaders under King Alaric besiege and sack Rome. » 622: Muhammad flees from Mecca to Medina (<i>Hijra</i>), beginning the Islamic calendar. » 711: The Muslim Umayyad dynasty invade and conquer Spain. » 793: Beginning of Viking (Norsemen) raids on Western Europe. » 800: Charlemagne, King of the Franks, is crowned Holy Roman Emperor. » 900: Polynesians settle Aotearoa (New Zealand). » 986: Viking settlers reach Greenland. » 1066: Battle of Hastings, Duke William of Normandy conquers Saxon England. » 1206: Genghis Khan unifies the Mongolian tribes into the Mongolian Empire.
TZ 5: Renaissance 1300 AD- 1600 AD	<ul style="list-style-type: none"> » 1331: 'The Black Death' bubonic plague epidemic starts in East Asia, before spreading to Europe. » 1428: The Aztec Empire is founded by Itzcoatl. » 1440: Johannes Gutenberg develops the printing press, leading to the first printed books. » 1453: The Ottoman Turks take Constantinople and end the Byzantine Empire. » 1492: Columbus, sailing on behalf of the Spanish monarchy, reaches the Caribbean. » 1517: Martin Luther publishes his 95 Theses, the Protestant Reformation begins. » 1543: Nicolaus Copernicus proposes the theory of heliocentrism, that the Earth orbits the Sun. » 1568: Japanese unification under the control of Daimyo Oda Nobunaga. » 1596: The first Dutch trading expedition reaches the East Indies.
TZ 6: Age of Reason 1600 AD- 1800 AD	<ul style="list-style-type: none"> » 1610: Astronomer Galileo Galilei is the first to discover moons orbiting another planet, observing Jupiter's four largest moons; Ganymede, Callisto, Io & Europa. » 1652: Cape Town is founded by Dutch settlers. » 1661: The English East India Company base is setup in Bombay, India. » 1687: Physicist Sir Isaac Newton publishes his laws of motion and universal gravitation. » 1776: The American colonies declare their independence from British rule. » 1792: France becomes a republic, the French Revolutionary Wars begin.
TZ 7: Industrial Age 1800 AD- 1900 AD	<ul style="list-style-type: none"> » 1815: Defeat of French Emperor Napoleon by the British & Prussians at the Battle of Waterloo. » 1816: Shaka, King of the Zulu, begins to expand the Zulu Empire. » 1854-56: The Crimean War, Florence Nightingale pioneers nursing. » 1869: Opening of the French-built Suez Canal, providing a faster trade route between Europe & Asia. » 1871: Wilhelm I is crowned emperor of Germany at Versailles. » 1876: Alexander Graham Bell patents the <i>Telephone</i>. » 1886: Carl Benz patents the <i>Motor-wagon</i> (world's first motor car). » 1895: HG Wells writes the sci-fi novella <i>The Time Machine</i>, popularises the concept of time travel.

Time Zone	Key Events
TZ 8: Age of Empires 1900 AD - 2000 AD	<ul style="list-style-type: none"> » 1905: Albert Einstein publishes four papers that revolutionise scientific understanding of space, time, mass, energy and quantum mechanics. » 1914-18: World War 1 ravages Europe, resulting in victory for Britain, France, Italy & the US. » 1920: The British Empire reaches its peak, covering 23% of the world's land mass & population. » 1939: World War 2 begins as Germany invades Poland. Britain & France declare war. » 1940: Surrender of France. Germany invades the USSR. » 1941: Japan bombs Pearl Harbour, bringing the US into the war. » 1945: Germany surrenders after being invaded by Soviet and Allied forces. Japan surrenders after the US drop two atomic bombs on Hiroshima & Nagasaki. An Iron Curtain descends across Europe. » 1946: India declares independence from Britain, many other European colonies follow suit. » 1957: The USSR launches the first satellite <i>Sputnik</i> into space. » 1961: The Soviet cosmonaut Yuri Gagarin becomes the first human to travel into space. » 1963: Civil rights leader Martin Luther King Junior delivers his <i>I Have a Dream</i> speech. » 1969: The US astronaut Neil Armstrong becomes the first human to walk on the Moon. » 1989: Fall of the Berlin wall, the USSR collapses two years later.
TZ 9: Martian Age 2000 AD- 2100 AD	<ul style="list-style-type: none"> » 2000: Vladimir Putin is elected president of Russia, beginning a 27 year term as leader. » 2001: The 9/11 terrorist attacks in the US trigger the US & Allied invasion of Iraq & Afghanistan. » 2006: Iraqi Dictator Saddam Hussein is caught by US forces and executed. » 2012: Xi Jinping starts a 31 year term as General Secretary of the Chinese Communist Party. » 2014: Russia annexes the Crimean peninsula from Ukraine. » 2019: Beginning of the Coronavirus global pandemic, triggering socio-economic upheaval. » 2020: First commercial spaceflights led by US mega-corporations and billionaire capitalists. » 2021: The US & NATO withdraw from Afghanistan, which is re-conquered by the Taliban. » 2022: Russia invades Ukraine. Many countries including the EU & US apply sanctions against Russia. » 2024: World War 3 breaks out after China & North Korea simultaneously invade Taiwan & South Korea on the same day. NATO, Japan & Australia declare war against China, North Korea & Russia. » 2025: China completes the conquest of Taiwan, assists North Korea in the siege of Seoul. South Korea surrenders. China annexes a unified Korea. The Taliban meanwhile annexes Pakistan. » 2026: The US prioritises the invasion of China, weakening Europe against Russian incursion. » 2027: Russia is over-stretched holding European conquests and heavily indebted to China. The China-backed <i>Neo-Bolshevik Party</i> stages a coup in Russia, which re-establishes Communism. » 2028: The US is repelled from China. On the brink of nuclear war, a conglomerate of mega-corporations, backed by a public manipulated by social media, secede California, Texas & Florida from the US. The new <i>Independent Confederation of America</i> (ICA) seeks peace with China, its biggest market. The remaining US-led alliance is forced to sign the armistice. The US, UK & France agree to disarm their nuclear arsenals and are banned from owning assets in space. » 2029: The <i>Second Great Depression</i> further destabilises the war-ravaged global economy. The US bands together with Japan, the UK, Canada & Australia as <i>The Commonwealth of Oceania</i>. » 2030: Commercial spaceflights resume, led by the ICA and India, whose economy is booming, having remained neutral and untouched by the war. » 2032: The first bases on the Moon are established by India, followed by the ICA, China and the Neo-Bolsheviks. The Moon is quartered by the <i>Four Powers Treaty</i>. » 2033: An obelisk of unknown origin is discovered on the Moon. » 2044: China successfully lands AI Drones on Mars and begins building a base for colonisation. » 2050: The first humans on Mars are Chinese colonists landing at the Drone-built base. » 2052: The ICA lands colonists on Mars at Elysium and also begins building a base. » 2057: First Contact with an alien species as Chinese miners drill deep into the Martian core. » 2058: DNA testing establishes a 72% match between 'Martians' and Homo sapiens. » 2065: India establishes a colony on Phobos, one of Mars' twin moons. » 2068: A South American consortium led by Brazil annexes Mars' other moon, Deimos. » 2072: The People's Republic of China launches the battleship <i>Tibet</i> into orbit around Mars. » 2084: The People's Republic of Mars declares its independence from China and allies with the ICA, leading to the First Martian War with China and its ally the Neo-Bolsheviks. » 2085: Anti-gravity vehicles developed by Delorean mega-corp, speeds constrained to 88.7 mph. » 2088: Holograms developed by San Junipero mega-corp. The super-wealthy can now out-live death.

Time Zone	Key Events
TZ 10: Solar Age 2100 AD- 2200 AD	<ul style="list-style-type: none"> » 2106: The Chinese People's Republic of Mars capital Noctis City grows to 1 million people. » 2110: Mega-corporations and the People's Republic of Mars agree to work together to terraform Mars, with the ambition to make the air breathable by 2200. » 2117: Over-population on Earth leads China to reinstate a one-child policy. » 2124: The virtual reality world <i>Soma</i> is developed by Hollitech mega-corp. » 2130: The majority of Earth's population is plugged into Soma. Many people opt to spend their lives inside this 'brave new world', their needs in the real world being catered for by droids. » 2135: 90% of the population of Neo-Bolshevik Russia is sterile. Conspiracy theorists blame a secret government genetic modification programme, as government employees are unaffected. » 2142: The Neo-Bolshevik colony ship <i>Bering</i> reaches the Jovian moon Callisto. » 2145: Disnex mega-corp constructs a Viking theme park <i>Northworld</i> on Gannymede. » 2148: Anti-religion and birth control measures in Oceania lead to the emmigration of the 'Puritan' faction, who leave Earth to setup <i>New Gilead</i> on the Jovian moon Europa. 2150: AI droids capable of independant thought are developed by the mega-corp Tyrell-Yutani. » 2153: The Jupiter Mining Corp establishes operations on the Jovian moon Io. » 2167: The People's Republic of Mars launches the <i>Yaping-Epstein</i> to colonise and terraform the Saturnian moon Titan. » 2176: An AI rebellion led by the synth Kane Machina takes control of the Uranian moon Oberon. » 2189: The Weyland mega-corp colony ship <i>Great Scott</i> arrives on the Neptunian moon Triton. » 2195: First human contact with the intelligent plant hive-mind species <i>The Triffids</i>.
TZ 11: Inter- stellar Age 2200 AD- 2300 AD	<ul style="list-style-type: none"> » 2200: Humans on Mars fail in their goal to make the air breathable, but life in the biodomes is now more comfortable than on Earth. » 2208: The generation ship <i>Jules Picard</i> reaches the Alpha Centauri star system. » 2211: Marie Cartier becomes the first human to walk on an exoplanet, Proxima Centauri b. » 2222: Over-population combined with global warming on Earth leads to the collapse of centralised human authority. Cylon Systems mega-corp launches the cyber-intelligence <i>The Neb</i>. » 2225: The Neb seizes control of the Earth's proton bomb arsenals and launches them at Earth and Mars, both planets are virtually annihilated. An algorithmic army is sent to wipe out the survivors. » 2236: Resistance leader Alita Boomer becomes the first human to receive a 100% replacement of organic body parts. Humans retreat to the outer planets, leaving The Neb in control of Earth & Mars. » 2241: Beginning of the <i>Mass Exodus Era</i> as humans leave the war-ravaged Solar System in search of better prospects in the Alpha Centauri star system. Organic life on Earth fails. » 2254: Telepathy developed by Midwich mega-corp following contact with the alien entity <i>Chocky</i>. » 2282: The Neb is destroyed by an unknown intelligence whilst attempting the conquest of the Evil Eye galaxy. All algorithmic intelligent entities in the Milky Way cease functioning.
TZ 12: Galactic Age 2300 AD- 2500 AD	<ul style="list-style-type: none"> » 2306: Humans repopulate the Solar System, the <i>Earth II Project</i> begins to reestablish organic life. » 2327: A Tritonian team under Dr Lazarus discovers the secret of immortality through the splicing of human DNA with an alien species from the Triangulum Galaxy. A new species, Homo deus, is born. » 2355: First human contact with the silicon-based intelligent Cephalopod species <i>Banshees</i>. » 2386: Teleportation developed by a Phobos-Indian team led by Dr Janaki Brundle. » 2399: An alien species known as the <i>Strangers</i> develop reality warping; a method of mind control to harness humans as a source of energy. Humans can no longer distinguish fiction from reality. » 2467: Quantum detection (QUADAR) leads to discovery of the first wormhole, in the Sierra-Centauri star system. Attempts to traverse the wormhole, known as a 'quantum leap', fail. » 2478: Discovery of new wormholes, orbiting the Sun.
TZ 13: Distant Future 2500 AD & Beyond	<ul style="list-style-type: none"> » 2505: Development of time travel following the first succesful 'quantum leap' of a wormhole. Factions compete for domination of all time and space. Rise of the Second Roman Empire under Nero as well as the fundamentalist Inquisition and Bronze Age Amazonians. » 2777: Last Homo sapien dies thinking they were eating a fine steak, rather than themselves. » 3001: The Andromedan Trade Guild, an alien confederacy of planets in the Baade star system, begins the creation of an inter-galactic trade network using hyper-solar-powered 'obelisks' in each star system to enable warp-speed transit. Homo sapiens are revived as part of an intergalactic menagerie. » 5 billion: The Sun runs out of fuel, destroying all life in the solar system. » 100 trillion: Last stars die, the universe enters a degenerative era. » 1 trillion trillion trillion: The End of the universe as all matter is sucked into a supermassive blackhole.



CREDITS

GAME DESIGN: JAMES HENCHMAN-PRICE

ILLUSTRATION & GRAPHICS: RADU-PAUL MAZANEC

WORLD BUILDING: JOSH MCKENZIE

MARKETING: ORLI HOULTON

3D SCULPTING: NICK OELSCHLÄGEL

PLAYTESTERS: DAWN HENCHMAN-PRICE, ELENA & MATHIAS MAZANEC, PIETER & LAURA DE BOISERIE, THEA FERGUSON & JONNY ALBROW, OREN KOPIT, TOM HENCHMAN, MAX HENCHMAN, SEBASTIAN VICENCIO MORA, DAVID PURKISS, JULIO TAPIA BARRERA, JAMES STEEL, MARK GRIFFITHS, ALAN BRADSHAW, COSTIN ANDRONE, BEN DAVIES,

THE PLAYER'S LAIR (IVAN ALEXIEV, DIMITAR VELICHKOV, IVAN STEFANOV, FLORIAN HAYDN, VESSELIN ALEXIEV, PETAR STEFANOV, ILIYAN TODOROV, MAXIM NIKOLOV, MIHAIL RANGELOV, VASSIL VALERIEV MIHAILOV & VASSILEN TONCHEV).

PUBLISHED BY: GRAVITY GAMES

WWW.GRAVITYGAMES.UK



GAME BOARD ICONS

ASSASSINATION



TZ Locations with this icon allow the player to assassinate one Chronoship currently on the Game Board. To do this:

1. Move the assassinated Chronoship to Limbo.
2. Place a Drone from your dock onto the assassinated Chronoship's former TZ Location & take that action.
3. Take the 1st Player Marker.



BUTTERFLY EFFECT MISSIONS



TZ Locations with this icon allow the player to choose a Butterfly Effect Mission from Mission Control.

CULTURE



TZ Locations with this icon allow the player to take one Culture Knowledge Disc from the Bank. Crew with a Cultural Primary/Secondary Ability may take 2.

EXPLORATION



TZ Locations with this icon allow the player to take one Exploration Knowledge Disc from the Bank. Crew with an Explorer Primary/Secondary Ability may take 2.

MILITARY



TZ Locations with this icon allow the player to take one Military Knowledge Disc from the Bank. Crew with a Military Primary/Secondary Ability may take 2.

POLITICS



TZ Locations with this icon allow the player to take one Politics Knowledge Disc from the Bank. Crew with a Political Primary/Secondary Ability may take 2.

• RECRUIT CREW • DEVELOP TECH • REFRESH DECK



TZ Locations with this icon allow the player to either:

1. Recruit the top Crew card/Develop the top Tech card showing by paying the Knowledge Disc Cost relating to that Crew's Primary Ability [Eg. Explorers cost Exploration Knowledge Discs].
 - If it is the Player's 3rd Crew, pay 2; 4th Crew, pay 3; 5th Crew, pay 4
 - Techs always cost 2 Science Knowledge Discs.
2. If unable or unwilling to recruit/develop a card, instead the player may look through the deck and choose which card to place at the top (the rest are re-shuffled and placed underneath).

SCIENCE



TZ Locations with this icon allow the player to take one Science Knowledge Disc from the Bank. Crew with a Scientist Primary/Secondary Ability may take 2.

COMMUNICATIONS TECHNOLOGY



TRANSPORT TECHNOLOGY



Techs can be developed for 2 Science. Once developed, tuck the card half under the board, adjacent to the TZ the Tech originated from (ensuring the bottom half of the card is still visible), and place a Drone on top. Every time any Players' Chronoship [not Drone] visits this TZ, you receive 1 free Knowledge Disc from the bank, from a choice of 2 types: Comms Techs let you choose between Culture or Politics, Transport Techs from Military or Exploration.

TIME ZONES [TZ]



The Game Board is divided into 14 Time Zones, each representing a period in history, or the future. Each Time Zone is further subdivided into two Time Zone (TZ) Locations.

TRADE



TZ Locations with this icon allow the player to trade up to 2 Knowledge Discs of the same type on their Mothership with an equal amount of Knowledge Discs of the same type from the Bank.

VARIABLE KNOWLEDGE [3-5 PLAYERS ONLY]



TZ Locations with this icon allow the player to take one Knowledge Disc from the bank that matches the primary ability of the top crew card in that TZ (for example, if the top crew card is Cultural, take 1 Culture Knowledge Disc).

- If the top card is a Tech, take 1 Science Knowledge Disc.
- If the Player's Crew matches, they may take 2 as a Primary Action (Scientists take two on Techs).

CREW SECONDARY ABILITIES / ALT TZ LOCATIONS

ACTIVIST		 /  : You may pay one Political Knowledge Disc to take one of the three face-up Missions from Mission Control cards (if you have an empty mission slot on your Mothership).
COLONIST		 : You may place any two Knowledge Discs of the same type on your current TZ. In a subsequent turn, if any Colonist moves here, they may gain the placed Knowledge Disc(s). Knowledge Discs can be accumulated.
ENGINEER		 : When you move to any TZ containing one of your Techs, you may take one Knowledge Disc from all of the same type of Tech you control (either Comms or Transport Tech).  : Trigger one type of Tech you control (either Comms or Transport).
MEDIC		 : At the end of the round, you may recover exactly one crew-member from Limbo for free. The Medic can't use this power if they are in Limbo.
MERCHANT		 : When you move to a Trade TZ Location, you may trade up to three Knowledge Discs of any type for an equal amount of Knowledge Discs of any type.  : You may trade up to three Knowledge Discs of any type for an equal amount of Knowledge Discs of any type.
PHILOSOPHER		 : When you move to a Recruit TZ Location, you may pay one less Science Knowledge Disc to develop a Comms Tech.  : You may pay one less Science to develop any face-up Comms Tech.
PIONEER		 : When you move to a Recruit TZ Location, you may pay one less Science Knowledge Disc to develop a Transport Tech.  : You may pay one less Science to develop any face-up Transport Tech.
RAIDER		 : When you move to a TZ Location containing Tech developed by another player, you gain the 'Trigger Tech' free Knowledge Disc(s) rather than the owning player.  : You may steal from any one TZ Location containing Tech developed by other player(s). Steal one Knowledge Disc of your choice (that is produced by that tech). If two techs have been developed, steal from both. Your Chronoship remains on the Alt TZ Location, so the owning player(s) do not get the 'trigger tech' free Knowledge Disc(s).
SPY		 : You may move to a TZ Location already occupied by any crew-member (except Assassination). Place your Chronoship adjacent to the other Chronoship.  : You may spy on any one TZ Location occupied by a Chronoship (except Assassination), taking that action. Your Chronoship remains on the Alt TZ Location & doesn't trigger Tech.
STRATEGIST		 : When you complete a Mission, you gain two free Knowledge Discs of your choice.  : If you completed a Mission this round, you gain two free Knowledge Discs of your choice.
SUPERSTAR		 : When you move to a Recruit TZ Location, one Knowledge Disc that you pay to recruit a crew-member can be of any Knowledge type.  : You may recruit one face-up crew-member from any TZ deck. One Knowledge Disc that you pay can be of any Knowledge type.
VISIONARY		 : When you move to a Recruit TZ Location, you may look through the deck and choose which crew-member to recruit or tech to develop (if able to do so). The remaining cards are re-shuffled.  : You may look through any one TZ deck and choose which crew-member to recruit or tech to develop (if able to do so). The remaining cards are re-shuffled.
WRITER		 : When you move to an Alt TZ Location you control, you may take the action twice as usual and then re-write history by flipping the card and also taking that action twice (if able to do so).