TEETOTUM
GAME STUDIOS

RESTART

TIME TRAVELER's GUIDE
DRAFT V0.3.2

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RESTART

"Restart," said the big neon sign that lit up the sky as the time machine made a digital rattling sound. In an instant, the future had become nothing more than a distant echo in your ears. The despair and hope in the eyes of your friends and family make your load a lot heavier. They expect you to save them, and you know it. Your whole future is counting on you. However, as the vortex of time is rapidly sucking you in, you realize that this is not a Sunday's walk to the park. In fact, this is the wildest ride of your life.

You feel like half a century has passed, but it has only been moments. Your head is heavy and dizzy. You take a deep breath and try to focus, but your mind is scrambled. It is as though pieces of it were left behind or got lost during your travel valuable fragments of your perception and intelligence, memories that shaped you. Good thing you still have the Travelers' Guide. As it seems, you need to start with the basics.

THE GOAL

The Goal of your journey is clear, though your head is still spinning like a roller coaster. You must change the course of past events to save your future world by spending time and gaining prosperity. The game is played over three rounds where players take turns performing various actions. When enough events have been changed, the end of the round is triggered. At the end of the third round the journey ends and the time traveler with the most points is declared the winner and protagonist of this journey.

INSIDE THE BOX

4x Chain boards
4x Character boards
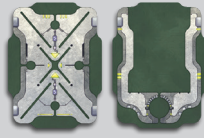
8x Future double sided boards
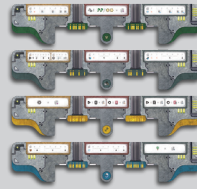
1x Pandemia Research / Anomie Congress double sided board

108x Event cards

52x Chain cards

4x Aid & 1x Destiny cards

21x Verge cards

8x Side Effect cards

4x Adult & 4x Child figures

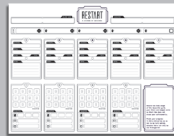**4x Mind boards**

8x figure bases

4x Player & 20x Progress markers
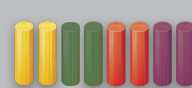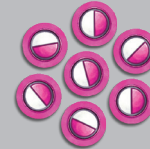
4x Character cards

4x Character sheets

48x Fragment tokens

8x Mind board pins

60x Adrenaline pills

40x Time tokens

10x Void tokens
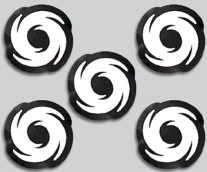
4x Shadow tokens
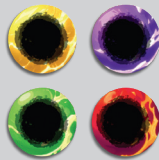
4x Jetlag tokens

6x Research dice

56x Gadget cards (14 per Dystopia)

1x 1st Player marker

8x Senator tokens
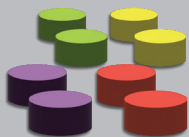
4x Veto tokens

1x Land map pad

4x Pencils

96x Chromosome cards

4x Chromosome score cards

3x Ban tokens (solo)

4x Solo Reference cards (solo)

4x Direction & 2x Resource tokens (solo)

CONTENTS
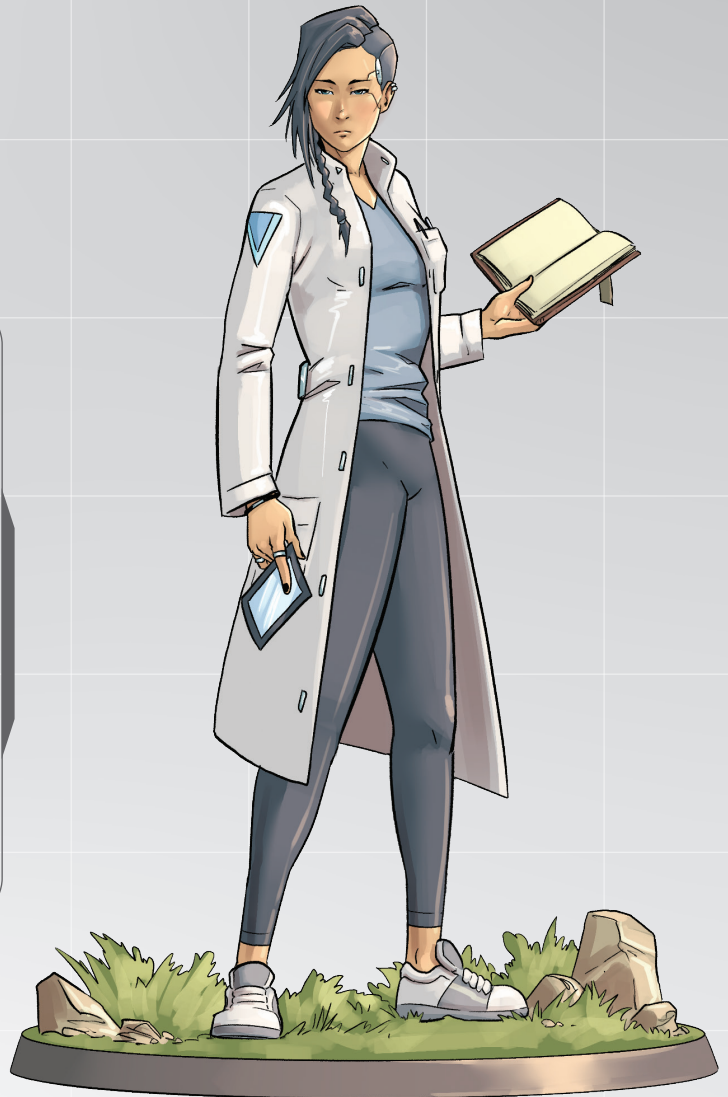
SETTING UP

Setting up your equipment is probably one of the most important things you need to do first:

1. Decide who will be the first player and give them the 1st Player marker. The second player will be the person to the left of the first player and so on.

2. Shuffle the Event cards to create the Events deck.

A. Draw **twelve** Event cards from the top of the deck and place them face up on the table to create a **3** row, **4** column grid (in a **2-player game**, draw nine Event cards to create a **3** row, **3** column grid instead). This is the Spacetime grid. The leftmost column is **Zone A**, followed by **Zone B**, **Zone C**, and finally **Zone D**. Similarly, the bottom row is **Age 1**, the middle row is **Age 2**, and the top row is **Age 3**. Therefore, a space on the Spacetime grid can be defined by these two references. **For example**, the top left space is **A3**, while the bottom right space is **D1** (or **C1** in a **2-player game**).

B. Draw the next three Event cards from the top of the Events deck and place them face up under the Spacetime grid leaving some room for a row of Chain cards to be placed later. These are the Upcoming Event cards.

C. Starting with the first player, deal seven face-down Event cards from the top of the Events deck to each player.

D. Finally, place the rest of the Event cards near the Spacetime grid, this is the Event cards deck. Be sure to leave some space next to it for the discard pile.

3. Divide the Chain cards into three different decks according to their level.

A. Shuffle each deck separately and, starting with the first player, randomly deal each player **two level 1, two level 2 and one level 3 Chain cards** face down.

(If this is your first game, we recommend that you return all the remaining level 3 Chain cards back to the box).

B. Shuffle all the remaining Chain cards into one deck and randomly place three face-down Chain cards per player between the Spacetime grid and the Upcoming Event cards. **For example**, in a **3-player game**, place a total of **nine Chain cards**. These Chain cards are part of the Spacetime grid. Place one Fragment token on top of each Chain card on the Spacetime grid. Leave the rest of the Chain cards near the Spacetime grid, this is the Chains deck.

4. (Pandemia dystopia only). Place the Research board and the six Research dice near the Spacetime grid.

5. Give each player a Mind board, a Chain board, a Character board, a random Character card and its corresponding Adult and Child figure, two figure bases and a Player marker in their color of choice, seven Time tokens, six Adrenaline pills and one Void token, which they place in their personal supply near their Mind board.

6. (Pandemia dystopia only). Also, give each player four Progress markers in the color of their choice, which they place near the Research board and a Pandemia Future board, which they place under their Mind board.

7. Place the remaining Fragment, Time, Void tokens and Adrenaline pills near the Spacetime grid to create the general supply.

(If this is your first game, we recommend that you skip this step).

8. (Pandemia dystopia only). Shuffle all the Pandemia dystopia Gadget cards and place two cards face up for each player, plus two extra ones. **For example**, in a **3-player game** place a total of **eight** Gadget cards. The first player chooses a Gadget card to buy, paying the corresponding cost in Adrenaline pills, or passes. Choice continues clockwise. When everyone has chosen a Gadget card or passed, the last player chooses a second Gadget card (it cannot be the same as the first), if they want. Choice continues in reverse order until the first player chooses a Gadget card or passes. Gadgets grant special abilities that will help you in your actions to find a cure for the virus.

NOTE

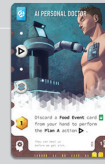This is a basic setup for your first game with the Pandemia dystopia, after which you can add extra modules and other dystopias to give the game more strategic depth and flavor. **(If this is your first game, we recommend that you play a 2-player game to familiarize yourself with the rules).**
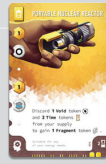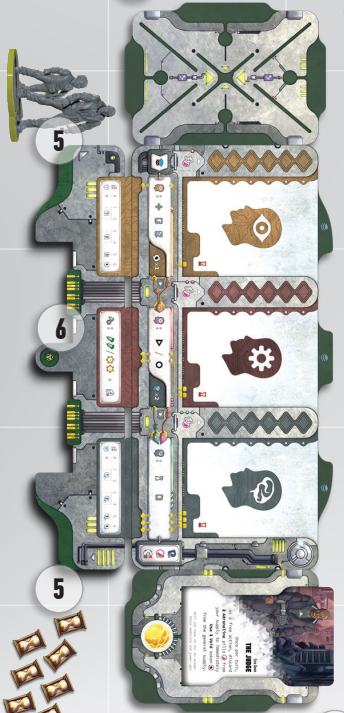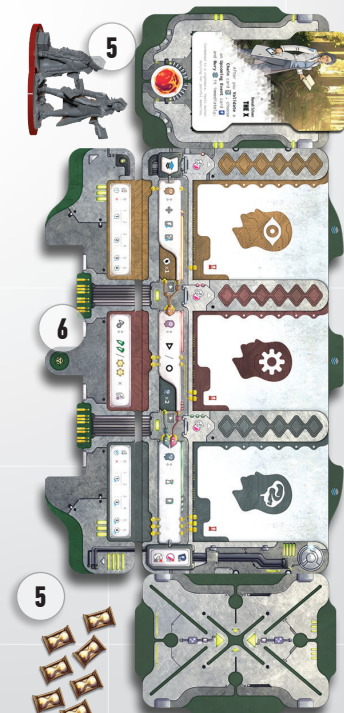
NOTE

Remember to place the wooden corner pins on the bottom of each Mind board, matching each player's color, and the Chain and Character boards on the sides, according to your seat on the table.

PANDEMIA
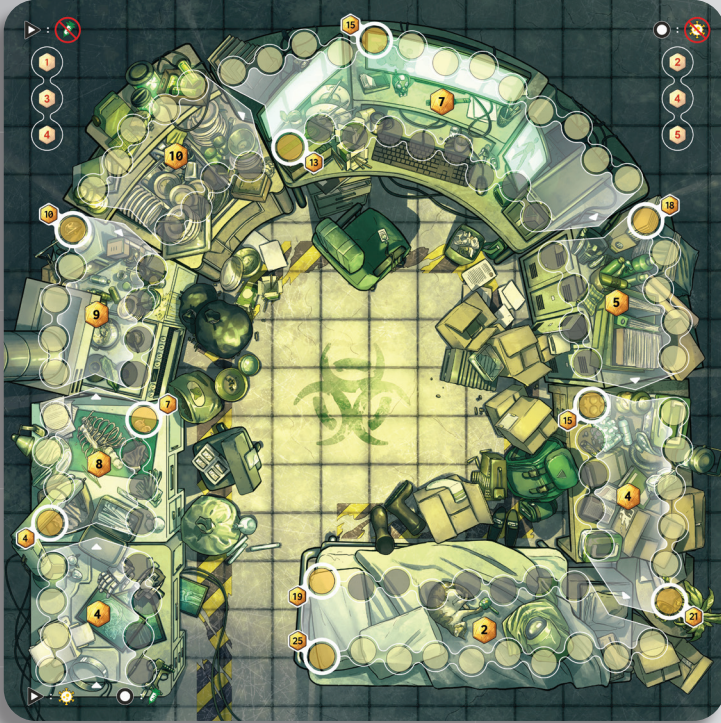
Pandemia, you scream in fear and horror. This dystopia is for those who want to try their luck at dice rolling and mitigate it to their advantage.

GADGETS

Gadgets may seem like pretty good equipment after your first time travel journey. Each Gadget card appears twice and gives you a special ability related to the side mission of the future dystopia you are playing. Use them to your advantage and experience the full thrill of the game.

NOTE

If the text of a Gadget card conflicts with an action rule, always follow the text of the Gadget card.

THE TURN SEQUENCE

The Turn Sequence on your Mind board will guide you through your actions. Your turn consists of four phases:

1. STUDY PHASE
Play cards from your hand on your Mind board.

2. PERCEPTION PHASE
Move and play cards from your hand on the Spacetime grid to create patterns.

3. INTELLIGENCE PHASE (Pandemia Dystopia)
Find the cure for a pandemic virus.

4. MEMORY PHASE
Gain resources and finish your turn.

If this is your first turn, before you perform any other action, you must discard (put on the bottom of the Chains deck) any extra Chain cards until you have three in your hand. You must also place your Child figure on any space in Age 1 on the Spacetime grid. Your Adult and Child figures cannot meet (stand on the same space), so choose carefully where to place it. In addition, you may Study one Event card from your hand on your Mind board for free.

NOTE
If an Event card text conflicts with a rule, always follow the text of the card.

EVENT CARD Explained

Type of the Event card

Essential for creating Chain card patterns on the Spacetime grid.

Actions and Prosperity points

Points gained when Recovering Fragment tokens.

The Mind field

of your Mind board where you may Study this Event card.

SELF ENERGY

1

1

Discard **1 Time** token ⧗ from your supply to place this **Event** card ⚡ in any space.

We can produce the energy we need, from our own bodies.

018

1 ⧗

Name of the Event card

Text Benefit

which may be activated when the Event card is played on the Spacetime grid.

Time Tokens

Time tokens you have to pay to Study this Event card.

Flavor Text

1. STUDY PHASE

In your **Study phase**, you can Study an Event card from your hand on your Mind board, which may give you additional actions during the game and Prosperity points at the end.

Study an Event card (basic action): Play an Event card from your hand face up in its matching Mind field of your Mind board (even on top of another Studied Event card) and pay Time tokens equal to the cost of the card. This is a tactical action and you don't need to do it in every turn, especially if you already have powerful cards on your Mind board.

2. PERCEPTION PHASE

In the **Perception phase**, you perform actions on the Spacetime grid. There are three basic Perception actions and you can perform any of them in any order or skip them:

Move your Adult or Child figure.
Cause an Event card on the Spacetime grid.
Validate a Chain card from your hand.

Move (basic action): You can place your Adult figure to any space on the Spacetime grid except the space occupied by your Child figure or another player's Adult figure. Or you can place your Child figure to another space of the same Age, as long as your Adult figure is not on that space.

Cause an Event card (basic action): You can play an Event card from your hand face up in the space on the Spacetime grid where your Adult figure is (your card covers the one that was already there and you take any resources that were on top of it). You can activate the text on the Event card and gain any benefit it provides, or you can ignore it. Note that if an Event card text instructs you to place an Event card on the Spacetime grid, the text is not activated, but you still gain the resources on top of the covered Event card. Note that if you swap an Event card on the Spacetime grid with another, the resources remain in the space where they were, thus on the new card.

Validate a Chain card (basic action): If the shape and color pattern of one of your Chain cards is created on the Spacetime grid, you can perform this action. Note that Chain patterns can only be created in the correct orientation as shown on the card, unless an Event card text states otherwise. When you Validate a Chain card, reveal it to the other players and pay the Time tokens shown on the Chain card (if you don't have the required Time tokens then you cannot Validate a Chain card). After Validating the Chain card, place it face down next to your Mind board and choose a new Chain card to take from the Spacetime grid. Level 1 cards are easier to complete, but they grant you five Prosperity points, while level 2 and level 3 are harder to complete, but they grant you seven and thirteen Prosperity points respectively. However, for players new to the game, it would probably be a better tactic to choose lower

level Chain cards. When you take a Chain card from the Spacetime grid, you also gain the resources on it. Time tokens and Adrenaline pills go into your supply, while Fragment tokens must be Recovered immediately. Note that if you swap a Chain card from the Spacetime grid with another one from your hand or the Chains deck, the resources always remain on whichever Chain card is placed on the Spacetime grid.

1.Prosperity points gained when you Validate this Chain card.
2.Chain pattern.
3.Time tokens you have to pay to Validate this Chain card.

Recover a Fragment token (free action): Select a Mind field of your Mind board and place the Fragment token in the lowest empty space. Placing a Fragment token can activate an extra action on your Mind board and improve one of your abilities in your mission to find the cure for the pandemic (Pandemia dystopia). You don't need to Study an Event on that Mind field to place a Fragment token. If a Used Adrenaline pill occupies a space where you want to place the Fragment token, you may immediately discard that Used Adrenaline pill and place the Fragment token.

Use an Adrenaline pill (free action): At any time on your turn, but not during any other action, you may select any Mind field of your Mind board and place an Adrenaline pill in the lowest empty space. You may place as many Adrenaline pills from your supply as you like and they will all be returned from your Mind board to the general supply at the end of your turn. Keep in mind that each Adrenaline pill grants you one Prosperity point at the end of the game, so use them wisely.

Use a Void token (free action): At any time on your turn, you may place a Void token from your supply on any Event card on the Spacetime grid to change its color to match the pattern of your Chain card. You may place as many Void tokens from your supply as you like and they are all returned to the general supply when you Validate a Chain card or when you end your turn. But, you cannot Use a Void token to change the color of an Event card to gain other benefits. , you cannot Use a Void token to change a Technology Event card (blue) to a Society Event card (purple) in order to take advantage of the Event card text "Gain 1 Adrenaline pill for each top Society Event card in the same Age with this Event card".

Move and Cause an Event actions may be performed again immediately if a Studied Perception Event card contains them and a Recovered Fragment token or a Used Adrenaline pill is placed on their nearby space on the Mind board. A secondary action, Assist, is also contained on Perception Event cards and may also be performed immediately if the above requirements are met.

Assist (secondary action): You can play an Event card from your hand face up in the space on the Spacetime grid where your Child figure is (your card covers the one that was already there and you take any resources that were on top of it). You can activate the text on the Event card and gain any benefit it provides, or you can ignore it.

Alternatively, you may pass the Perception phase and gain a Void token. This is usually a strategic move to have a better chance to Validate a Chain card on your next turn.

3. INTELLIGENCE PHASE

In the **Intelligence** phase of the Pandemia dystopia, you mainly perform actions to find a cure for a pandemic virus. There are two basic Intelligence actions and you can choose to do only one of them or skip them both:

- **Plan A**, roll Research dice to research the virus.
- **Plan B**, roll Research dice to research and find the cure.

There are six Research dice in total, and they have three Virus sides, two Cure sides and one Virus/Cure side. Virus sides advance your Virus research but hold back your Cure research, while Cure sides do the opposite. Virus/Cure sides may advance either your Virus or Cure research, but only under certain conditions.

Recovering Fragment tokens and Using Adrenaline pills will help you move your research along faster. Each Mind field of your Mind board helps your research in a different way:

Perception: According to the total number of Recovered Fragment tokens and Used Adrenaline pills on your Perception Mind field, you may fix a number of dice on your preferred side and roll the rest.

Intelligence: For each Recovered Fragment token and Used Adrenaline pill on your Intelligence Mind field, you may activate one Virus/Cure side.
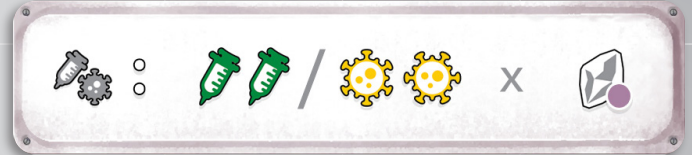
Memory: According to the total number of Recovered Fragment tokens and Used Adrenaline pills on your Memory Mind field, you may return a number of your rolled Research dice to your hand. Re-roll all the Research dice in your hand and keep the new roll.

To start a Virus research, perform **Plan A** action, while to start a Cure research, chose to perform **Plan B** action. Then, fix, roll and reroll the six Research dice according to your total Recovered Fragment tokens and Used Adrenaline pills in each Mind field of your Mind board and calculate your total result.

Plan A (basic action): Each Virus side of the dice grants you +1, while each Cure side grants you -1. Each Virus/Cure side (if activated according to the Recovered Fragment tokens and Used Adrenaline pills on your Intelligence Mind field) grants you +2. Calculate your total and if it is positive, move your Progress marker that many spaces to the Virus track.

Plan B (basic action): Likewise, each Virus side of the dice grants you -1, while each Cure side grants you +1. Each Virus/Cure side (if activated according to the Recovered Fragment tokens and Used Adrenaline pills on your Intelligence Mind field) grants you +2. Calculate your total and if it is positive, move your Progress marker that many spaces on the Cure track.

During their **Plan A** action, players may protect their research by choosing to discard all dice showing Cure sides. Likewise, during their **Plan B** action, they may choose to discard all dice showing Virus sides. If they do so, they move their Progress marker one space forward on the corresponding Protection track. However, because this is a strategic move, at the end of the game players lose Prosperity points according to the position of their Research markers on the Protection tracks.

Only one Progress marker from each player may be placed on each track. Two or more Progress markers may occupy the same space. At the end of the game, you gain the number of Prosperity points shown at the furthest milestone space on each track that your Progress marker has reached or passed. In addition, the first player (or tied players) on each track gains a number of bonus points according to the table (the section containing the Vi-

rus or Cure space that their Research marker is on) that their Progress marker has reached.

Plan A and **Plan B** actions may be performed again immediately if a Studied Intelligence Event card contains them and a Recovered Fragment token or a Used Adrenaline pill is placed on their nearby space on the Mind board. A secondary action, Bury an Event card, is also contained on Intelligence Event cards and may also be performed immediately if the above requirements are met.

Bury an Event card (secondary action): You may place an Event card from your hand under its matching Mind field of your Mind board.
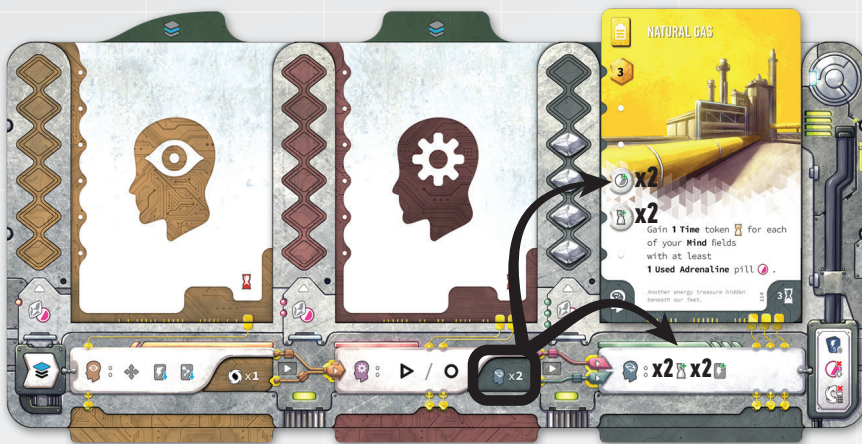Buried Event cards may give you extra Prosperity points at the end of the game, based on your Recovered Fragment tokens.
Alternatively, you may pass the Intelligence phase and gain double the resources in your Memory phase in this turn.

3. MEMORY PHASE

In the Memory phase you replenish your supply of Time tokens and Event cards. There are two basic Memory actions and you can perform any of them in any order or skip them:
• **Gain a Time token.**
• **Draw an Event card.**

Draw an Event and **Gain Time** actions may be performed again immediately if a Studied Intelligence Event card contains them and a Recovered Fragment token or a Used Adrenaline pill is placed on their nearby space on the Mind board. A secondary action Heal, is also contained on Memory Event cards and may also be performed immediately if the above requirements are met.

Heal (secondary action): Gain one Adrenaline pill from the general supply.

If you have passed the Intelligence phase in this turn, all resources you gain are doubled. **For example**, the Draw an Event and Gain Time actions are performed twice, adding two Event cards to your hand and two Time tokens to your supply. If you have activated a secondary Gain Time action on a Studied Memory card, that action would also be performed twice, adding two additional Time tokens to your supply.

NOTE
Once you move on to the next phase of your turn you cannot return to a previous phase and perform actions.

Gain Time (basic action): Gain one Time token from the general supply.

Draw an Event card (basic action): Draw an Event card from the Events deck or take one of the Upcoming Event cards. If you take an Upcoming Event card, don't open a new Event card from the Events deck in its place.
If the three Upcoming Event cards are of the same type (color), you may immediately discard them and replace them with three new Event cards drawn from the Events deck. If the three new Upcoming Events are also of the same type (color), you may repeat this action.

NOTE
Remember that all actions and card texts are optional and you can choose to ignore them.

End of turn

- **Discard Event cards** from your hand until you have five.
- **Discard all Used Adrenaline pills** on your Mind board. If a Recovered Fragment token is in a higher space than a Used Adrenaline pill, move the Recovered Fragment token down to the lower empty space.
- **Discard any Used Void tokens** on the Spacetime grid.
- **Draw Event cards** from the Events deck to replenish the Upcoming Event cards until there are again three.
- If the number of **Chain cards** left on the Spacetime grid is equal to or less than the number of players, proceed to the end of the round.

End of Round

- **If this is the third round, ignore the next steps**, continue taking turns until all players have played the same number of turns, and proceed to the final scoring. **For example**, in a 3-player game, if the round ended in the third player's turn, no more turns are played. But if the game ended in the first player's turn, then both the second and third players will play an extra turn before the game ends. This is because time has the same consistency for everyone.
- **Return all Adult figures** to their respective Mind boards.
- **All players** immediately Recover a Fragment token.
- **Move all the Child figures** to the next Age in the same Zone on the Spacetime grid.
- **Place a number of Adrenaline pills** equal to the level of each Chain card on the remaining Chain cards on the Spacetime grid. **For example**, place two Adrenaline pills on a level 2 Chain card. This rule applies even if there are already Adrenaline pills or other resources on a Chain card.
- **Draw a number of Chain cards** from the Chains deck and place them face down on the Spacetime grid until there are three per player. Add a Fragment token to each newly drawn Chain card.
- **Proceed to the next round;** it is now the next player's turn.

In the rare case that the last Event card is drawn from the Events deck, the game ends at the end of the current turn; no more turns are played. That's because while time is infinite, time travel is not.

At the end of the game, players may Study the remaining Event cards in their hand before proceeding to the final scoring, paying their Study cost as normal.

FINAL SCORING

Final Scoring is just a much cooler way of saying, "We made it back alive. Since you managed to survive the three rounds of your time travel, it's time for the final countdown. Players gain Prosperity points for their achievements:

Validated Chain cards grant Prosperity points according to their level:
• Level 1 cards grant 5 Prosperity points.
• Level 2 cards grant 7 Prosperity points.
• Level 3 cards grant 13 Prosperity points.

(Pandemia dystopia only). Plan A (Virus research) grants the Prosperity points shown on the furthest milestone on the Virus track that each player's Progress marker has reached or passed. Plus bonus points to the first player (or tied players) according to the table that their Progress marker reached. However, subtract the corresponding Prosperity points if any Research marker is on the **Plan A** Protection track.

(Pandemia dystopia only). Likewise, **Plan B (Cure research)** grants the Prosperity points shown on the furthest milestone on the Cure track that each player's Progress marker has reached or passed. Plus bonus points to the first player (or tied players) according to the table that their Progress marker reached. However, subtract the corresponding Prosperity points if any Research marker is on the **Plan B** Protection track.

Studied and Buried Event cards on player's Mind board, grant their depicted Prosperity points if a Recovered Fragment token is placed on their nearby space on the Mind board.

Each **Adrenaline pill** in the player's supply grants **1 Prosperity point**.

The player with the most Prosperity points is declared the "Protagonist", the one who managed to tame time travel. If there is a tie, the player with the most Validated Chain cards wins and if there is still a tie, the player with the most Validated higher level Chains wins. If there is still a tie, well, spacetime is probably telling you to buckle up and Restart. You can play a rematch to see who will be the ultimate "Protagonist". If you decide to do so, be sure to read the next paragraph, titled Evaluate, you may be in for a treat.

NOTE

Do not clear the Spacetime grid just yet, there is still one more thing you should do.

EVALUATE

Evaluate the success of your mission before you start celebrating your victory. Yes, you changed the future. But what does changing it really mean? If you are not afraid to go deeper into the spacetime confusion, here is what you should do:

Count the total **Study** cost of the top **Event cards** on the Spacetime grid according to their type. This should give you four numbers, one for each Event card type: **Food, Energy, Technology** and **Society**.

The type with the most determines the dystopia of your next game. In case of a tie, the winner gets to choose one of the tied dystopias. Check the **#1 Core Destiny card** to see which future dystopia your time travel journey has taken you to and announce it to the other players. However, if you prefer, you can always skip time continuity and choose the dystopia that best suits your playing style.

SOLO

Solo is a tough thing when it comes to time travel. The rules change when you are alone in a place as dark and dangerous as spacetime.

Even if you follow this guide to the letter, your safety is not guaranteed. In solo mode, **Chaos is your opponent.**

Set everything up as if you were playing a 2-player game, with a few minor exceptions and a few extra setup actions.

1. Don't deal Chaos any Event and Chain cards.

2. Don't give Chaos any Gadget cards.

3. Place the three Ban tokens within your reach.

4. Place the Pandemia Chaos reference card in front of you.

5. Randomly place one of the two Resource tokens to the right of the C3 space and the other to the left of the A1 space.

6. Randomly place two Direction tokens to the right of the C3 and A3 spaces and the other two to the left of the C1 and A1 spaces.

Sometimes, in order to move or make a decision, Chaos must check the active Direction token. At any point in the game, the active Direction token is the one of the same type (color) as the top Event card on the discard pile. **For example**, if there is a Food Event card on top of the discard pile, the Food Direction token is considered active, but if an Energy Event is discarded during an action, the Energy Direction token is considered active immediately.

Note: Unlike your actions, Chaos' actions are all mandatory. Chaos always performs an action unless stated otherwise.

Note: When an Event card text is activated, Chaos is not considered a player for the purposes of gaining benefits. **For example**, if the text "All players gain 1 Void token" is activated, Chaos does not gain a Void token because it is not considered a player. Likewise, if the text "Gain 1 Time token per player" is activated, you will only gain 1 Time token because you are considered the only player.

You always start first and Chaos follows.

On its first turn, after Chaos discards the top Event card, places its Child figure, in Age 1 on a space in a Zone containing three different types of Event cards. **For example**, if there is a Food Event card (green) on space B1, an Energy Event card (orange) on space B2 and a Society Event card (purple) on space B3, Chaos' Child figure would be placed on space B1. If there are two Zones that confirm this condition, Chaos chooses the one closest to the active Direction token. If neither Zone confirms the condition, Chaos places its Child figure on space B1.

STUDY PHASE

Chaos discards the top Event card from the Events deck.

Study an Event card (basic action): Chaos places the top Event card from the Events deck face up in its matching Mind field of its Mind board for free.

PERCEPTION PHASE

Chaos Validates Chain cards differently than players. It moves and tries to fill a Zone with three Event cards of the same type. If it succeeds, it immediately Validates a Chain card from the Spacetime grid. Specifically, it performs the following actions:

Move (basic action): Chaos moves its Adult figure to a Vantage space, if available, otherwise checks the active Direction token to decide how to move. If there are two Vantage spaces available, Chaos chooses the one closest to the active Direction token. Chaos' Adult figure cannot move on the space where your Adult figure is, nor on the space where its Child figure is.

Note: A Vantage space is considered to be the space with the different type of Event card in a Zone that has exactly two Event cards of the same type. **For example**, if there is a Food Event card on space A1, a Food Event card on space A2 and a Society Event card on space A3, space A3 is considered a Vantage space.
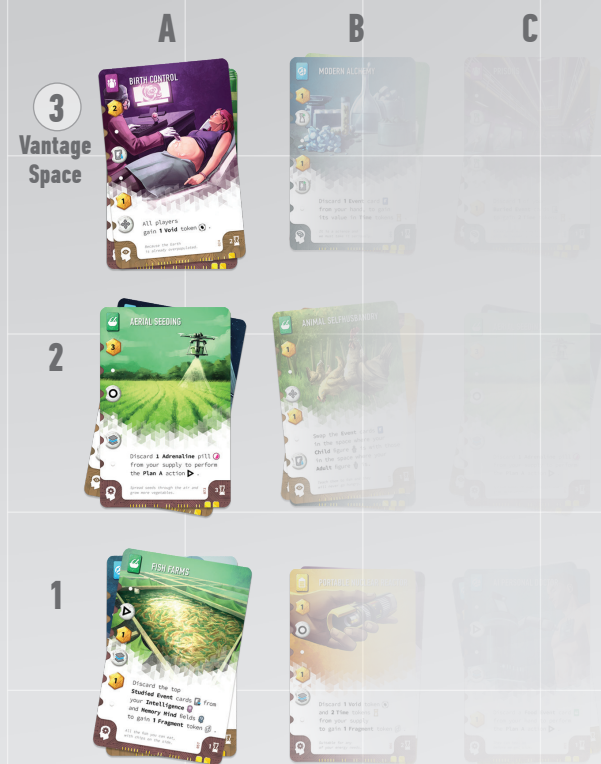
Note: When Chaos checks the active Direction token in order to move, it moves to the space closest to it, or to the next available space in clockwise order. **For example**, if Chaos has to move on space C3, but its Child figure is there, it moves on space C2 instead. However, if your Adult figure is on space C2, it will move on space C1.

Cause an Event (basic action): Chaos places an Upcoming Event card on the space where its Adult figure is to create a set of at least two (preferably three) of the same Event card types in that Zone. If this is not possible, Chaos places the top Event card from the Events deck on that space instead. The Event card's text is not activated, but Chaos may gain resources according to the Resource tokens. If the Direction token of the same Event card that Chaos placed has a Resource token nearby, Chaos immediately gains that resource (Time token or Adrenaline pill). This emulates the benefits you gain from the text.

Validate a Chain card (basic action): If a Zone has three Event cards of the same type, Chaos Validates a Chain card. If there are two Zones confirming this condition, Chaos chooses to Validate the Chain card in the Zone closest to the active Direction token. It then takes a Chain card from the Spacetime grid, paying its cost as normal. Chaos always chooses the Chain card that costs more first, as long as it can pay it. In case of a tie, Chaos chooses the Chain card with the most resources on it.

For example, Chaos would pay five Time tokens to take a level 3 Chain card with a Fragment token on it. However, if it only had three Time tokens in its supply, it would take the level 2 Chain card with a Fragment token on it instead of the level 1 Chain card with a Fragment token on it. Likewise, if it had five Time tokens, it would take the level 3 Chain card with a Fragment token on it instead of the level 1 Chain card with a Fragment token and an Adrenaline pill on it. Whenever Chaos Validates a Chain card in a Zone, a Ban token is placed over that Zone and Chaos cannot Validate another Chain card in that Zone until it is unbanned. The Zone is unbanned when an Event card of a different type than the three Event cards already in the Zone is caused or placed on a space in that Zone (either by Chaos or the player). Remove the Ban token from that Zone and Chaos may again Validate a Chain card in that Zone. Alternatively, if there is no Zone

with three Event cards of the same type, but Chaos has a Void token, it can also Validate a Chain card. Discard the Void token from its supply and give it a Chain card from the Spacetime grid as described above. Finally, if Chaos doesn't Validate a Chain card in its turn (in either of the two ways described above), it gains a Void token.

Recover a Fragment token (free action): Chaos places the Recovered Fragment token on its Mind board using the Timeline from the Pandemia Chaos reference card. Check the Timeline for the leftmost action that it is not activated in a Studied Event card on its Mind board and place the Recovered Fragment token on the Mind field containing that action. If an action appears more than once, Chaos follows the same rule for all of them. **For example**, if Chaos has studied a Memory Event card with the action Gain Time, it places the Recovered Fragment token on the bottom empty space of the Memory Mind field. However, if Chaos had also Studied an Intelligence Event card with the Bury action, the Recovered Fragment would instead be placed on the bottom empty space of the Intelligence Mind field. But, if the Bury action had already been activated by a previously Recovered Fragment token, Chaos would choose to place the Recovered Fragment token on the bottom empty space of the Memory Mind field.

Chaos cannot perform the Move and Cause an Event actions again even if a Studied Perception Event card contains them and a Recovered Fragment token is placed on their nearby space on its Mind board. However, the secondary action, Assist, contained on Perception Event cards, must be performed immediately if the above requirements are met.

Assist (secondary action): If there is a banned Zone, move Chaos' Child figure to a space in the banned Zone and place the top Event card from the Events deck on that space. If the Event card type is different from the three Event cards already in the Zone, the Zone is unbanned. If there is more than one banned Zone, use the active Direction token to choose one. Chaos may also gain benefit from the Resource tokens if the condition is met.

INTELLIGENCE PHASE

Chaos will Bury Event cards in its Mind board and perform **Plan A** and **Plan B** actions to gain Prosperity points.

Note: Chaos must first perform any secondary activated action in a Studied Intelligence Event card and then the basic actions printed on its Mind board. **For example**, Chaos will first perform the **Plan A** action in a Studied Intelligence Event card on its Mind board and then the **Plan A** action printed on its Mind board.

(Pandemia dystopia only). If your Progress marker on the Cure track is further than Chaos's Research marker, Chaos chooses to perform the **Plan B** basic action. Otherwise, Chaos chooses to perform **Plan A** basic action.

(Pandemia dystopia only). **Plan A** (basic action): First, according to the Recovered Fragment tokens on the Perception Mind field of Chaos' Mind board fix the corresponding number of Research dice on the Virus side. Roll the rest of the Research dice for Chaos. Set aside all the Virus and Virus/Cure sides. If there are any Research dice left, check if Chaos may reroll any dice according to the Recovered Fragment tokens on its Memory Mind field. If it can, reroll the dice and keep the new roll. Calculate Chaos' progress on the Virus track and move its Progress marker accordingly.

(Pandemia dystopia only). **Plan B** (basic action): First, according to the Recovered Fragment token on the Perception Mind field of Chaos' Mind board fix the corresponding number of Research dice on the Cure side. Roll the rest of the Research dice for Chaos. Set aside all the Cure and Virus/Cure sides. If there are any Research dice left, check if Chaos may reroll any dice according to the Recovered Fragment tokens on its Memory Mind field. If it can, reroll the dice and keep the new roll. Calculate Chaos' progress on the Cure track and move its Progress marker accordingly.

Chaos must perform the **Plan A** and **Plan B** actions again if a Studied Intelligence Event card contains them and a Recovered Fragment token is placed on their nearby space on its Mind board. The secondary action, Bury an Event card, also contained on Intelligence Event cards, must also be performed immediately if the above requirements are met.

Bury an Event card (secondary action): Chaos takes the top Event card from the Events deck and places it under the matching Mind field of its Mind board.

MEMORY PHASE

Chaos gains resources and discards Upcoming Event cards.

Draw an Event card (basic action): Chaos instead of drawing an Event card, discards the Upcoming Event card closest to the active Direction token.

Gain Time (basic action): Chaos gains one Time token.

Chaos must perform the Draw an Event card and Gain Time actions again if a Studied Memory Event card contains them and a Recovered Fragment token is placed on their nearby space on its Mind board. The secondary action, Heal, also contained on Memory Event cards, must also be performed immediately if the above requirements are met.

Heal (secondary action): Chaos gains one Adrenaline pill.

At the end of each turn and each round, proceed as normal. Do the same for the final scoring. Have you managed to tame the Chaos of this world or has everything sunk into its mysterious patterns of discontinuity?

You can adjust the solo difficulty by increasing the number of Fragment tokens Chaos Recovers at the end of each round:

Normal
Chaos Recovers
1
Fragment token.

Hard
Chaos Recovers
2
Fragment token.

Extreme
Chaos Recovers
3
Fragment token.

ANOMIE

Anomie, you decisively announce. This is a dystopia that the most strategic players may prefer. In step 4 of the setup, place the Congress board near the Spacetime grid and in step 6, give each player two Senator tokens, five Progress markers in their color of choice and an Anomie Future board. Each player places one Senator token in their center starting space on the Congress board and the other in the space to the right of the first. Place four Veto tokens in their corresponding spaces on the Congress board. Keep all the Progress markers somewhere near the Congress board. Finally, in step 8, deal the Anomie Gadget cards following the same rules.

INTELLIGENCE PHASE (ANOMIE DYSTOPIA ONLY)

In the Intelligence phase of the Anomie dystopia, you perform actions to influence Senators to vote for strong and just laws so that people will continue to follow them in the future. There are two basic Intelligence actions and you can choose to do only one of them or skip both:

Plan A, move one of your Senator tokens on the Congress board to vote Laws.

Plan B, move one of your Senator tokens on the Congress board to propose Bills.

On the Congress board, there is one Law space and four individual Bill spaces, representing Health, Culture, Education, and Economy. Senator tokens may move once to any orthogonally adjacent empty space; their goal is to reach the Law or Bill spaces. An empty space is any space that is not occupied by another Senator or a Veto token.
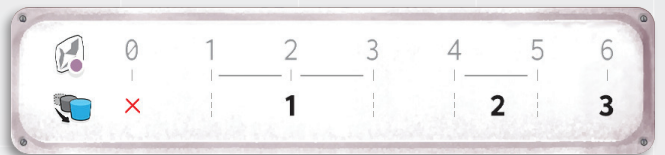
Recovering Fragment tokens and Using Adrenaline pills will grant your Senator tokens extra abilities or help you gain more Prosperity points. Here is how each Mind field of you Mind board can help you:

Perception: According to the total number of Recovered Fragment tokens and Used Adrenaline pills on your Perception Mind field, you move your Progress markers on the Law and Bill tracks when you propose a Bill or vote a Law, thus gaining more Prosperity points at the end of the game.
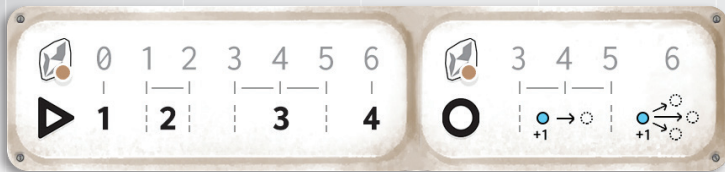
Intelligence: According on the total number of Recovered Fragment tokens and Used Adrenaline pills on your Intelligence Mind field your Senator figure may

move through a number of Senator figures or Veto tokens (Maneuver). **For example**, if you have a total of four Recovered Fragment tokens and Used Adrenaline pills on your Intelligence Mind field, your Senator figure may Maneuver sideways, forward, or backward through up to two other adjacent figures or Veto tokens and land on an empty space. Each Maneuver action may only be performed in one direction. Note that there must be an empty space in that direction for your figure to be able to stop at the end of the Maneuver action. This does not cost your figure its move. The Maneuver action must always be performed before your Senator figure moves. If your Senator figure is trapped under an opponent's figure, you may perform a Maneuver and Breakout before moving. This allows you to return to one of your starting positions and then move immediately; of course, you cannot perform a second Maneuver action.

Memory: According to the total number of the Recovered Fragment tokens and Used Adrenaline pills on your Memory Mind field, your Senator figure may move under one or two adjacent figures on a Law or a Bill space (ask for Support). **For example**, if you have a total of two Recovered Fragment tokens and Used Adrenaline pills on your Memory Mind field and you perform the **Plan A** action, you may move your Senator figure under an adjacent opponent's figure standing on the Law space. You gain a double benefit, but your opponent will also gain the normal benefit. In their next move, your opponent, who has a total of six Recovered Fragment tokens and Used Adrenaline pills on their Memory Mind field, may move their second Senator figure under yours, which is under his first. They gain a triple benefit and you the normal benefit. Note that

in a triple Support, the figure on top doesn't gain any benefit. Now both your and your opponent's Senator figures are trapped and they cannot move until the top Senator figure moves away or you choose to Breakout using your Maneuver action.

🎵	0	1	2	3	4	5	6
🤚	✗	✗			**1**		**2**

To vote a Law, perform the **Plan A** action, while to propose a Bill choose to perform the **Plan B** action.

Plan A (basic action): One of your Senator figures may perform the Maneuver action if able and then may move to any orthogonally adjacent empty space (or to the Law space under an opponent's Senator figure, if you can ask for Support) on the Congress board. At the end of your Maneuver and move action, if your Senator figure stops on the Law space in the center of the Congress board, move your Progress marker on the Law track according to the total number of Recovered Fragments and Used Adrenaline pills on your Perception Mind field. If you have asked for Support, this benefit is doubled or even tripled as explained above.

Plan B (basic action): One of your Senator figures may perform the Maneuver action if able and then may move to any orthogonally adjacent empty space (or to a Bill space under an opponent's Senator figure, if you can ask for Support) on the Congress board. At the end of your Maneuver and move action, if your Senator figure stops on an empty Bill space on the Congress board, move your Progress marker one space on the corresponding Bill track. If you have enough Fragment tokens and Used Adrenaline pills on your Perception Mind field, you may also move the Progress marker on one of your other Bill tracks. **For example**, each time one of your Senator figures stops on the Health Bill space, move your Progress marker one space forward on the Health Bill track. If you have a total number of three Fragment tokens and Used Adrenaline pills on your Perception Mind, also move your Progress marker one space forward on the Education Bill track, since the Education Bill space is opposite the Health space. Instead, if you have a total number of six Fragment tokens and Used Adrenaline pills on your Perception Mind you can also move any one of your Progress markers one space forward on a Bill track. If you have asked for Support, this benefit is doubled or even tripled as explained earlier.

Only one Progress marker from each player may be placed on each track. Two or more Progress markers may occupy the same space. When a player's Progress marker reaches the last space on a Bill track, that Bill is considered inactive for that player. They may move on that Bill space, but they cannot propose that Bill or any other Bill instead, even if they have enough Fragment tokens and Used Adrenaline pills on their Perception Mind field. At the end of the game, you gain Prosperity points according to the spaces where your Progress markers are in.

MOVE SENATORS

MANEUVER
& MOVE SENATORS

SUPPORT STEP 1

SUPPORT STEP 2

SUPPORT STEP 3

SCORING (ANOMIE DYSTOPIA ONLY)

Plan A (vote Laws) grants the number of Prosperity points shown in the space on the Law track that each player's Progress marker is in.

Plan B (propose Bills) grants the number of Prosperity points shown below the space on the Bill track where each player's Progress marker is in. **For example**, if a player has a Progress marker on the third space of the Health Bill track and another one on the fifth space of the Culture Bill track they gain four Prosperity points for their Progress marker on the Health Bill track and seven for their Progress marker on the Culture Bill track.

SOLO (ANOMIE DYSTOPIA ONLY)

Set up as if you were playing a 2-player game. Place the Anomie Chaos reference card in front of you. Chaos doesn't follow the standard rules.

If Chaos' Progress marker is lower than space 32 on the Law track and can take Support and one of your Senator tokens is in the Law space and Chaos does not have a trapped Senator token, it chooses to perform the **Plan A** basic action, otherwise it chooses to perform the **Plan B** basic action.

Plan A (basic action): If the Law space is empty, move a Chaos' Senator token into it. Likewise, if one of your Senator tokens occupies the bottom place in the Law space, Chaos can take Support and has no trapped Senator token, move a Chaos' Senator token under yours. If a Chaos' Senator is in the Law space, move it to one of the Chaos' Senator tokens starting spaces. However, if it is trapped under one of your Senator tokens, it can only move if it has a Maneuver to Breakout.

Plan B (basic action): Move a Chaos Senator token to the empty Bill space or, if Chaos has Support and does not already have a trapped Senator token, under one of your Senator tokens in a Bill space on the Congress board that has proposed the least. If there is a tie, choose the one that corresponds to the uppermost Bill track.

Always choose to move first the Chaos' Senator token that doesn't have one of your Senator tokens trapped underneath it, then the one that isn't already in a Law or Bill space and then any other Senator token. If both Chaos' Senator tokens are in the same situation, you choose which one to move.

At the end of the game, Chaos scores Prosperity points following the standard rules.

EXTINCTION

Spencer's Cards

Mary's Cards

Jack's Cards

Display

quential descending order. **For example**, four X7 **(black)** Chromosome cards placed in a Tube column make a set of four. Also, Y8, Y7, Y6, Y5 and Y4 **(red)** Chromosome cards placed in a Tube column in that order from top to bottom make a set of five. You can even make a set of black and red Chromosome cards, but you will gain less Prosperity points. However, a set in a Tube column is spoiled even if it has only one unmatching Chromosome card. **For example**, the four X7 **(black)** Chromosome cards are not considered a set if there is also an X5 **(black)** Chromosome card in the same Tube column.

Set of 4   Set of 5   Set of 5

Recovering Fragment tokens and Using Adrenaline pills on each Mind field of your Mind board helps you make Chromosome card sets more easily:

Perception: For each Recovered Fragment token and Used Adrenaline pill on your Perception Mind field, instead of placing a Chromosome card in your Tube columns, you may place it face down in a fifth column next to your Tube columns. This is your Freezer column; you may store Chromosome cards here to place them in your Tube columns during your next turns.
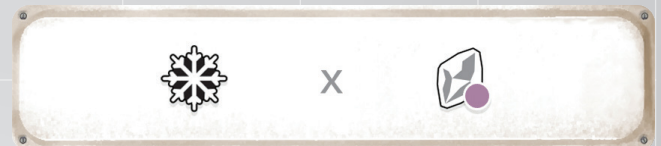
Intelligence: For each Recovered Fragment token and Used Adrenaline pill on your Intelligence Mind field, you may take a top Chromosome card from one of your Tube columns and place it in another of your Tube columns with five or fewer Chromosome cards.

Memory: Instead of taking a Chromosome card from the deck, you may take one from the Display. The more Recovered Fragment tokens and Used Adrenaline pills you have on your Memory Mind field, the more far rightmost Chromosome cards you can choose from the Display. **For example**, if you have a total of two Recovered Fragment tokens and Used Adrenaline pills on your Memory Mind field, you may take either

Extinction is closer than we think. With these dark words, you welcome everyone to a place where luck and odds will challenge even the most experienced card player.

In step 4 of the setup, shuffle the **X (black)** and **Y (red)** Chromosome cards separately to create the X and Y Chromosome decks. Deal each player two Chromosome cards from each deck, face up. Draw the top three Chromosome cards from each deck and shuffle them face down. Randomly place them face up in a row of six, with the leftmost card considered first in line, this is the Display. Finally, place the X and Y Chromosome decks near the Spacetime grid. In step 6 of the setup, give each player a Chromosome score card and an Extinction Future board.

INTELLIGENCE PHASE (EXTINCTION DYSTOPIA ONLY)

In the Intelligence phase of the Extinction dystopia, you perform actions to collect specific sequences of chromosome genes and experiment to find out why humans will not be able to bear children in the near future. There are two basic Intelligence actions and you can choose to do only one of them or skip both:

Plan A, experiment with Chromosome X.

**Plan B,** experiment with Chromosome Y.

Each Chromosome card in front of you is placed in a column, called a Tube column. Each Tube column can hold from zero up to six Chromosome cards. During the game, you draw new Chromosome cards from the Chromosome decks and place them in your Tube columns, trying to make sets of Chromosome cards of the same color and number and sets of Chromosome cards of the same color in se-

the leftmost Chromosome card or the second leftmost Chromosome card from the Display. However, if you have five, you may take any Chromosome card from the Display except the rightmost one.
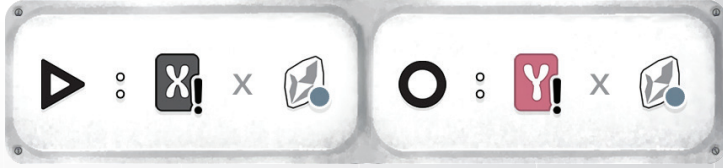
When performing the **Plan A** action, you must use Chromosome **X (black)** cards and when performing the **Plan B** action, you must use Chromosome **Y (red)** cards:

Plan A (basic action): Draw one Chromosome X card from the Chromosome X deck, or take one from the Display, if you have enough Recovered Fragment tokens and Used Adrenaline pills in your Memory Mind field and place it in one of your Tube columns following the standard rules. Instead, you can place the Chromosome X card in your Freezer column, if you have enough Recovered Fragment tokens and Used Adrenaline pills in your Perception Mind field. Before and after placing this Chromosome X card, if you have enough Recovered Fragment tokens and Used Adrenaline pills in your Intelligence Mind field, you may move any top Chromosome X card from any of your Tube columns to another Tube column following the standard rules.

Plan B (basic action): Same as **Plan A** action above, but using the Chromosome Y cards.

At any time during an action, you can take any number of Chromosome cards from your Freezer column and place them on your Tube columns, always following the standard rules. However, this doesn't work the other way around; Chromosome cards placed in your Tube columns can never be placed in your Freezer column.

At the end of your action check your Freezer column, if you have more Chromosome cards in it than you are allowed to according to the Recovered Fragment tokens and Used Adrenaline pills on your Intelligence Mind field, you must immediately choose and place any extra cards in your Tube columns. This can happen if you had Used an Adrenaline pill or if you have discarded a Recovered Fragment token in your previous turn. **For example**, you Use an Adrenaline pill on your Perception Mind field and you place a Chromosome card you just drew in your Freezer column. The Used Adrenaline pill is discarded at the end of your turn. On your next turn, you draw another Chromosome card and you place it in one of your Tube columns. You then check your Freezer column, which has one Chromosome card in it, but you don't have a Recovered Fragment token or a Used Adrenaline pill in your Perception Mind field. Therefore, you are forced to immediately place the Chromosome card from your Freezer in one of your Tube columns. Note that you cannot make a late Use of an Adrenaline pill even if you have one in your supply. You cannot perform the free action Use an Adrenaline pill during an action.

Also, at the end of your action, if you have taken a Chromosome card from the Display, move the remaining Chromosome cards on the Display in order to fill the five leftmost spaces, draw a new Chromosome card from the Chromosomes deck of the same type (color) as the one you took and place it in the rightmost space. In the rare case that one of the decks runs out, draw a Chromosome card from the other deck to refill the Display.

Note that Chromosome X and Y decks are not identical. The amount of certain cards changes, so it may be a strategic choice to try to create a set of the same numbers or a set in sequential descending order from a particular deck.

SCORING (EXTINCTION DYSTOPIA ONLY)

Plan A (Chromosome X) grants you Prosperity points for each set containing only Chromosome **X (black)** cards, according to this table. However, Chromosome **X (black)** cards in sets that also contain Chromosome **Y (red)** cards grant only 1 Prosperity point each.

Plan B (Chromosome Y) grants you Prosperity points for each set containing only Chromosome **Y (red)** cards, according to this table. However, Chromosome **Y (red)** cards in sets that also contain Chromosome **X (black)** cards grant only 1 Prosperity point each.

EXTINCTION DATA

▷ : X		O : Y	
4x X1	8x X5	8x Y1	4x Y5
5x X2	7x X6	7x Y2	5x Y6
7x X3	5x X7	5x Y3	7x Y7
8x X4	4x X8	4x Y4	8x Y8

Sequence or Collection

6	→	15	3	→	7
5	→	13	2	→	3
4	→	11			

SOLO (EXTINCTION DYSTOPIA ONLY)

Set up everything as if you were playing a 2-player game, but give Chaos an X4, an X5, a Y1 and a Y8 Chromosome card instead of randomly dealing four. Place the Extinction Chaos reference card in front of you.


Chaos doesn't follow the standard rules, but instead tries to make sets of Chromosome cards of the same color and number, always taking the leftmost X4, X5, Y1 or Y8 Chromosome card from the Display (remember to refill it following the standard rules). Chaos chooses to perform either **Plan A** or **Plan B** action, depending on the leftmost Chromosome card on the Display that matches its Tubes. If there is no matching Chromosome card on the Display, Chaos chooses to perform **Plan A** action if the leftmost Chromosome card on the Display is **X (black)** or **Plan B** if it is **Y (red)**.

Plan A (basic action): Chaos takes the leftmost X4 or X5 Chromosome card from the Display. If there are no X4 or X5 Chromosome cards on the Display, take all X Chromosome cards from the Display and place them on the bottom of the X Chromosome deck. At the end of Chaos' action, refill the Display following the standard rules.

Plan B (basic action): Chaos takes the leftmost Y1 or Y8 Chromosome card from the Display. If there are no Y1 or Y8 Chromosome cards on the Display, take all Y Chromosome card from the Display and place them on the bottom of the Y Chromosome deck. At the end of Chaos' action, refill the Display following the standard rules.

At the end of the game, Chaos scores Prosperity points following the standard rules.

OCEANREALM
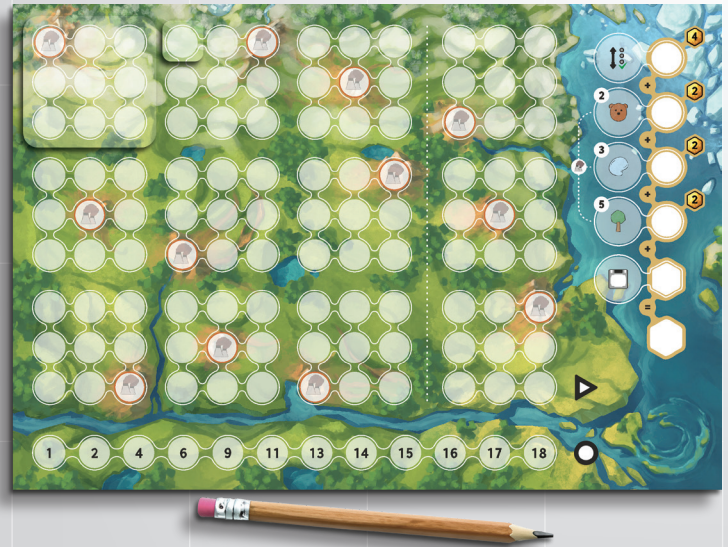
Oceanrealm, you confidently claim. This is a dystopia where each player can test their strategic design skills, but can also lend a hand to other players in need. Skip step 4 of the setup and in step 6, give to each player an Oceanrealm Future board, a Land map and a pencil.

## INTELLIGENCE PHASE (OCEANREALM DYSTOPIA ONLY)

In the Intelligence phase of the Oceanrealm dystopia, you perform actions to protect the land's wildlife, lakes, forests and mountains to maintain the balance of the nature and prevent the ice from melting. There are two basic Intelligence actions and you can choose to do only one of them or skip both:

Plan A, protect Wildlife, Lakes and Forests on the Land map Region where your Adult figure is in.

Plan B, protect Wildlife, Lakes and Forests on the Land map Region where another player's Adult or Child figure is in.

The Land map is divided into twelve Regions and each Region has nine sectors, eight of which are blank sectors and one of which has an Industrial zone in it. To claim sectors as a protected land you need to draw Wildlife, Lake and Forest symbols in them. Note that in a 2-player game the three Regions in the rightmost column are not included. Each Region represents a space on the Spacetime grid. **For example**, the top left Region represents the A3 space on the Spacetime grid. Therefore, if a player's Adult figure is in the A3 space, it is also considered to be in the top left Region of the Land map.

Recovering Fragment tokens and Using Adrenaline pills on each Mind field of your Mind board helps you draw more symbols accordingly:
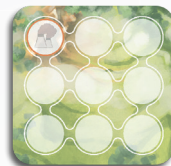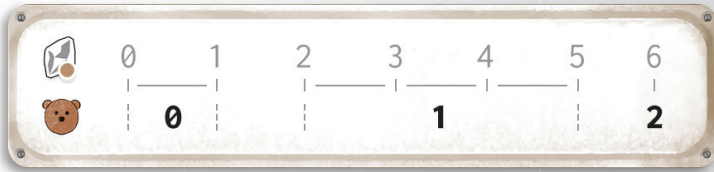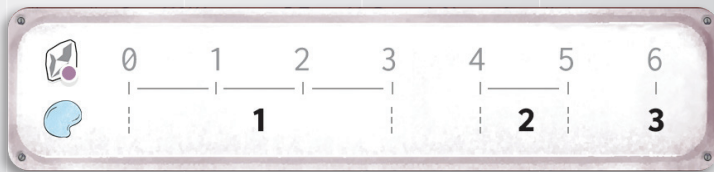
 REGION

 SECTOR

Perception: The more Recovered Fragment tokens and Used Adrenaline pills you have on your Perception Mind field, the more Wildlife symbols you can draw.

Intelligence: The more Recovered Fragment tokens and Used Adrenaline pills you have on your Intelligence Mind field, the more Lake symbols you can draw.

Memory: For each Recovered Fragment token and Used Adrenaline pill on your Memory Mind field, you can draw one Forest symbol.

In this table you can see in more detail how many symbols you can draw according to your Recovered Fragment tokens and Used Adrenaline pills:

Plan A (basic action): In the Region where your Adult figure is, you may draw Wildlife, Lake and Forest symbols up to the number allowed by the Fragment tokens and Adrenaline pills on your Mind board. You may draw symbols in a blank sector or in the Industrial sector of the Region, but never in a sector where you have already drawn a symbol.

Plan B (basic action): Choose another player's Adult or Child figure. In the Region where that figure is, you may draw symbols following the same rules as in plan A action. The player whose figure you chose, circles the leftmost uncircled number on their Contribution track.

If you draw a symbol in an Industrial sector, that sector is no longer considered Industrial sector, so that Region has no Industrial sector. This is important to remember for the final scoring. Once all sectors have a symbol drawn, you cannot draw another one in that Region.

SCORING (OCEANREALM DYSTOPIA ONLY)

Plan A (protect Land) grants you **Prosperity points** according to the pattern of symbols drawn on each Region of your Land map:

4 Prosperity points for each fully drawn column of your Land map. Industrial sectors do not count as drawn.

2 Prosperity point for every two Wildlife symbols in a Region with an Industrial sector.

2 Prosperity points for every three Lake symbols in a Region with an Industrial sector.

2 Prosperity points for every five Forest symbols in a Region with an Industrial sector.

Prosperity points according to the completion of the requirements of any of your Gadget cards.

Plan B (Contribution) grants **Prosperity points** equal to the rightmost circled number on your Contribution track.

SOLO (OCEANREALM DYSTOPIA ONLY)

Set up everything as if you were playing a 2-player game. Place the Oceanrealm Chaos reference card in front of you.

If Chaos' Adult figure is in a Region with at least one undrawn sector (including the Industrial sector), Chaos always chooses to perform the **Plan A** action, otherwise it chooses to perform the **Plan B** action. However, if there are no blank sectors and the Industrial sector is drawn in the Regions where your Adult and Child figures are, Chaos skips that action.

Plan A (basic action): In the Region where Chaos' Adult figure is, Chaos draws Wildlife, Lake and Forest symbols in that order, up to the number allowed by the Recovered Fragment tokens on its Mind board. Chaos draws symbols in the Region's sectors from top to bottom and from left to right, starting with the top left sector. Chaos always draws symbols in the Industrial sector of the Region when it reaches it.

Plan B (basic action): Between the Region where your Adult and Child figure are, choose the one with the most symbols drawn. In case of a tie, choose the Region where your Adult figure is. Chaos draws symbols following the same rules as in the plan A action. You circle the leftmost uncircled number on your Contribution track.

Each time you perform the **Plan B** action, don't forget to circle the leftmost uncircled number on Chaos' Contribution track. Sometimes even Chaos can contribute to saving the planet.

At the end of the game, Chaos scores Prosperity points following the standard rules plus:

5 Prosperity points for each Wildlife symbol in an Industrial sector.

3 Prosperity points for each Lake symbol in an Industrial sector.

2 Prosperity points for each Forest symbol in an Industrial sector.

	Pandemia	Anomie	Extinction	Oceanrealm
Luck	◕◕◕◕○	○◕◕◕○	◕◕◕◔○	◔○◕◕○
Strategy	◕◕○◕◔	◕◕◕◕◕	◕◕◕◔◕	◕◕◕◕◔
Complexity	◕○◕◕◕	◕◕◕◕○	◕◕◕◔◕	◕◕◕◔◕
Duration	◕◕○◕◕	◕◕◕◕◕	◕◕◕◔◕	◕◕◕◕◕

VERGE

Verge of spacetime knows no boundaries. You can add this module to your game if you like to achieve goals and gain Prosperity points while taking advantage of your move action.

During setup, take the Verge cards and create three Verge decks according to their level. Shuffle each deck separately and randomly select three level 1 Verge cards. Place them face up in a row on the Spacetime grid, above the Event cards. These are the Verge spaces. Return the remaining level 1 Verge cards to the box and keep the level 2 and level 3 Verge decks near the Spacetime grid.

During their Perception phase, players may choose to move their Adult figure to a Verge space and gain the corresponding Verge card, if they meet its condition. Note that if a player claims a Verge card, they cannot pass the Perception phase to gain a Void token; claiming a Verge card is considered a Perception action.

At the beginning of the second round, return all the remaining level 1 Verge cards to the box and randomly place three level 2 Verge cards in their respective positions on the Spacetime grid. Repeat this process at the beginning of the third round, removing all remaining level 2 Verge cards and randomly placing three level 3 Verge cards. At the end of the game, players gain the number of Prosperity points indicated on each Verge card in their hand.

You can also add the Verge module in solo games. Whenever Chaos doesn't Validate a Chain card it can gain a Verge card. Move the Chaos' Adult figure to the Verge space closer to the active Direction token that contains a Verge card. Chaos gains that Verge card.

SIDE EFFECTS

Side Effects will eventually be experienced when you time travel. To spice up your game, you can choose to add one of these side effects to your next time travel or even combine several for a more challenging game.

Shadow: At the end of each round, before you move your Child figure to the next Age, place your Shadow token on the space where your Child figure is. You cannot move your Adult figure in the space where your Shadow token is. You can use your move action to move your Shadow token in another space on the Spacetime grid.

Stuck With It: You can only study Event cards on a Mind field of your Mind board that doesn't already have a Studied Event card on it.

Continuity: Once you place your Child figure, you cannot move it to another Zone.

Blight: You cannot Recover Fragment tokens on the top space of your Mind fields of your Mind board.

Inevitable: You cannot discard the three Upcoming Events even, if they are of the same type (color).

Hide and Sick: You can only Use Adrenaline pills on one Mind field of your Mind board in each turn.

Jet Lag: Place a Jet Lag token in the double resources space on your Intelligence Mind field of your Mind board. Whenever you pass the Intelligence phase, instead of gaining double resources in the Memory phase, you gain one Adrenaline pill.

Obsession: You can only Bury Event cards on one Mind field of your Mind board.

If you decide to add one or more Side Effects to your game, during setup take the corresponding Side Effect cards and place them near the Spacetime grid to remind the players that this mode is active.

You can also add the Side Effects module in solo games to increase the difficulty, as Chaos does not experience Side Effects.

SEASON MODE

Season Mode of Restart is live! This mode allows you to compete against other time travelers in a series of five consecutive games. Season mode requires the Side Effects module, but you may also add any of the game's other modules.

Set up the game as usual, with a few exceptions:

After setting up the Event cards on the Spacetime grid, take the One Destiny card, Evaluate the Event cards as usual and see which dystopia you will play (remember that in case of a tie, the first player chooses one of the tied dystopias). Alternatively, players may choose the five dystopias at the beginning of the Season; they may even choose to play the same dystopia twice.

Each player takes a Season player sheet to keep track of their score. They can also write down their name, their time traveler character and the dystopia they are playing.

Proceed with the game following the standard rules. After the final scoring, each player records their game score and Season total score on their Season player sheet and a few more things happen:

Each player writes down their Prosperity points in this game and their total Prosperity points for the Season, an episode title and a brief summary of their game session.

After calculating your total Prosperity points, check to see if you have passed (not reached) a Fatigue milestone. These milestones are at 98, 206, 319 and 437 total Prosperity points. If at least one player has passed a milestone then a Side Effect must be applied. The player with the lowest total Prosperity points for the Season looks at the Side Effect cards and must choose one. All players write down the Side Effect in the appropriate space on their Season player sheet. In their next game, the players who have passed that Fatigue milestone will face an additional difficulty, while those who haven't will continue to play under normal rules. After a few games in the Season, if a player has managed to pass two or three Fatigue milestones, they will experience all of these Side Effects simultaneously in the next game.

Each player writes down the ref numbers of their Chain cards and the names of their Gadget cards so they can get them back in the next game.

Note that each player can hold up to two Gadget cards during the Season. At the beginning of the next game, in the rare case that there are not enough Gadget cards because some are already in players' hands, deal as many as you can and proceed as normal. When it's their turn to buy Gadget cards, players may sell any of their Gadget cards for one Adrenaline pill. Return all sold Gadget cards to the corresponding deck.

Finally, on the back side of their Season player sheet, each player writes down the names of the Event cards on the Spacetime grid in the appropriate spaces.
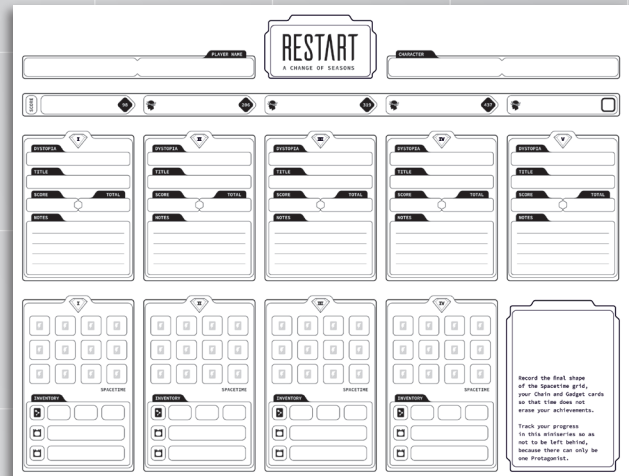
Each player keeps their Season player sheet and they can continue the Season or even join another group and play a different Season. This is what we call a crossover Restart episode.

In the next game of this Season, the Spacetime grid will be formed exactly as it was at the end of the previous game. Players take back their Character, Chain,

and Gadget cards and the game continues as normal. The first player is now the player with the lowest total of Prosperity points.

At the end of the fifth game, the Season comes to a finale. The player with the most total Prosperity points wins and is declared the Season's ultimate protagonist. And if that's not you, good luck in Season 2.

You can also play a Solo Season mode following the same rules. On Chaos' Season player sheet, simply write down the Prosperity points for each game and the total Prosperity points for the Season.
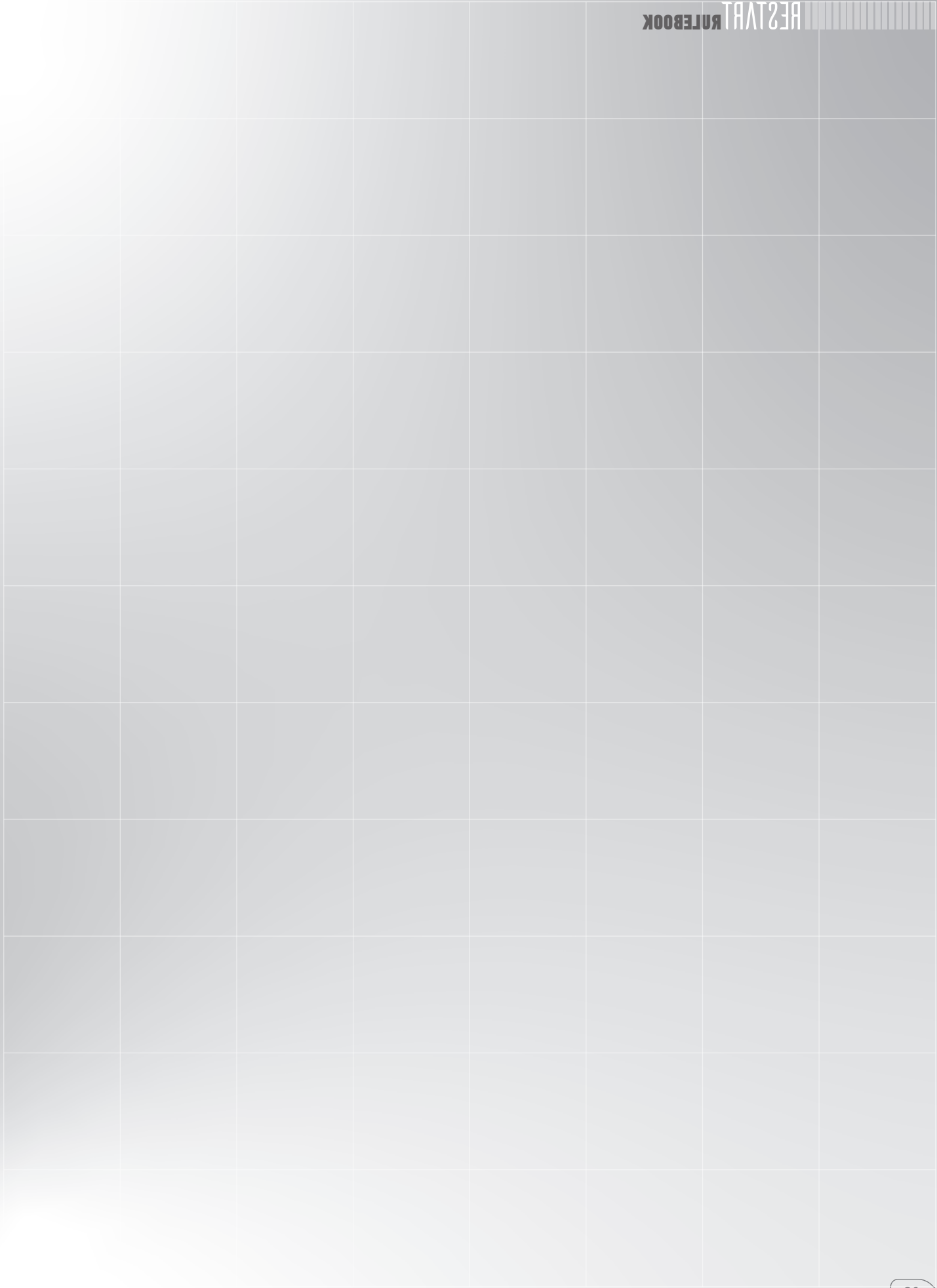
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Study: Place an Event card from your hand to your corresponding Mind field paying Time tokens (text is not activated).

Move: Move your Adult or Child figure on the Spacetime grid.

Cause an Event: Place an Event card from your hand in the space where you Adult figure is and activate the text.

Validate a Chain: Reveal a Chain card from your hand with its pattern completed on the Spacetime grid, pay Time tokens and keep it face down in front of you. Pick a new Chain card from the Spacetime grid and gain any resources on it.

Assist: Place an Event card from your hand in the space where you Child figure is and activate the text.

x1 Skip Perception phase: Gain 1 Void token from the general supply.

Plan A: Perform an action related to the future dystopia you are playing, e.g. for Pandemia, roll the Research dice and move on the Virus track according to how many Virus sides you rolled.

Plan B: Perform an action related to the future dystopia you are playing, e.g. for Pandemia, roll the Research dice and move on the Cure track according to how many Cure sides you rolled.

Bury: Place an Event card from your hand under your corresponding Mind field.

x2 Skip Intelligence phase: Double all your actions in your upcoming Memory phase.

Gain Time: Gain 1 Time token from the general supply.

Draw an Event card: Draw an Event card from the Events deck or the Upcoming Event cards.

Heal: Gain 1 Adrenaline pill from the general supply.

Use a Void token: Place a Void token from your supply on any Event card on the Spacetime grid. This Event card is considered any type (color) you want to complete a pattern.

Recover a Fragment token: Place immediately any Fragment token you gain in the lower open space of a Mind field of your Mind board.

Use an Adrenaline pill: Before you perform an action, place an Adrenaline pill from your supply on the lower open space of a Mind field of your Mind board.

Discard all Adrenaline pills on your Mind board.

Discard Event cards from your hand until you have 5.

Prosperity (victory) points

EVENT CARD TYPES (colors)

Energy (yellow)

Food (green)

Technology (blue)

Society (purple)

EVENT CARD MIND FIELDS

Food (green)

Technology (blue)

Society (purple)

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