CHRONO FALL

AT THE END OF SPACE AND TIME

A cooperative game for 1-4 players, ages 14+.
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GAME INSTRUCTIONS

You can learn the game rules easily
by watching this video (German with English subtitles):

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GAME MATERIAL

- 2 rule books (DE/EN)
- 1 game board
- 1 technology tree (double-sided DE/EN)
- 4 SPARC control panels
- 3 Protector segments
- 1 Protector centre
- 3 adhesive dots (for the Protector centre)
- 4 freighters in 4 colours
- 4 SPARCs
- 1 space integrity marker
- 5 stands (for SPARCs and space integrity marker)
- 2 coordinate dice, green and blue
- 4 small blue sequence of turn markers
- 1 violet conversion marker
- 4 yellow progress markers
- 4 freighter tiles
- 4 planning aid tokens
- 2 production stop tiles
- 3 disaster trigger tiles
- 22 resources:
  - 2 aurecurium (gold),
  - 5 diactonium (light green),
  - 5 megargentium (silver),
  - 5 restatium (white),
  - 5 xynodium (light blue)
- 32 pink energy crystals
- 100 black rift discs
- 56 event cards for the base game:
  - 7 cards phase I,
  - 16 cards phase II,
  - 20 cards phase III,
  - 1 card Chrono Fall,
  - 12 cards energy crystals
- 4 element cards
- 7 milestone cards
- 8 disaster cards
- 8 SPARC profile cards
- 6 blank tiles (for your own ideas)
- 6 tuckboxes

Game Material for the Scenarios

N Secrets of the Nebulae
- 3 anomaly tiles
- 2 choice cards
- 6 N-event cards

R Resonances from the Past
- 3 collector tiles
- 3 violet resonance crystals
- 4 R-event cards

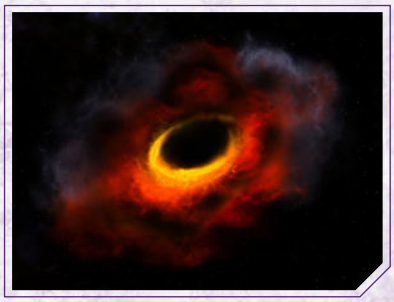
V Vanitas
- 6 tiles (A to F) precurrences
- 1 card containment field
- 6 V-event cards

BACKGROUND

In the 23rd century, humanity has spread far into the depths of the Galaxy. Spaceships can reach far away worlds by flying through hyperspace tunnels, thus overcoming the enormous distances. On exoplanets that had been unknown to previous generations, are large, fully automated mines. From these exoplanets, resources that do not exist on our home planet continually reach Earth via a transport system of freighters. These have opened previously unknown possibilities for research and industry. New technologies have radically changed people's lives, prosperity and universal health have been achieved. The wars of past centuries have been resolved.

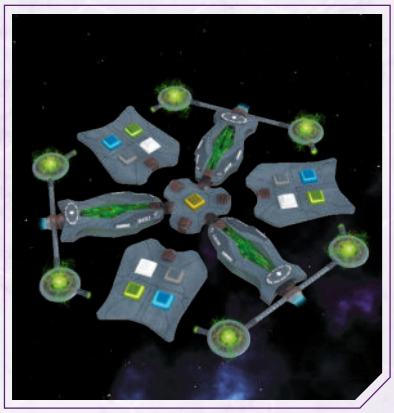
Yet progress has led to overconfidence, and overconfidence to recklessness. Science has invented ways to intervene in the temporal sequence of future events. This "chrono technology" has influenced the stability of the space-time continuum. With it, humanity has brought about its own demise, piece by piece.

As a result, a catastrophe is now breaking out that not only poses a threat to all life, but also the imminent demise of all matter. All over the Galaxy, Rifts have suddenly appeared in the space-time continuum. Where they occur, dark and deadly nothingness emerges. Hyperspace tunnels are disrupted, exoplanets are cut off from Earth, all-devouring night penetrates ever further. Although it has been possible to protect the planets themselves with chrono-protective shields, this defensive technology destabilises the space-time continuum even further.



In a great hurry, spaceships are being built to explore the rifts by scanning them and to partially remove them. These few Space Research Cruisers, in short called "SPARC", can repel rifts in small areas, but these measures are hopeless against the overpowering threat. Humanity is suddenly confronted with the unimaginable: the end of space and time.

In this situation, they pull all their energy for a fantastic project: a huge space station is being built in Earth's orbit, filled with the most progressive technologies. Its gigantic emitters are to send a shock wave through the entire Galaxy to eliminate the rifts. Since the survival of humanity depends on its success, it is named "Protector". The quick completion of the Protector requires all available resources. The crews of the SPARCs have only one goal: the delivery of the urgently needed resources from the exoplanets to Earth must be ensured. Only with these resources can the Protector be completed; the healing shockwave can be sent throughout the Galaxy and humanity can be saved. At the looming end of space and time, all hope rests on the shoulders of the brave captains and crews of the SPARCs – on you!



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We would like to thank everyone who has contributed to the development of this game. Without your work, ideas, criticism, corrections, suggestions for improvement, and much more, we would not have been able to realise this game! Especially we would like to thank Alex, Dennis, and Dirk of the board game podcast BGT for their help in many ways!

Level of Difficulty

You can play CHRONO FALL at the normal level of difficulty or as an easier introductory game. Resulting differences in game rules are marked as follows:

normal game introductory game

Solo Game

The following rules are for a game of 2 to 4 players. However, you can also play CHRONO FALL solo, either by playing 2 to 4 SPARCs successively (as with multiple players) or by playing only 1 SPARC.

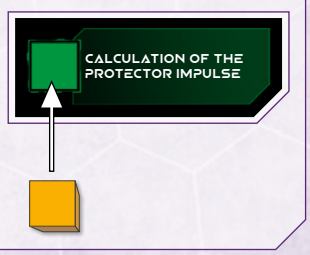
GOAL AND END OF THE GAME

The space-time continuum is threatening to disintegrate! You are playing cooperatively against the game, in order to prevent the collapse. You must complete the Protector, the gigantic space station in Earth's orbit, in time and collect knowledge about the rifts.

You win immediately, if these 2 conditions are met:

Your SPARCs can scan nearby rifts. This is how you must gather the necessary knowledge.

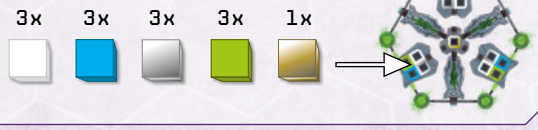
This means: **The progress marker *rift neutralisation* must have reached the highest field *calculation of the Protector impulse*.**



AND

The Protector must be completed, so that it can stabilise the space-time continuum.

This means: **All the necessary *13 resources* must be completely installed into the Protector.**



It is not sufficient for victory if a condition was fulfilled at some point during the game. The 2 winning conditions must be met concurrently. In the scenarios, further conditions for winning or losing the game are added. They are explained separately.

While you are engaged in your efforts, the decomposition of the space-time continuum is progressing. New rifts appear in every round.

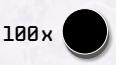
You lose immediately if 1 of the following circumstances occurs:

The space-time continuum collapses.
This means:
The space integrity marker reaches 0.

Suddenly everything happened very quickly: space and time collapsed. Yesterday, today, tomorrow – everything culminated in one moment only to dissolve into infinity. Nothing else has meaning any more, nothing ever did. Humanity lost not only its future, but also its past. Everything ends because it never began.

OR

The number of rifts in the continuum becomes too large.
This means:
All 100 rifts from the supply are on the game field.



The SPARCs have fought valiantly, but the number of rifts was too great! Too many hyperspace tunnels were blocked, too many regions of space unreachable. Finally, space as we know it was covered by a net of rifts in the space-time continuum, a deathly, unescapable net. Humanity had its time. What comes after it?

OR

Your efforts were not fast enough.
This means:
The last event card *Chrono Fall* is executed.

Time has run out. Science tried its best to detect any events in the future but couldn't find anything. There is no more time to find answers to the questions of the past: When should we have been faster? Where did we waste time? But where there is no future, there won't be a present either. If there is no present, then there is only nothingness.

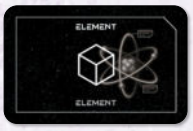
Playing one of the 3 scenarios changes the rules of the game in some places. We recommend that you play the scenarios only after you have won the base game. When playing a scenario, first read the corresponding texts on p. 29 to 31.

GAME PREPARATIONS

1. Lay out the **game board** in the centre of the table.

The game board shows the **Earth (A)** in the middle and **6 exoplanets (B** and **C)** at the edges. Familiarise yourself with the position of these planets and the coordinate system with the **dark green X-axis**, the **dark blue Y-axis (X** and **Y)**, and the orientation of the **Z-axis (Z)** indicated in **grey**.

Legend (L) shows you all the elements.



2. Have the **4 element cards** ready in a shuffled pile next to the game board.

3. Keep all **resources** in 5 sorted piles next to the game board.

4. Position the **4 freighters** on the exoplanets of the same colour: *Baiduri*, *Kererū*, *Trimobe* and *Yvaga* **(B)**. On these 4 exoplanets, humanity can extract the needed resources. The 2 outer planets *Awasis* and *Cruinlagh* **(C)** are newly discovered, but still need to be explored. They do not have their own freighters.

In the data panel of the exoplanets, there is a resource deposit field marked with a *shovel*. Here, 1 or 2 symbol(s) indicate which resource(s) is/are being mined on this planet.

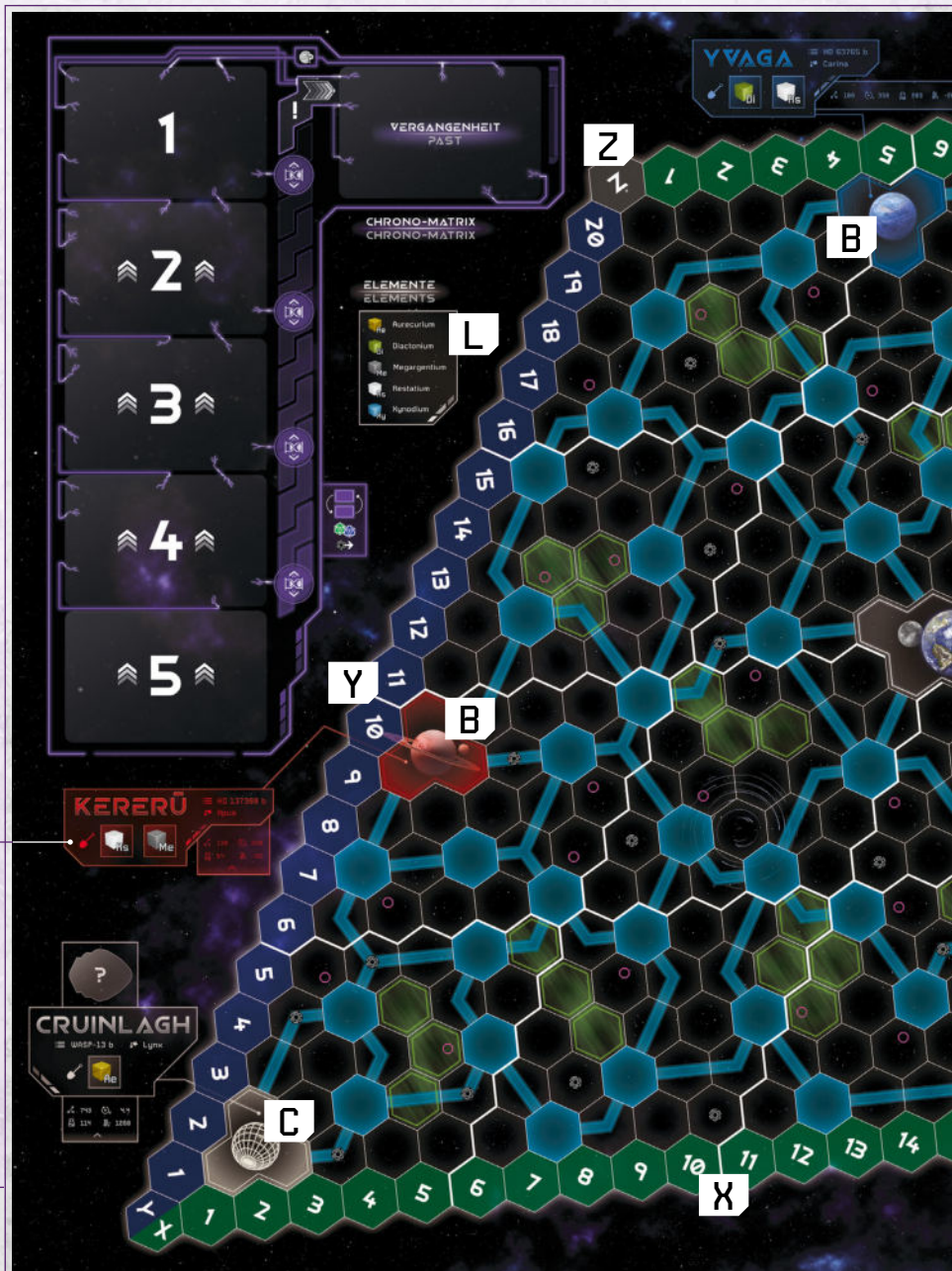
In consultation with all captains, fill the **hold** (the recess in the middle) of each of the 4 freighters. Take 1 resource from the pile. For each exoplanet you can only choose the resources that are produced there. The example shows the freighter of the red planet *Kererū*, which can only load *restatium* or *megargentium*.

5. Put **1 freighter tile each** randomly and unseen with the grey side "?" facing up on the 2 designated spaces near the exoplanets *Awasis* and *Cruinlagh*. Put the 2 remaining tiles back into the box. You must not see their coloured side!

The **freighter tiles** are not needed in the introductory game.

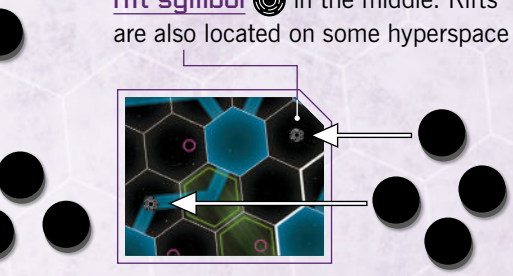
Earth and the exoplanets are connected by the blue network of hyperspace tunnels and nodes. All spaceships fly through these hyperspace tunnels from node to node (or planet). Spaceships can only stand on nodes or planets.

6. The 100 black discs will be your main opponents in this game. These are the **rifts**. A hyperspace tunnel or node that is occupied by a rift is impassable for all spaceships. The SPARCs can destroy individual rifts, which is called "neutralising" *(see "Neutralising a rift" on page 24)*.



If a rift is lying with the black side up, it has not been scanned. As the game progresses, you can use the SPARCs to scan the rifts. Scanned rifts are marked by turning them over so that the technology symbol is visible.

Keep all the rifts next to the game board. Take 30 of them and position 1 each with the black side up on all the spaces of the game board that are marked with a small rift symbol in the middle. Rifts are also located on some hyperspace tunnels. These tunnels are blocked for the time being.



7. (P) is the **Protector**, the space station that is supposed to save the space-time continuum.
It consists of 13 spaces for the 5 different resources. The Protector has 1 centre and 3 segments. The segments are important for reaching **milestones**. These are unique actions that help you in a special way *(see "Protector" on p. 18)*. Familiarise yourself with them before starting the game.

In a normal game you must first earn the milestones. Therefore, these cards are still hidden at the beginning. Put all the **milestone cards** in a face-down pile. Position the **3 Protector segments** on the marks on the Protector so that the 3 milestone symbols are visible.

If you are playing the introductory game, lay the **milestone cards** face up. From the beginning, each is available to you once. Position the **3 Protector segments** directly at the centre of the Protector so that the 3 milestone symbols are no longer visible.

8. The red scale **(R)** with 12 number spaces shows the **space integrity**, i.e. the stability of the space-time continuum.

Put the **space integrity marker** on space 10.

In the introductory game you will receive extra help at the beginning. Move the **space integrity marker** 2 spaces higher to the value 12.

The space integrity can never be higher than its initial value.

9. Put 1 **disaster trigger** each on the spaces 7, 4, and 1 of the space integrity scale.

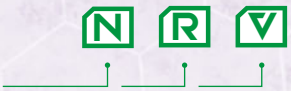
In an introductory game, the **disaster triggers** are not needed.

10. Shuffle the **disaster cards** and keep them in a face-down pile next to it.

If you like, you can stick the Protector's centre by using the adhesive dots on its corresponding place on the game board. This makes it easier for you to position the 3 Protector segments. However, you can also play with the centre printed on the game board.
When sticking it on, please make sure that the orientation of the square cut-out is identical to the illustration on the game board.

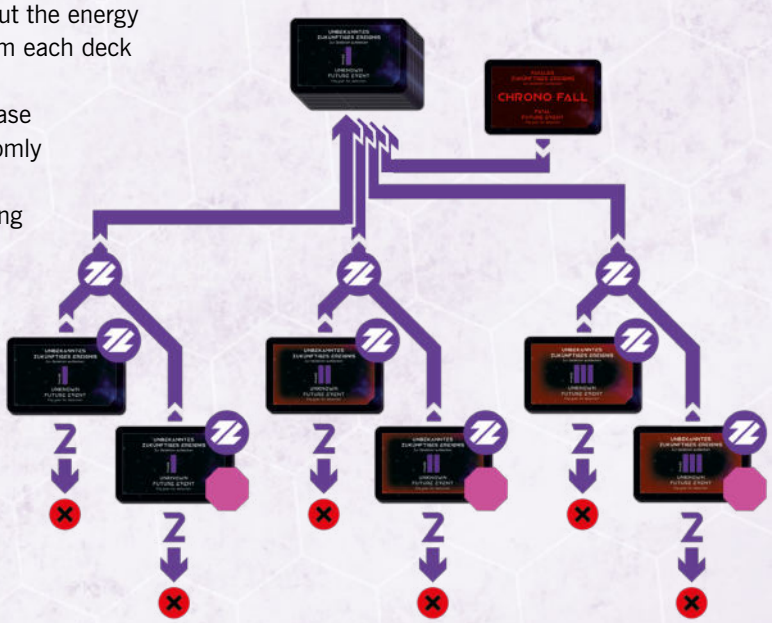
Scenarios

*All cards with a green **N**, **R**, or **V** in the lower right corner as well as the additional scenario materials are only needed for scenario games (see "Scenarios" from p. 29). If you are not playing a scenario game, put them back in the box. Scenario games also change some of the rules and the game preparations.*



11. The **event cards** are divided into 3 phases, which you can recognise by the marking on their backs: phase I, phase II, and phase III. The event cards also include the ***Chrono Fall* card**, which marks the possible end of the game. Furthermore, there are **12 energy crystal event cards**, 4 for each of the 3 phases. They have the same backs as the other event cards.

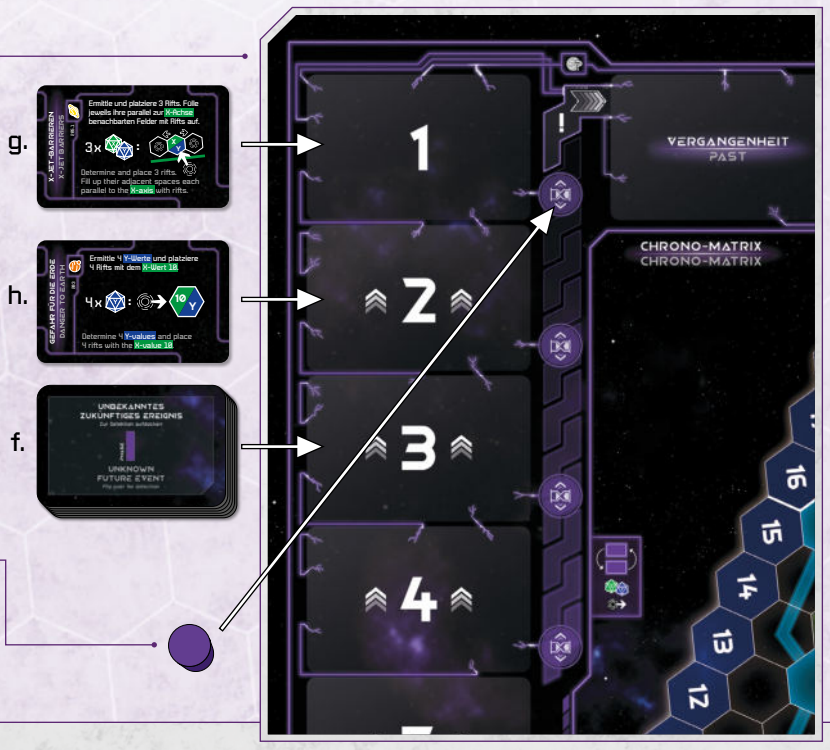
a. Shuffle the decks of the 3 phases separately (without the energy crystal cards!). Randomly remove 2 event cards from each deck (6 cards in total).
b. Shuffle the 4 energy crystal event cards of each phase separately (recognisable only by their backs). Randomly draw 2 cards for each phase (6 cards in total) and add them to the event card piles of the corresponding 3 phases.
c. Thoroughly shuffle the 3 piles, separately from each other.
d. Put the 6 removed event cards and the 6 unused energy crystal cards back into the box.
e. Then combine an entire draw pile with the backs indicating the phase facing up: Put the *Chrono Fall* card on the bottom, followed by the shuffled phase III deck, then the phase II deck, and finally the phase I deck on the top. All cards lie with the back (phase) facing up.



The designated area with fields for up to 6 cards or piles is the Chrono-Matrix. This is where the event cards are revealed and laid out. When played, the event on field 1 becomes the present during step 3 of each turn and is then put on the discard pile (past) at that moment. The events on fields 2 to 4 are in the future.

f. Place the entire draw pile face down on field 3 of the Chrono-Matrix.
g. Reveal the top card and put it face up on field 1.
h. Reveal the next card and put it face up on field 2.

12. Put the conversion marker on the top round space next to the Chrono-Matrix.



13. As the captain, you travel through space with your fast and flexible SPARCs.
Take 1 SPARC control panel each and lay it out directly in front of you.

14. Then take the corresponding SPARC game piece and put it on the Earth.
The selection of the SPARC Control Panel and the game piece has no effect on your abilities.

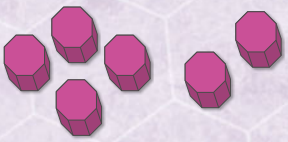
15. Everyone takes the corresponding planning aid token and has it ready for their turn.

16. Read the SPARC profile cards and familiarise yourself with their different abilities. Now select 1 SPARC by sliding, from the left, the corresponding profile card with the description of its respective abilities into the large space of your control panel **(D)**. In your first few games, choose SPARCs with low complexity *(see "Spaceships" on p. 10)*.

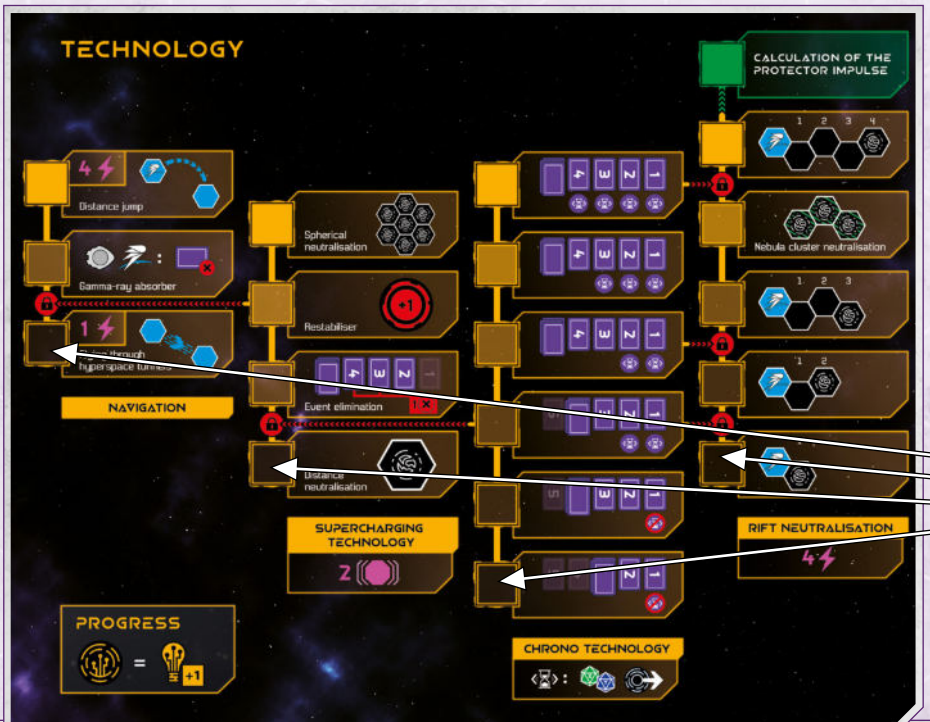
17. All game pieces not involved, planning aid tokens, profile cards and control panels can go back into the box. They are no longer needed in this game.

18.
a. Put 1 **sequence of turn marker (E)** on each control panel at position 1 of the **sequence of turn track**.
b. Take **4 energy crystals** each and fill the lower 4 spaces on your control panels with them. Move the energy crystals in the spaces to the left to the position *available* **(F)**.

19. Keep all remaining energy crystals in a pile next to the game board.



20. Have the **2 coordinate dice** ready.



21. On the **technology tree** you can see how far your abilities have progressed. Find a position on the table so that everyone can read it. Put the 4 progress markers on the lowest fields of the 4 columns.

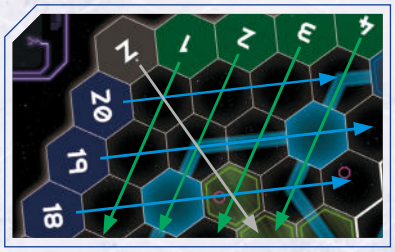
PRINCIPLES OF THE GAME

Cooperative Game

You all play the game together. You win or you lose together. However, the SPARCs and their captains take their individual turns clockwise. All decisions should be discussed and voted on. If you cannot agree, the captain of the SPARC whose turn it is will decide.

Coordinates

The game field with its 20 x 20 hexagonal spaces is a large coordinate system.
The **dark green** rows of numbers on 2 opposite sides are the **X-axis**, the **dark blue** rows of numbers are the **Y-axis**. These spaces with the rows of numbers do not count as part of the game field. Each of the 400 spaces is defined by 1 **green X-value** and 1 **blue Y-value**.



Example: The space marked with ✔ has the coordinates **x2**/**y18**.

The separation lines between the values 5 and 6, 10 and 11, and 15 and 16 are highlighted. This makes it easier to find the coordinates.

There is another dimension: the **Z-axis**. On the game board it is indicated on the 2 **grey** corner spaces. However, it is not needed to describe the position of spaces.

Planets

There are 7 planets on the game field: the Earth and 6 uninhabited exoplanets. Earth in the middle is treated as 1 single space and includes 6 normal hexagonal spaces. Therefore, a maximum of 6 spaceships (SPARCs or freighters) can be on Earth at the same time. The 6 exoplanets are also treated as 1 single space each and include 3 normal hexagonal spaces each. Therefore, there is room for a maximum of 3 spaceships on them at the same time.
Rifts cannot occur on any of the 7 planets thanks to the planetary protection shields, but each rift that hits planetary coordinates decreases the space integrity by 1 *(see "Space integrity" on p. 9)*.
For cards referring to "planet", see "Events" on p. 14.

Baiduri (yellow)	**Kererū** (red)	**Trimobe** (orange)	**Yvaga** (blue)	**Awasis** (grey)	**Cruinlagh** (grey)
					
Baiduri means "opal" in Malay.	*Kererū is the word for a large dove in the Māori language.*	*Trimobe is a rich ogre from Malagasy fairy tales.*	*Yvàga means "paradise" to the Guarani.*	*Awasis is the word for "child" in the language of the indigenous Cree in Canada.*	*In Manx Gaelic, cruinlagh means "to orbit".*

Exoplanets are planets outside our solar system, of which by now (9/2023) 5506 are known.

They were discovered either due to a periodic dimming of their star's light as the exoplanet passes by (transit method), or due to their gravity moving the star, apparently causing a periodic change in its colour (radial velocity method).

Most of the known exoplanets are gas giants, comparable to Jupiter, but much closer to their star.

The exoplanets were named jointly by various space organisations at the suggestion of people and groups from across the world.

Note for people with colour perception deficiencies: *The illustrations of the planets in this game differ not only in colour but also in shape.*

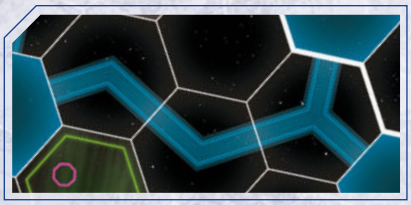
In the data panel of the exoplanets, you will find the following information:

	Designation	ly	*Distance to Earth in light-years.*	d	*Orbital period in Earth days*
	Constellation	$M_\oplus$	*Mass in Earth masses*	°C	*Equilibrium temperature* in degree Celsius*

** The equilibrium temperature is a commonly used estimator for the surface temperature of an exoplanet. It is calculated assuming that the planet has no atmosphere and radiates as much energy as it receives from its star (radiative equilibrium). The equilibrium temperature of the Earth is −18 °C. The natural greenhouse effect is the reason why it is warmer on the Earth's surface.*

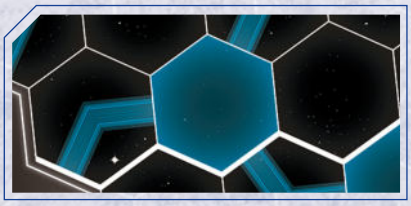
Hyperspace Tunnels

The light blue lines on the game field are the hyperspace tunnels. These connect the nodes and planets with each other. All spaceships can only fly through these hyperspace tunnels, not through free space. For a hyperspace tunnel to be passable, it must be completely free of rifts. All spaceships fly along these tunnels but cannot stop on them. Therefore, no spaceship may ever stand on a hyperspace tunnel space. The path from one node to the next (or from/to a planet) is 1 leg, regardless of how many spaces it covers.



Nodes

Nodes are the stations in the network of hyperspace tunnels where the spaceships stop. On a node there is only room for 1 spaceship. If it is occupied by another spaceship or a rift, no (further) spaceship can approach or pass it.



Space Integrity and Disasters

Space integrity is the value that indicates the remaining stability of the space-time continuum.

The starting value is 10.

In the introductory game, the starting value is 12.

It can never be greater than its starting value. If the space integrity falls to 0, you have lost the game.

The space integrity decreases by 1,
- when the coordinates of a planet space were determined by rolling the dice when placing a new rift or
- when an existing rift is hit by a new rift to be placed.

Note: *For the difference between "placing rifts" and "filling up with rifts", see "Rifts" from p. 12.* When "filling up", the space integrity cannot decrease.

Important: The decrease in space integrity due to the placement of rifts is limited to 1 per turn. Even if several planetary spaces or existing rifts are hit by new rifts in 1 turn due to various circumstances, the space integrity only decreases by 1 for the first occurrence. However, there are events that decrease the space integrity *(danger from clusters, orbital rupture, and disruption of integrity)*. These decreases may still be added.

There is also the milestone *restructuring*, which increases the space integrity once by 2. After reaching *restabiliser* on the technology tree, you can increase the space integrity with your SPARCs by 1 using 2 supercharged energy crystals. The SPARC *Chiron* can also increase space integrity with its special ability.

Increases in space integrity are possible several times per turn.

Disaster

If the space integrity decreases to a value that has a disaster trigger on it, a disaster is triggered. Take the disaster trigger off the scale. If the space integrity later increases and then decreases to that value again, no disaster is triggered.

In an introductory game, no disasters are triggered via the space integrity. Therefore, the disaster triggers are omitted.

Disasters can also be triggered by events.

When a disaster is triggered, draw the top card from the disaster card pile and carry out the instructions on it. Remove this card from the game afterwards. A disaster must be executed as soon as it is triggered. If this interrupts another operation, do not continue that operation until after the disaster.

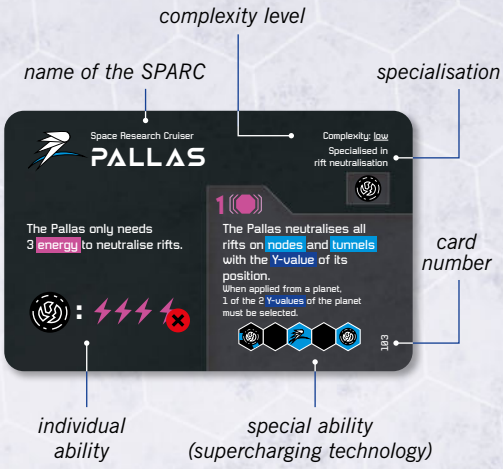
A disaster can have serious consequences, or it can sometimes pass without consequences.

Spaceships

There are 2 different types of spaceships: **SPARCs** and **freighters**.

The **SPARCs** *(Space Research Cruisers)* are the flexible and fast spaceships that you directly command as captains. They can scan and, to a limited extent, neutralise rifts. The number of SPARCs in the game relates to the number of players. Although a solo game can be played with 1 to 4 SPARCs.
A SPARC's available energy in a turn is related to the number of energy crystals installed: 4 at the start of the game, up to a maximum of 6 *(see "Energy" on p. 15)*.

It does not matter which game piece and form of your SPARC you choose. This is different when choosing your SPARC profile card, because with it you choose your character with different abilities.



Individual abilities
Each SPARC has 1 individual ability that positively influences a particular process. It only applies to its own turn and does not require any energy. If it is an independent action, it is executed like an action in step 4 of the turn. The individual ability is shown on the left of each SPARC profile card.

Special abilities
Furthermore, each SPARC has a special ability, which is explained on the profile card on the right. This special ability is a supercharging technology because it costs the SPARC 1 charged energy crystal, which is supercharged and then destroyed when used. Such special abilities, if they are an isolated action, can be performed in step 4 of the player's turn. This is the case with the SPARCs *Daedalus*, *Eos*, *Pallas*, *Chiron*, *Tyche*, *Hyperion*, and *Janus*.
The special ability of the *Themis* is to be implemented in step 3 of the turn. There, the *Themis* prevents the execution of the upcoming event.

Below is a list of SPARCs, sorted by the complexity of their individual and special abilities. For the first few games, players should choose SPARCs with low complexity.

The SPARCs are named after celestial bodies in our Solar System, which come from ancient mythology.

Complexity: low

The **Daedalus** facilitates technological progress.
Daedalus (asteroid / inventor and technician in Greek mythology)

The **Eos** enables faster and more flexible flying.
Eos (asteroid / goddess of the dawn and driver of a celestial chariot in Greek mythology)

The **Pallas** specialises in the neutralisation of rifts.
Pallas (asteroid / Greek goddess of wisdom and art; "Pallas Athena")

Complexity: medium

The **Chiron** can provide an increase in space integrity.
Chiron (asteroid / healing centaur of Greek mythology)

With the **Themis**, the risk from future events can be minimised.
Themis (asteroid / titanide in Greek mythology, knew the future)

The **Tyche** can effectively combat the threat of decreasing space integrity.
Tyche (asteroid / goddess of fate in Greek mythology)

Complexity: high

The **Hyperion** can use energy crystals particularly efficiently.
Hyperion (moon of Saturn / titan of light in Greek mythology)

The **Janus** offers interactive locomotion possibilities.
Janus (moon of Saturn / double-faced Roman god of the beginning and the end as well as of doors)

If you want, you can use the planning aid tokens on the Chrono-Matrix, to better clarify and agree which SPARC will be used when.

The 4 freighters are each assigned to the exoplanet of the same colour. They have only 1 ability: They each transport 1 resource from their exoplanet to Earth and fly back unloaded. They can fly over planets other than their own and stop there but cannot pick up any cargo. The colour of a freighter indicates which planet it belongs to, not which resource it can transport! A freighter can always transport a maximum of 1 resource.

During the course of the game, it is determined which freighter may not only fly to its exoplanet, but also to the 2 outer planets *Awasis* and *Cruinlagh* in order to load the resource *aurecurium*. To do this, you must explore at least 1 of these 2 planets by landing on it with a SPARC. Then you can immediately uncover the freighter tile lying face down and find out which of the 4 freighters can load the resource *aurecurium* provided by this planet. It is not necessary to explore both outer exoplanets, but it is possible.

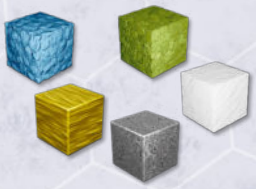
In the introductory game, the 2 outer exoplanets *Awasis* and *Cruinlagh* may be approached by any freighter. Therefore, the freighter tiles are not needed.

During each turn, freighters are usually moved 1 leg (i.e. from one node to the next) in any direction along the hyperspace tunnels. Events or milestones may cause exceptions. The order of their move is arbitrary. They do not have to be moved but can also remain stationary which forfeits the move in this turn. The move may not be transferred to another freighter or to the next turn *(see "Advancing the freighters" on p. 25)*.

Circumstances may require freighters to eject their cargo at any time and continue empty, for example to pick up another resource that is currently more important. The ejected resource is returned to the supply.

Resources / Resource Cards / Elements

An "element" refers to the 5 different raw materials in their entirety. A "resource", on the other hand, is 1 token of the respective element.



There are 5 different elements that do not occur on Earth and therefore have to be brought to Earth from different exoplanets for the construction of the Protector: *aurecurium* (gold), *diactonium* (light green), *megargentium* (silver), *restatium* (white) and *xynodium* (light blue).

Each of the last 4 elements is found on 2 of the 4 exoplanets. The resource deposit field on each of these exoplanets indicates which ones. If a resource symbol is covered with a production stop tile after a corresponding event during the game, this resource is no longer available for the associated freighter.

Aurecurium, on the other hand, can only be mined on the 2 outer exoplanets *Awasis* and *Cruinlagh*.

In the element card deck, there is 1 card for each element except *aurecurium*. With this deck, you must determine 1 element for certain events by drawing 1 card from it face down. For some events, you must prepare the element deck beforehand by removing certain cards from it. Add them back after the draw.

All elements heavier than lead are unstable, i.e. radioactive. This means that the atomic nucleus emits high-energy radiation and transmutes into another nucleus. Elements heavier than plutonium do not occur naturally.

Nevertheless, scientists are trying to artificially create heavier and heavier elements in order to better understand the structure of atomic nuclei and to find the end of the periodic table of elements. These usually exist for less than a second.

However, it is suspected that among even heavier elements there are some that are more stable and last longer. This prediction is known as the "island of stability". Perhaps space has such extreme conditions that they could form.

Rifts / Placing Rifts / Filling up with Rifts

The rifts, breaks in the space-time continuum, will be your greatest challenge. Basically, rifts block hyperspace tunnels and nodes for all spaceships.

At the start of the game, there are already **30 rifts** on the game field, some of them blocking hyperspace tunnels.

Each turn begins by determining the coordinates of another rift with the 2 coordinate dice and placing a rift on the corresponding space *(see "Coordinates" on p. 8)*.

Additional rifts may be added for various reasons. Many event cards cause additional rifts.

There can never be more than 1 rift on a space.

New rifts are always put on the game field with the black side up. This means that they have not yet been scanned. If you scan them with a SPARC during the game, they are turned over to the side printed with the technology symbol.

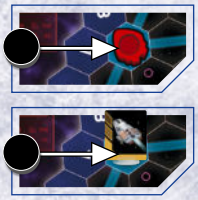
Scanned rifts cannot be scanned again, but continue to block tunnels and nodes.

In principle, new rifts are put on the game field by placing them or by filling up an area with rifts (1 space or several specified spaces). These 2 methods have different effects if an already existing rift or a space of a planet is hit *(see p. 13)*.

The following rules apply to all rifts that are newly put on the game field, regardless of the 2 methods:

If a space with free outer space is hit by a new rift, then put the rift on this spot.

If the space is a hyperspace tunnel or a node, then put the new rift on this spot. From now on, this hyperspace tunnel or node is no longer passable for any spaceships.



If a spaceship is on a node (not on a planet!) and is hit by a new rift by placing or filling up, then this spaceship may not be moved during this turn. This applies to all types and causes of movement, both for SPARCs and freighters. However, SPARCs can still perform their own actions, use their abilities, trigger effects or be affected by them, if this does not result in any movement for them this turn. Put the new rift on the node and position the spaceship on the rift. Nevertheless, the spaceship can continue its flight at the next turn.

New rifts that are put on the game field devour energy crystals that are on the space in question. These are destroyed without replacement *(see "Energy" on p. 15)*. Remove the energy crystal from the game field and return it to the supply. Put the new rift on this spot.

Rifts spread faster in nebulae. If a space of a nebula is hit by a rift, put the new rift on this spot and immediately fill up all the spaces of this nebula with rifts *(see "Nebulae" on p. 14)*.

When placing or filling up, it can happen that rifts are to be put on spaces or partially in areas outside the coordinate system. In this case, no rift is put there, and the expansion does not take place on the opposite side of the game field. Earth and exoplanets are directly protected from new rifts by planetary protection shields, but each repulse of a rift to be placed in these locations decreases space integrity by 1, but not by more than 1 per turn when rifts are placed in this way *(see p. 13 and "Space Integrity" on p. 9)*.
When filling up an area with rifts, planet spaces are omitted without further consequences *(see p. 13)*.

In the following cases there are differences between **"placing** rifts ⇨ " and **"filling up** spaces with rifts ➔ ":

The new rift hits an already existing rift
(It does not matter whether the existing rift has already been scanned or not.)

Placing the rift ⇨
The rift is left in the supply, because a second rift is never positioned on top of another. Instead, the space integrity decreases by 1, but by no more than a total of 1 per turn due to rifts placed in this way *(see "Space Integrity" on p. 9)*.

*Example: A rift is to be placed on the space with the coordinates **x1**/**y19**. Here is already a rift. Therefore, decrease the space integrity by 1. No further rift is placed.*

Filling up with rifts ➔
The rift is left in the supply, because a second rift is never placed on top of another.
Do not decrease the space integrity.

The rift hits a space of a planet

Placing the rift ⇨
Placing the rift is prevented by the planetary protection shield, however, the space integrity is immediately decreased by 1, but by no more than a total of 1 per turn due to rifts placed in this way *(see "Space Integrity" on p. 9)*.
No new rift is placed on the game field on this space.
Spaceships that are currently standing on a hit planet suffer no consequences.

*Example: The space **x20**/**y19** belongs to a planet. No rift can be placed here, but the space integrity is decreased by 1.*

Filling up with rifts ➔
The planetary protection shield prevents the space from filling up.
No new rift is placed on the game field on this space.
Do not decrease the space integrity.

Summary of the differences between placing ⇨ and filling up ➔:

⇨ When placing rifts, the space integrity can be decreased by 1, but by no more than a total of 1 per turn.

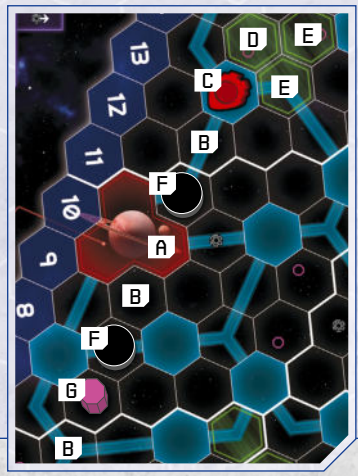
This means that the space integrity is only affected once per turn if a new rift to be placed hits an existing rift or a planet space, even if this happens several times in one turn.

➔ When filling up an area with rifts, the space integrity can never be decreased.

Rifts are only put on all the free spaces in the mentioned area, excluding planets. Where there is already a rift, nothing else happens.

There are also events that require a combination of placing and filling up. In this case, pay close attention to the wording!

There are numerous events that require filling up a certain area with rifts, whose position is defined by the "last determined coordinates". For this purpose, the results of the coordinate dice that are still out can usually be referred to, which are not necessarily identical to the last rift placed. Even if no rift was placed on these coordinates (e.g. because it is a space of a planet), the spaces mentioned are filled up with rifts starting from there and following the direction specified.



*Example: This event requires the "filling up" of 8 spaces with rifts, starting from the last determined coordinates. These coordinates had been determined in step 1 of this turn: **x2**/**y9** (A). The rift to be placed there was not laid, because it is a space of a planet. Instead, the space integrity was decreased by 1. Nevertheless, in step 3 of the turn, 4 spaces on both sides parallel to the **Y-axis** must be filled up with rifts starting from these coordinates according to the requirement on the event card:*

Put 1 rift on each of the 3 spaces (B), because there is no rift there yet.
Put 1 rift on the space (C), because there is no rift there yet, and then put the hit freighter on top of the rift. You may not move the freighter this turn.
Put 1 rift on the space (D), because there is no rift there yet, and consequently put 1 rift on each of the 2 spaces (E), because the entire nebula must be automatically filled up with rifts.
Do not put a rift on the 2 spaces (F), because there is already a rift there.
Put 1 rift on the space (G), because there is no rift there yet. Remove the energy crystal there and return it to the supply.
In principle, space integrity is not decreased when filling up, even if planets or already existing rifts are in the area to be filled up.

Nebulae

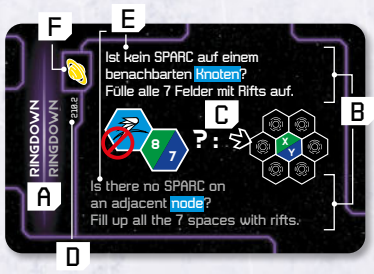
In the green nebulae, rifts spread faster: If 1 of the nebula's spaces is hit by a rift (no matter if "placed" or "filled up"), all other spaces of this nebula are immediately filled up with rifts as well.

For all SPARCs, *nebula cluster neutralisation* can be achieved on the technology tree. If 1 rift lying in a nebula is neutralised after unlocking this technology, all other spaces in this nebula are also immediately cleared of rifts, even if they lie outside the range of the SPARC. No additional energy needs to be expended for this

Events / Event Cards

In step 3 of each turn, the event (= the event card) is played and becomes the present, which is on field 1 of the Chrono-Matrix. To do this, carry out the instructions on the card and then put the card face up on top of the discard pile. Since they are moved up in the Chrono-Matrix each turn until they finally become the present, the cards lying face up on fields 2 to 4 give you a glimpse of upcoming events.

It may happen that the events or consequences mentioned on a card contradict, change, or cancel the basic rules of the game. In principle, the rules on event cards take precedence over the normal rules in such cases.



The title **(A)** names the event.

The text field **(B)** and the icon field **(C)** describe how the event is concretely implemented in the game.

The small number **(D)** is the card number. With it you can easily and quickly find a detailed description of the event in the list of cards *(from p. 27)*.

Sometimes the cards ask a question as a condition **(E)**. If the answer is "Yes", the event described below must be executed; if the answer is "No", it is averted. Pay close attention to the wording of the question. The condition must be fulfilled exactly when the card becomes the present. It is not sufficient if it is only fulfilled later in the turn.

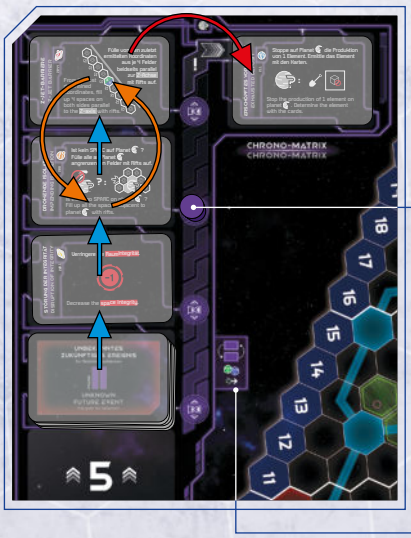
The event cards are divided into phases I to III, which is identified by the marking on their backs. Before the game starts, you must first replace 2 event cards of each phase with energy crystal cards *(see "Game Preparations" on p. 6)*. The last event is always the card *Chrono Fall*.

The planet symbol **(F)** names 1 of the 4 exoplanets. This is only relevant if the subsequent event refers to planet .

Some event cards refer to an initially undetermined exoplanet, called planet . When this card is played, check the top card on the discard pile for the planet symbol and apply it to the event. The planet symbol is therefore never related to the card on which it is printed.

Chrono-Matrix

On the Chrono-Matrix, the event cards from the draw pile are laid out face up one after the other. The events laid out allow you to look into the future, because the events move upwards with each turn. Play the top card (on field 1) in step 3 of each turn and then put it on the discard pile (**red arrow**). This event becomes the present when it is played and becomes the past afterwards.
In step 6 of each turn, move the following face-up cards upwards. Then turn over the top card from the draw pile below and put it on the now empty field above (**blue arrows**).
At the start of the game, you can only see the card to be played on field 1 and 1 more event card. If the *detection* on the chrono technology column of the technology tree progresses accordingly, you may immediately move the draw pile down 1 field and thereby lay out above 1 more event card face up in the Chrono-Matrix *(see "Chrono technology" on p. 17)*.

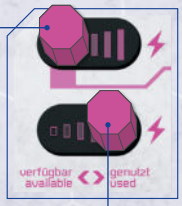


If the *conversion* progresses accordingly, you can swap cards in step 2 of your turn and thus influence the course of events (**orange arrows**).
The conversion range within which 2 cards can be swapped is indicated by the conversion marker to the right of the Chrono-Matrix. However, the conversion of 2 cards costs something: You must place an additional rift on the game field, the location of which you determine with the coordinate dice. If you want, you can use the planning aid tokens on the Chrono-Matrix, to better clarify and agree which SPARC will be used when.

Energy / Energy Crystals / Energy Crystal Events

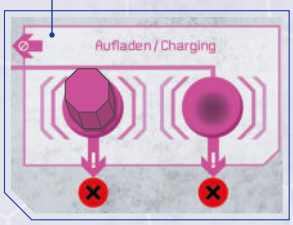
Energy crystals are the SPARCs' power plants.
Each energy crystal of a SPARC gives it 1 energy each turn. Each SPARC has 4 energy crystals at the start of the game. It can lose energy crystals but can also pick up and use up to a total of 6. This maximum number also includes the energy crystals in the charging area, so there can only be a maximum of 6 energy crystals on the entire control panel.

Your control panels allow you to control your energy consumption each turn by the position of the energy crystals. At the beginning of each turn, all energy crystals are on the left, in the available position.



For each action, move the required number of energy crystals to the right, in the used position. You end each turn in step 6 by moving all used energy crystals back to the left. Experienced captains can also skip moving the energy crystals.

All SPARCs can charge (i.e. prepare) energy crystals for the particularly effective supercharging technologies and use them later. To do this, move 1 or 2 available energy crystal(s) into the charging area on your control panel during step 4 of the turn. However, a maximum of 2 energy crystals can be charged there at the same time. The energy crystals can remain there indefinitely but can no longer be used for the SPARC's standard actions. They are charged here, which is why they are only available for the supercharging technologies from the next turn (exception: the SPARC *Hyperion* can use such energy crystals immediately for supercharge because of its individual ability). If a charged energy crystal is later used for a supercharging technology, it is "supercharged" and thus destroyed. Remove destroyed energy crystals from the control panel and return them to the supply.



There are 2 types of supercharging technologies:

1. The special abilities of each SPARC, which are shown on the right of the profile cards. These each require 1 charged energy crystal from it.
2. The additional abilities that must be unlocked on the technology tree *(see "Supercharging technology" on p. 17 and "Additional abilities" from the technology tree on p. 24)* require 2 charged energy crystals. At least 1 of these must be supercharged by the active SPARC. The second required charged energy crystal can be supercharged by another SPARC as well and is destroyed, too.

With fewer energy crystals, a SPARC also has fewer options for actions. If there is only one energy crystal left, it must not be moved into the charging area. This last energy crystal is also protected from destruction by external influences.

Via the event cards, energy crystals are positioned on specifically marked spaces on the game field. These always lie next to a node and are marked with a small energy crystal symbol to make searching easier. The SPARCs can only pick up and install energy crystals from this adjacent node. Position the energy crystals on these symbols, because then you can more easily see from where you can reach the respective energy crystal by its position to the adjacent node. Picking up an energy crystal in the SPARC is not an action and does not consume energy so a pickup can be done during a fly-by of that node. Picking up an energy crystal from a location other than the adjacent node is not possible under any circumstances. The installed energy crystal is positioned on the control panel as *used* and can therefore not be applied until the end of the turn. It is not permitted to install new energy crystals directly into the charging area of the control panels.

There can only be a maximum of 1 energy crystal on 1 space. Energy crystals lying on the game field that are met by a new rift (regardless of whether "placed" or "filled up") are forfeited and returned to the supply. Likewise, energy crystals that are to be positioned on a space where a rift already lies are also forfeited.

There are only 32 energy crystals. If, in very rare cases, the supply is empty, new energy crystals can only re-enter the game if they were returned to the supply first.

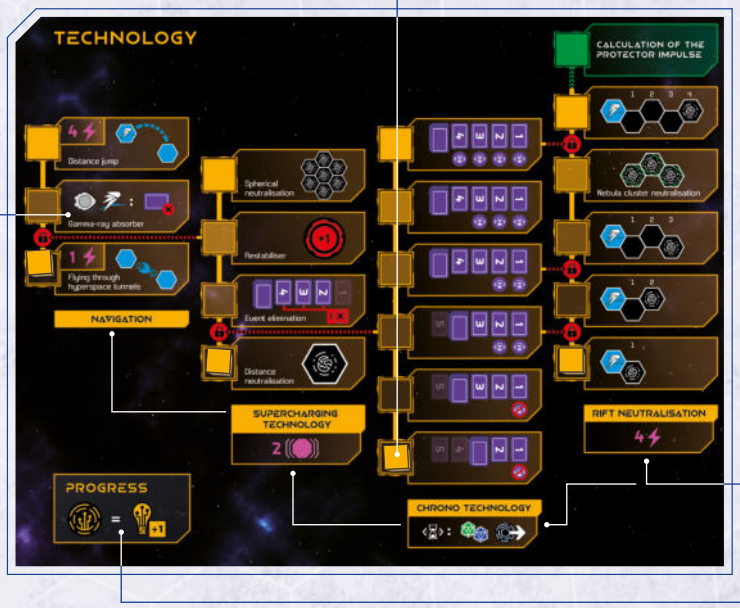
A spacecraft that is to leave the Solar System needs a huge and durable energy source.

Since it is too dark for solar cells far away from stars, the fuel must preferably be carried with the spacecraft. A suitable energy source could be based on one of the following concepts: nuclear fission as used in a nuclear power plant, nuclear fusion, in which energy is released by fusion of atomic nuclei, or annihilation of matter and antimatter, in which mass is completely converted into energy according to Einstein's formula $E = mc^2$ (see estimation question on the box).

Technology Tree

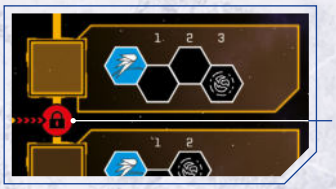
On the technology tree, **4 progress markers** indicate the technological achievements you make through your rift scans. The more progress you make here, the more effective the actions of your SPARCs will be. The abilities unlocked here are immediately valid for all SPARCs after reaching the level.

The **gamma-ray absorber** ability applies not only to the SPARCs, but also to the freighters. It is therefore additionally marked with their symbol .



The technology tree consists of **4 columns:** *navigation, supercharging technology, chrono technology,* and *rift neutralisation*.

Each time you scan a rift, you may move 1 of the markers on the 4 columns up 1 field. You may use the new ability immediately. Progress levels can never be skipped.



Some progress is only possible if certain values on another column have already been reached. These **conditions** are marked by arrows and lock symbols and must always be observed. Accordingly, at the start of the game you can only make progress in the *chrono technology* column because progress on all other columns is linked to conditions in that column.

The pink indications show how much energy a SPARC must expend to use this technology or how many charged energy crystals it must supercharge and thus destroy.

Some progresses increase the range of an ability. Others are not related to previous achievements. These remain despite the further progress that opens additional possibilities for you. Progress in a column does not mean that the abilities below it are deleted.

In order to win the game, you must have reached the top field *calculation of the Protector impulse* on the *rift neutralisation* column.

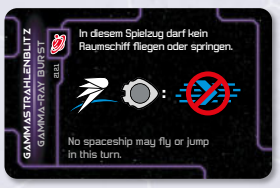
At the start of the game, the markers are on the lowest levels of the 4 columns. This means that you can already use these abilities.

The 4 Columns and the Abilities on the Technology Tree

NAVIGATION

In this column, *flying through hyperspace tunnels* is available from the start of the game. A flight from one node to the next (1 leg) costs 1 energy each *(see "Flying" on p. 23).* You must unlock the other abilities by scanning rifts:

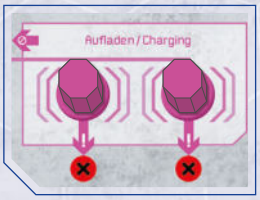
Gamma-ray absorber: This technology completely deflects the *gamma-ray burst* events for SPARCs and freighters. No energy is required for this.
If the *gamma-ray absorber* is unlocked in a turn in which the **gamma-ray burst** event was activated in step 3, the new technology progress does not prevent the blocking of movement until the next turn.



Distance jump: A SPARC can use this to jump to any free node, regardless of the distance and obstacles in between. It must expend 4 energy to do so. Jumps to planets are not possible.

SUPERCHARGING TECHNOLOGY

For the *supercharging technologies* in this column, 2 charged energy crystals must be supercharged and thus destroyed (in contrast, the SPARCs' special abilities require the supercharging of 1 charged energy crystal, *see "Energy" on p. 15)*. The activating SPARC can supercharge the 2 charged energy crystals either alone or in cooperation with another SPARC. However, it must supercharge at least 1 of the 2 charged energy crystals itself.



In this column, the ability to *neutralise a rift at any distance* is already unlocked at the start of the game.

The other abilities must be unlocked by scanning rifts:

Event elimination: Any event card already taken from the draw pile is removed from the Chrono-Matrix without consequences and put on the discard pile. Immediately refill the Chrono-Matrix up to the now empty field from the draw pile.

Restabiliser: This ability opens the possibility for each SPARC to increase the space integrity by 1 (not exceeding the starting value).

Spherical neutralisation: Select any space. Neutralise the rifts that lie on this space and the 6 spaces adjacent to it in a circle. The selected central space may also be part of a planet. None of the 7 spaces must necessarily be occupied by a rift.

CHRONO TECHNOLOGY

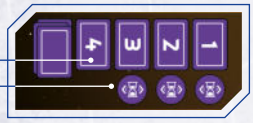
From the start, *chrono technology* allows *detection* for up to 2 fields in the Chrono-Matrix, but not *conversion*. The range of these 2 abilities can be increased by this column of the technology tree by scanning rifts.

Impact of the Technology Tree on the Chrono-Matrix:

Detection: The number of cards lying face up in the Chrono-Matrix, marked by the position of the draw pile. The more cards you have face up, the further you can see into the future and plan your actions accordingly. If this value increases due to progress, immediately move the draw pile on the Chrono-Matrix down 1 field and reveal the top card on the freed-up field above it.

Conversion: The swap of 2 event cards in the Chrono-Matrix. The range within which a *conversion* is possible is marked with the conversion marker on round spaces to the right of (or on the technology tree below) the card fields of the Chrono-Matrix. The conversion marker is moved downwards (i.e. into the future) according to the technological progress. The larger the conversion range, the more influence you have on the sequence of events and can thus reduce or even prevent their negative consequences.

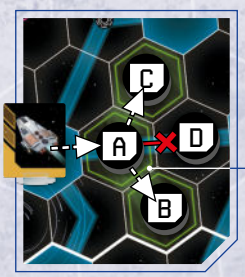
Example: With the technological progress shown here, the draw pile is on field 5, which is why the events on fields 1 to 4 are exposed (detection). This is the maximum achievable value. The conversion range, on the other hand, includes the events on fields 1 to 3. 1 more progress is required to reach the largest possible conversion range.



RIFT NEUTRALISATION

In the column *rift neutralisation*, at first it is only possible to neutralise a rift located on a space directly adjacent to the SPARC's location. Here you can unlock a step-by-step increase of the distance between the SPARC and the rift to be neutralised. This distance does not have to be measured in a straight line. Its maximum value is 4 spaces.

An intermediate step is the *nebula cluster neutralisation*, which is unlocked when the corresponding level is reached. From then on, as soon as 1 rift lying in a nebula is neutralised, all rifts in this nebula are automatically neutralised without additional energy expenditure. It does not matter if some of them are outside the neutralisation range of the SPARC *(see "Nebulae" on p. 14)*.



Example: Technological progress already makes nebula cluster neutralisation possible. Your SPARC neutralises rift A *and expends 4 energy on it. Because this rift lies in a nebula, the 2 rifts* B *and* C *are also neutralised without having to expend any further energy. Rift* D *lies outside the nebula and is therefore not affected by the neutralisation of* A.

Protector / Protector Segments / Milestones

The Protector is the gigantic space station in orbit around Earth that represents the only means by which the complete collapse of the space-time continuum can be prevented – if you activate it in time.

The Protector is at the bottom right of the game board. There are 13 slots on the Protector, divided into 3 segments with 4 different resource slots each and 1 centre with 1 slot for 1 *aurecurium*. All these slots must be filled with the 13 matching resources. When a freighter unloads a resource on Earth, immediately put it in a matching slot of the Protector and thereby install it. You can fill the slots in any order. The position of a resource may not be changed once it has been installed.

Milestones are extraordinary unique actions that can help you in difficult situations. Each milestone can only be played once. The card is then discarded. You may play milestones at any time you choose, regardless of the active SPARC. However, you may not use it to interrupt any event and its consequences.

In an introductory game, all 7 milestones are available to you from the beginning for one-time use each. The Protector segments are installed directly at the centre from the start of the game and the milestone symbols are covered.

You may only apply a maximum of 3 milestones. You must first acquire them: When you have filled a Protector segment with all the 4 required resources, you may take 1 milestone card of your choice. To indicate that you have acquired this milestone, slide the completed segment to the centre and install it on the Protector. This way you cover the milestone symbol. Under no circumstances can this segment be moved back to reveal the milestone symbol. If a resource is removed from a completely filled Protector segment due to a disaster and later reinstalled, you will not be able to acquire the milestone again. To win the game, the position of the segments is irrelevant. This only serves to mark the acquired milestones. The decisive factor for victory is that all 13 resources have been installed in the Protector.

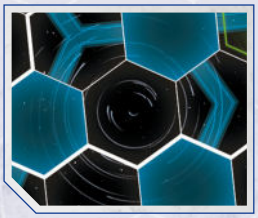
Level of Difficulty

If you want, play an introductory game under the following simplified conditions:

- You do not have to win any milestones, but instead receive all 7 milestones for one-time use from the beginning. Position the 3 Protector segments directly on the centre from the start of the game.
- The starting value of the space integrity is 12.
- The disasters that are triggered via the space integrity scale are omitted so the disaster triggers are not needed.
- There is no need to find a suitable freighter for the *aurecurium* on *Awasis* and/or *Cruinlagh*. You can fly to these exoplanets with any freighter from the start without prior exploration by a SPARC and load the resource. Therefore, the freighter tiles are not required. However, the hyperspace tunnels in front of these planets must first be cleared of rifts to enable the passage of the freighter.

Ringdown

The 3 spaces **x17/y6**, **x8/y7**, and **x17/y16** are associated with the 3 corresponding *ringdown* events and are otherwise free space. In such an event, you must fill up the mentioned space and the 6 adjacent spaces with rifts. This is indicated on the game field by the circular distortion of the stars on each of the 7 spaces. A *ringdown* can be averted by the presence of a SPARC on a node adjacent to the mentioned space when the event becomes the present. It is not enough if a SPARC arrives at one of the nodes later in this turn.



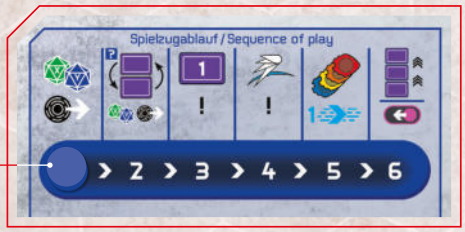
SEQUENCE OF PLAY

All captains take their turns clockwise one after the other. Each captain performs the 6 steps of their turn. After that, the next captain's turn begins. Whoever last watched a science fiction film or series starts first.

A turn always consists of the following 6 steps, the order of which must be strictly adhered to:

1. Determine and place 1 new rift.
2. Conversion: Swap 2 events in the Chrono-Matrix (optional and only permitted when the necessary technological progress has been achieved).
3. Execute the event on field 1 of the Chrono-Matrix.
4. Actions of the own SPARC according to available energy: Fly / scan rift / neutralise rift / additional, individual, and/or special abilities if applicable.
5. Move the freighters forward.
6. Fill up empty fields in the Chrono-Matrix with event cards. Reset energy crystals and the sequence of turn marker.

If you like, you can follow the sequence of turn with the help of the marker on the SPARC control panel. Especially in the first few games you should take advantage of this!



This is a cooperative game. You can talk about your plans and reactions at any time. However, the player whose turn it is has the final say.

1. Determining and Placing a New Rift

Roll the 2 coordinate dice at the same time. Both together define the position of a certain space *(see "Coordinates" on p. 8)*.

Take 1 rift from the supply. It should now be placed on the space with the coordinates determined. *To find out how to place a rift and what the differences are between "placing" and "filling up", see "Rifts" from p. 12.* Immediately carry out the consequences of placing the rift. It can happen that this causes further rifts, that the space integrity must be decreased, that spaceships are prevented from executing their actions, and much more.

Note: Always leave the dice with their result unchanged until they are used again, as it often happens that an event refers to the last determined coordinates.

2. Swapping Events in the Chrono-Matrix (*Conversion*, optional)

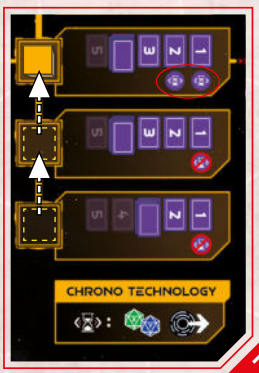
The Chrono-Matrix allows you to look at events in the future (*detection*). Before you play the event on field 1 in the following step 3 of the turn (and it becomes the present), starting with the second progress in the *chrono technology (see "Chrono technology" on p. 17)* you can convert, i.e. swap, exactly 2 of the events lying open in the Chrono-Matrix *(see "Chrono-Matrix" on p. 14)*. The 2 events must lie within the conversion range, but not necessarily directly adjacent. You may neither remove nor cover the 2 selected cards, but only swap their positions. You are also not allowed to move any other cards.

There is no obligation to perform a *conversion*: The swap in the Chrono-Matrix is optional. You may only perform a maximum of 1 *conversion* per turn.

If you want, you can use the planning aid tokens on the Chrono-Matrix, to better clarify and agree which SPARC will be used when.

2 conditions must be met for a possible *conversion*:

1. At least 2 progresses must have been made in the *chrono technology* column of the technology tree and the conversion marker must be at least next to field 2 of the Chrono-Matrix. It is possible to look into the future through the event cards laid out at a lower technology level, but a swap is not yet allowed.



2. Only cards that are within the conversion range may be swapped. The technological progress specifies up to which event in the future a swap can be made. In the Chrono-Matrix, this range is marked by the conversion marker next to the cards. Move this marker 1 space further down (i.e. into the future) as soon as you progress the technology through rift scans in such a way that this value is increased. The conversion range does not always have to be used to the maximum: You may also swap cards that are not at its maximum extent. This also means that the top card does not necessarily have to be swapped. Exactly 2 cards are always involved in the *conversion*, never more, never less.

Since *conversion* is an intervention in the timeline, its use is not without cost and risk:

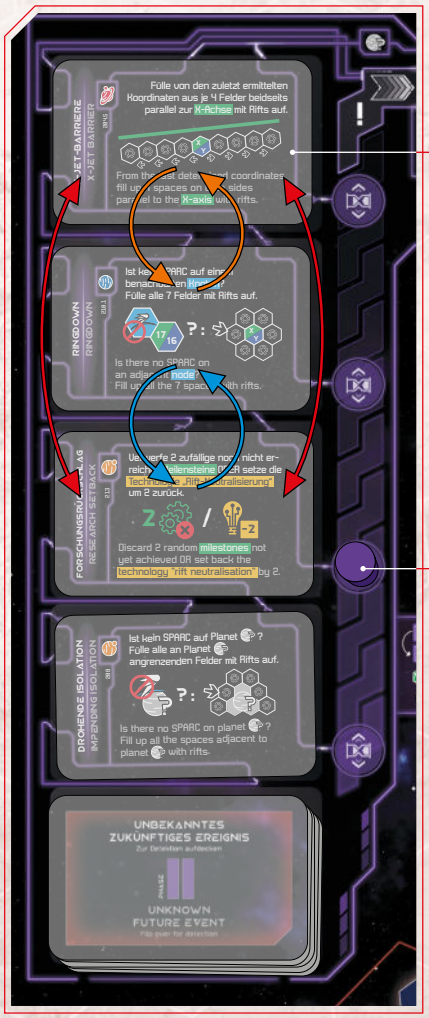
For each *conversion*, 1 new rift must be placed on the game field.
You determine its position with the 2 coordinate dice.

Exception: The SPARC *Themis* does not have to place a rift for a *conversion* due to its individual ability.

Important: This is not the same as placing a new rift in step 1 of each turn, but rather means an additional roll of the dice and placement, which may result in a decrease of the space integrity!

The exact sequence within this second step of the turn is:

a) Swap positions of the 2 selected cards in the Chrono-Matrix.
b) Determine coordinates with the 2 coordinate dice.
c) Place a rift on this space.
d) If necessary, carry out the consequences of the new rift, e.g. fill up a nebula with more rifts, decrease the space integrity, etc. *(see "Rifts" from p. 12).*
e) Continue to step 3 of the turn: Execute the event on field 1.



Example: The conversion marker is next to field 3 of the Chrono-Matrix, i.e. the conversion range extends over fields 1 to 3. This is the state reached by this progress on the technology tree:

*The X-jet barrier event card on field 1 would be executed in the next step of your turn. It represents a threat to you that you could move into the future by converting it, where it might do less damage. You have the option of swapping it for the card on field 3 (**red arrows**) or for the card on field 2 (**orange arrows**).*

*It is also possible to swap the cards on fields 2 and 3 (**blue arrows**).*

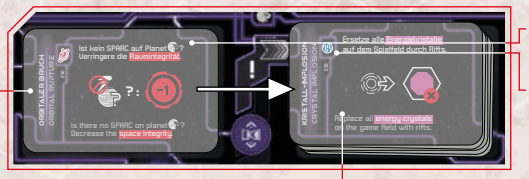
The card on field 4 lies outside the conversion range and is not eligible for conversion. The draw pile is always outside this range.

In the game, the Chrono-Matrix allows you to predict the future and change the sequence of events. The future can also be predicted in reality.

Its precision, however, depends on how complex the processes are. For example, we can calculate where the planets will be in 10000 years' time, but not what the weather will be like next month. In contrast, it is impossible to change the sequence of events, as this sequence depends on the observer. For example, the following situation could occur: A spaceship orbiting Awasis observes a nearby supernova. Later, it detects a gamma-ray burst near the distant exoplanet Cruinlagh. For a space probe in the vicinity of Cruinlagh, however, the events are different. For this space probe, the gamma-ray burst takes place before the supernova.

3. Executing the Event on Field 1 of the Chrono-Matrix

Execute the **event on field 1** of the Chrono-Matrix with all its consequences as described on the card. This makes the event the present. Then put the card face up on top of the **discard pile** to the right (past). Field 1 remains empty until step 6 of your turn.



If an event refers to **planet** ?, the planet is determined by the **planet symbol on the top card of the discard pile**.

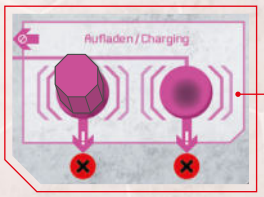
For further details see "Events" on p. 14.

The SPARC *Themis* can apply its special ability here. In this case, the event from field 1 is placed on the discard pile without any consequences.

4. Actions of Your SPARC

You may now carry out your own actions with your SPARC.

Almost every action consumes energy *(see "Energy" on p. 15)*. Energy is provided to your SPARC by the built-in **energy crystals** each round. Each energy crystal that is not in the charging area on the control panel provides 1 energy ⚡ per round.



Energy crystals in the **charging area** do not provide energy and can only be used for the supercharging technology. They also cannot be retrieved from there.

On the SPARC control panel, you can see in the **energy demand** area how much energy is needed for the standard abilities of flying, scanning rifts, and neutralising rifts.

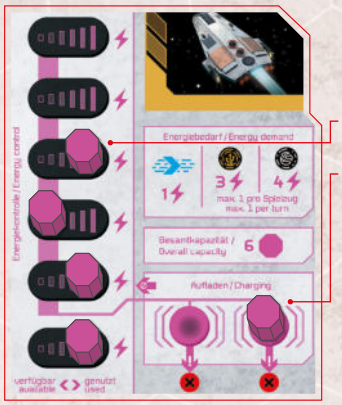
Picking up and installing new energy crystals is not a separate action. Energy crystals can only be picked up from the adjacent node, which can be done during a fly-by of that node. Put newly installed energy crystals immediately on the *used* position. They are not available until the next turn. Installation directly in the charging area is not allowed.

There are 4 types of abilities that each SPARC can use to perform actions:
1. Standard abilities
2. Additional abilities from the technology tree
3. Special abilities
4. The individual abilities of the SPARCs *Eos* and *Janus*

The order of the actions (of any kind) is not predetermined. Apart from flying, you may only perform each action once in a turn, even if there is enough energy for a second time.

It is not a must to perform actions. The energy available in a turn does not have to be used completely. Unused energy is forfeited after that turn. It may not be collected for a later turn or transferred to other SPARCs.

To keep track of the energy already used and what is still available in each turn, you should move energy crystals in the spaces on the control panel of your SPARC from *available* (left) to *used* (right) according to the energy consumption of each action. At the end of each turn (in step 6), move all energy crystals except those in the charging area back to the left.



*Example: There are currently 5 energy crystals installed in your SPARC. You have already used 3 of them and then moved them **to the right**. Another 1 energy crystal is in the **charging area** and does not provide any energy for your actions. Therefore, 1 energy is still available for this turn. You could use this to fly or move the energy crystal to the charging area as well.*

If your SPARC was hit by a new rift during this turn *(see "Rifts" on p. 12)*, it may not fly until the end of this turn. However, you can still perform other actions, use abilities, trigger effects or be affected by them, if this does not result in any movement of the SPARC (exception: the *hyperspace distortion* disaster must still be executed if necessary).
This restriction only applies until the end of the turn in which the SPARC was hit by a rift.

Overview of All Action Options

Important: All abilities except flying are allowed only once per turn.

1. Standard abilities:

- ***Flying***
  (allowed several times per turn)

  Range: only limited by the available energy

  Energy demand: 1 energy per leg travelled

- ***Scanning a rift***

  Range: only a maximum of 1 space within the radius of the SPARC's location

  Energy demand: 3 energy

- ***Neutralising a rift***

  Range: initially only on spaces directly adjacent to the SPARC's location, later up to 4 spaces away in a radius depending on technology progress

  Energy demand: 4 energy

2. Additional abilities from the technology tree
(see "Technology Tree" on p. 16)

- from the NAVIGATION column
  - ***Flying through hyperspace tunnels***
    (possible from the start of the game, corresponds to the standard ability flying, *see above*)
  - ***SPARC distance jump***
    Energy demand: 4 energy

- from the SUPERCHARGING TECHNOLOGY column

  Energy demand: 2 charged energy crystals must be supercharged (and thus destroyed).
  The activating SPARC can apply the 2 charged energy crystals either alone or in cooperation with another SPARC. However, it must contribute at least 1 of the 2 energy crystals itself.
  - ***Neutralising a rift at any distance***
    (possible from the start of the game).
  - ***Event elimination***
  - ***Restabiliser***
  - ***Spherical neutralisation***

- from the RIFT NEUTRALISATION column

  Energy demand: 4 energy
  - ***Neutralise a rift*** that is directly adjacent to the SPARC
    (possible from the start of the game, corresponds to the standard ability neutralising a rift, *see above*).
  - ***Neutralisation at 2 spaces distance***
  - ***Neutralisation at 3 spaces distance***
  - ***Nebula cluster neutralisation***:
    In future, as soon as 1 rift lying in a nebula is neutralised, all rifts in this nebula will be neutralised automatically without additional energy expenditure.
  - ***Neutralisation at 4 spaces distance***

3. Special abilities of some SPARCs
(Detailed description on the SPARC profile cards on the right)

The SPARCs *Daedalus*, *Eos*, *Pallas*, *Chiron*, *Tyche*, *Hyperion*, and *Janus* have special abilities that can be performed as an action at this point.

Energy demand: 1 charged energy crystal must be supercharged (and thus destroyed).

4. Individual abilities of the SPARCs *Eos* and *Janus*
(Detailed description on their SPARC profile cards on the left)

Energy demand: none

Detailed Description of the Action Options

1. Standard abilities

• ***Flying:***

You move your SPARC on the game field from node to node (or from/to a planet) via the hyperspace tunnels. It does not matter how many hexagonal spaces are crossed, because the distances between the nodes are different. The flight from one node (or planet) to another that is directly connected to it by 1 hyperspace tunnel is 1 leg and requires 1 energy each. A whole planet is also treated as 1 node.

The entire path between the start and destination of each flight must be completely free: The hyperspace tunnels, the destination node, and possibly nodes flown through on the way must be free, i.e. no other spaceship or rift may be situated there. Other spaceships may only stand on destination planets or on planets that are flown over on the way, as long as at least 1 of the 3 (for exoplanets) or 1 of the 6 (for Earth) planet spaces is still free. A nebula is not an obstacle for a crossing if it is not covered with rifts.

Example: Your SPARC can reach nodes A, B, or C if it expends 1 energy each time (1 leg).

The way to node D is blocked by rifts.

Example: Your SPARC can reach nodes B and C if it expends 2 energy to do so (2 legs).

The way in the other direction is blocked by a freighter.

The SPARC can also stop on A and only expend 1 energy for this (1 leg).

Travelling to other stars is a major challenge, as the distances are incredibly vast. The two Voyager space probes are so far the only human-made objects to have left the Solar System, which took them 35 and 41 years, respectively. At the speed of light, it would only take 17 hours to travel the same distance, but only light can travel that fast. The hyperspace tunnels used in the game to bridge the distances of several light years are more fiction than science.

• ***Scanning a rift:***

Each time you scan a rift, you unlock a progress on the technology tree.

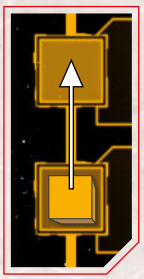
In principle, you can only scan rifts that are directly adjacent to the location of your SPARC (exception: the SPARC *Daedalus* has the individual ability to scan in a distance of up to 2 spaces).

In the rare case that your SPARC was hit by a rift and is directly on top of it, you can also scan this rift.

Each SPARC can scan 1 rift per turn. Scanning more than 1 rift at a time or in 1 turn is not possible (exception: The SPARC *Deadalus* can scan another rift with its special ability additionally to the standard action). SPARCs must expend 3 energy to scan.

When you scan a rift, turn the rift over on the game field so that the side with the technology symbol is visible.

Then move the progress marker on 1 of the 4 columns of the technology tree 1 field higher. When doing this, you must observe the conditions for some progresses *(see "Technology Tree" on p. 16)*. A new ability unlocked in this way is immediately available for everyone.



A rift that has already been scanned cannot be scanned again. Furthermore, it has no special properties compared to a non-scanned rift.

Example: Have your SPARC scan a rift. The 2 rifts marked with ✔ are located on spaces, adjacent to the location of the SPARCs.

So, your SPARC may scan 1 of these 2 rifts, but must expend 3 energy to do so and thus makes 1 progress on the technology tree.

The rift ✕ is already scanned and must not be scanned again.

The rifts marked with ✕ are too far away for a scan.

Exception: The SPARC Deadalus could also scan 2 of these rifts marked with ✕ due to its individual ability.

• ***Neutralising a rift:***

Neutralising a rift with a SPARC means removing the rift from the game board and returning it to the supply. This space is then free again. Any hyperspace tunnels or nodes on this space can be used again. Generally, you can only remove 1 rift per neutralisation, but certain effects or abilities can neutralise other rifts connected to the first one at the same time.

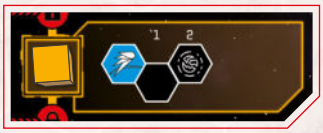
It makes no difference whether a rift to be neutralised is already scanned or not. If you neutralise a scanned rift and remove it from the game board, you do not have to undo progress on the technology tree.

Neutralising always costs 4 energy ⚡ (exception: the SPARC *Pallas* only consumes 3 energy ⚡ when neutralising thanks to its special ability). The distance between the SPARC and the rift to be neutralised is irrelevant for the energy consumption of the action. It is also irrelevant whether only 1 or several rifts are removed due to special effects (e.g. in nebulae).

SPARCs can initially only neutralise rifts that are located on a space directly adjacent to their current location. As technology progresses on the *rift neutralisation* column, this maximum range increases up to 4 spaces. In the rare case that your SPARC was hit by a rift and is directly on top of it, you can also neutralise that rift.

Other spaceships, nebulae, energy crystals, or rifts between the SPARC and the rift to be neutralised do not hinder neutralisation.

*Example: Your SPARC is to neutralise a rift from its location **x4**/**y19**. The current neutralisation range according to the technology tree is 2 spaces.*



In this range are 3 rifts (marked with ✔), 1 of which is scanned, but this has no meaning when neutralising.

The SPARC can neutralise 1 of these 3 rifts this turn. It must expend 4 energy to do so. The rifts marked with ✖ are too far away for neutralisation at the current technological progress.

As soon as the *nebula cluster neutralisation* is reached in the rift neutralisation column of the technology tree, all rifts in a nebula will be neutralised automatically as soon as 1 of them is neutralised *(see "Nebulae" on p. 14)*.

2. Additional abilities from the technology tree

Each progress on the technology tree enables new possibilities for all SPARCs. Many of the progresses mean an improvement in a standard ability or in the ability to intervene in the future through the Chrono-Matrix. The *SPARC distance jump, event elimination, restabiliser,* and *spherical neutralisation*, on the other hand, can be used to unlock independent abilities that require varying amounts of energy or the supercharging of charged energy crystals. They can be used as an action of the SPARC at this point of the turn.

All abilities are presented in detail under "Technology Tree" from p. 16.

The additional abilities unlocked in the *supercharging technology* column of the technology tree for all SPARCs cost 2 charged energy crystals ◉ each. These 2 charged energy crystals can be supercharged by the SPARC whose turn it is, or by 2 SPARCs together. However, the SPARC whose turn it is has to be involved.

3. Special abilities

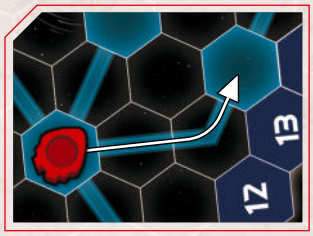
Each SPARC has a special ability that is explained on the right side of its profile card. This special ability is a supercharging technology because it costs the SPARC 1 charged energy crystal ◉, which is supercharged and thus destroyed. The special abilities of some SPARCs, because they are an isolated action, can also be performed at this point in the turn. This is the case with the SPARCs *Daedalus*, *Eos*, *Pallas*, *Chiron*, *Tyche*, *Hyperion*, and *Janus*. *For further details, see "Spaceships" on p. 10.*

4. Individual abilities of the SPARCs *Eos* and *Janus*

The individual abilities of the SPARCs *Eos* and *Janus* are also used like an action in this step of the turn, but without the need to expend energy. The individual abilities of the other SPARCs influence the game in other ways.

5. Advancing the Freighters

You may now move all freighters forward by a maximum of 1 leg each. It does not matter how many spaces you cover, because the distances between the nodes vary. The decisive thing is: Each freighter may cover 1 leg per turn, which is a flight from one node (or planet) to another directly connected to it by 1 hyperspace tunnel. A whole planet is also treated as 1 node.



The order in which you advance the freighters is arbitrary. In many cases the order is irrelevant. However, when the spaceships approach each other, they will block each other's paths. In that case, the decision of their order can be important.

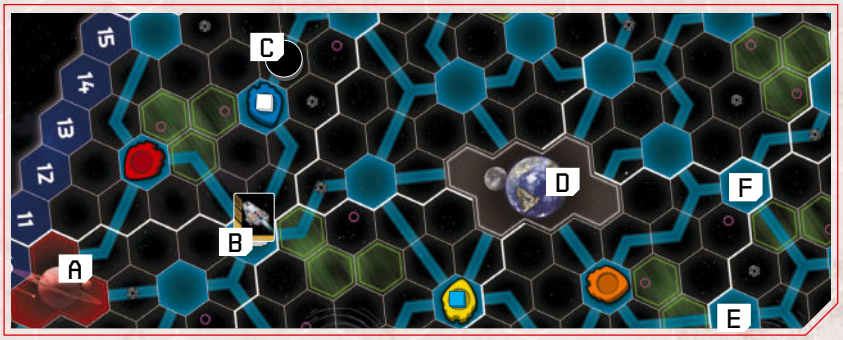
Suggestion: *If you want to keep track of which of the 4 freighters you have already moved in your turn, you can turn the freighter tokens in your direction when you move them and always see which freighter has not yet been moved.*

As with flying SPARCs, the entire path between the start and destination of a flight must be completely free. The hyperspace tunnels, the destination node (and nodes you fly through in certain events) must be free. No other spaceship may stand there, and no rift may lie there. Only on planets may there be several spaceships, as long as at least 1 of the 3 (for exoplanets) or 1 of the 6 (for Earth) planet spaces is still free. A nebula is not an obstacle as long as it is not covered with rifts.

You can also refrain from moving specific, or all freighters. This can be useful to avoid obstructing each other. Unused steps are forfeited. You may not transfer them to other freighters or to the next turn.

You can also let a freighter wait unloaded on its exoplanet, e.g. until a decision has been made as to what cargo would be useful currently.

The desired path for a freighter will occasionally be blocked by rifts or other spaceships. In that case it must divert or wait until the path is clear again. It is one of the essential tasks of the SPARCs to keep the freighters' flight paths clear of obstacles in order to maintain the supply of resources to Earth.

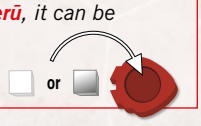


*Example: The **red** freighter is empty and on its way back to its exoplanet **Kererū** (A). It is heading there to be reloaded.*
*The **blue** freighter is loaded and on its way to Earth. It cannot be moved because both possible paths are blocked by a SPARC (B) and a rift (C).*
*The **yellow** freighter is loaded and on its way to Earth. It moves to Earth (D) to be immediately unloaded there.*
*The **orange** freighter is empty and on its way to its exoplanet **Trimobe** (to the right, not in the picture). It can choose whether to fly over E or F.*

Loading the freighters at their associated exoplanets

As soon as an empty freighter reaches its exoplanet, you load it with 1 resource from the supply. You may only choose resources that are produced on this exoplanet, which is indicated by the resource deposit field on each exoplanet. A resource whose field is covered after an event can no longer be loaded by the freighters. Loading is not a separate action. Freighters can only load resources on the exoplanet associated with them.

*Example: When the **red** freighter arrives on its planet **Kererū**, it can be loaded with restatium or megargentium.*



When a SPARC has reached 1 of the 2 outer exoplanets *Awasis* or *Cruinlagh*, you will find out which freighter can also fly to this exoplanet and load the *aurecurium* produced there by uncovering the freighter tile lying face down.

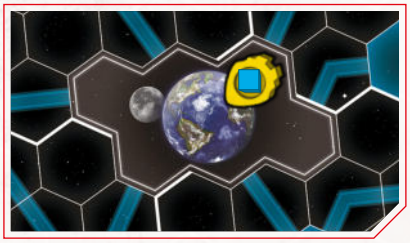
In an introductory game, each of the 4 freighters can also approach the 2 outer exoplanets *Awasis* and *Cruinlagh* and load the *aurecurium* mined there.

Unloading the freighters on Earth

When a loaded freighter reaches Earth, you immediately take its resource from the hold and install it in a free slot for that resource in the Protector. A resource may only be installed on suitably marked slots. If, despite this, more of a resource is delivered than slots available, the surplus delivery is forfeited and returned to the supply. In this case, the planning during loading was bad, because the freighter made its journey in vain. Unloading is not a separate action. In the next turn, the freighter then sets off unloaded on its way back to its exoplanet.

Freighters can only unload resources on Earth, nowhere else. However, they can eject loaded resources into space at any time. An ejected resource expires and returns to the supply.

Certain events or milestones allow a freighter or all freighters to take additional steps. In this case, loading or unloading does not end the turn for a freighter. You can move it the remaining legs after loading.



Example: The yellow freighter has reached Earth loaded with xynodium. The xynodium is taken out immediately and installed in a free slot for xynodium in the Protector.

6. Ending the Turn

Move all cards already taken from the draw pile up 1 field in the Chrono-Matrix.

Turn over the top card from the draw pile (if it is not already face up on the pile) and lay it out face up in the free field above *(see "Chrono-Matrix" on p. 14)*.

Move all the energy crystals on your SPARC control panel (not the energy crystals in the charging area!) back to the left. Move the sequence of turn marker back to position 1. The next captain clockwise takes their turn.
In a solo game, your next turn starts immediately.

HINTS

1. It can be useful to voluntarily refrain from moving a spaceship, e.g. in order to prevent blocking another spaceship in other turns.

2. Use the possibility to look into the future with the Chrono-Matrix. Always have an eye on when an upcoming event will occur and decide early on which events should be swapped. It is best to read the cards as soon as they are revealed instead of waiting until they become the present.

3. At the start of the game, there are not yet many blocked hyperspace tunnels and other circumstances that require the immediate intervention of the SPARCs. You should use this time to scan as many rifts as possible and progress the technology. There will be little time for that later.

4. Choose carefully when to select and use certain milestones. Milestones are often the only way to get out of threatening situations.

5. Remember that you can change the reference planet of an event card that refers to the planet by using a *conversion* in the Chrono-Matrix

6. You cannot do much with little energy so quickly collect energy crystals.

7. As an aid to planning future turns, it is possible to mark the positions of energy crystals that will appear in the future with the game tokens on the game field as soon as an energy crystal event card is revealed. However, to indicate that these energy crystals do not yet exist, they should be laid on the side. When the corresponding event becomes the present, they can then be uprighted.

GAME CARDS

You can find a detailed explanation of all playing cards in the following. Updates will be posted online at **www.ornament-games.com**, where you can also find all cards sorted by their number.
You do not need to read this chapter before playing. It is intended for reference in the event of uncertainties.

101 SPARC *Daedalus:* The special ability of the *Daedalus* can be particularly useful in combination with the SPARC *Janus*. Both abilities of the *Daedalus* can also be applied to anomalies from scenario [N].

102 SPARC *Eos:* The *Eos* can use the additional leg it gains from its individual ability as an extension of a normal flight or separately as an isolated action. You may not use this distance to extend a *SPARC distance jump*.

103 SPARC *Pallas:* The special ability only works on rifts located on nodes or tunnels with the **Y-value** of its location, not on rifts in free space.

104 SPARC *Chiron:* The individual ability of the *Chiron* is only triggered if the *Chiron* itself has caused the neutralisation. The application of milestones does not count towards this. By applying the *Chiron's* special ability to 3 rifts, you automatically trigger the individual ability of this SPARC. Since planets are treated as 1 big space, you can apply the *Chiron's* special ability from a planet to all rifts that are located in the neutralisation radius around the entire planet.

105 SPARC *Themis:* You must use the individual ability in step 2 of a turn and the special ability in step 3. An event eliminated in this way is put on top of the discard pile without consequences and is not replaced.

106 SPARC *Tyche:* The individual ability only prevents decreases in space integrity that are directly caused by events (recognisable by the symbol on the event card). It cannot block the decreasing of space integrity caused by the placement of a rift. Moving disaster triggers through the *Tyche's* special ability does not eliminate the disaster, but merely moves its occurrence to another level of space integrity. Disaster triggers that have been shifted to the value 0 in this way can no longer trigger a disaster. If disaster triggers are stacked, the disasters may have to be executed directly one after the other.

107 SPARC *Hyperion:* When you search the discard pile for a suitable energy crystal card for the special ability, you may not change the order of the other cards in the pile. Since the *Hyperion's* individual ability allows it to use charged energy crystals in the current turn, there exists no limitation to 2 energy crystals to be moved into the charging area. After energy crystals have been moved into the charging area and have been supercharged, further crystals can be charged. Even on the *Hyperion* the last energy crystal on the control panel cannot be charged or destroyed in other ways.

108 SPARC *Janus:* Both abilities apply to SPARCs and freighters. The individual ability's condition that the other spaceship as well as the *Janus* itself must be directly adjacent to a scanned rift does not apply to its special ability. Both abilities can be executed in step 4 of your turn.

201.1-2 *Axial Weakness:* Determine the **X-value** or the **Y-value** with the respective coordinate die.

202 *Growing Threat:* Use the dice to determine 3 pairs of coordinates and place the rifts.

203 *Danger to Earth:* Since the **X-value** is fixed at 10, you only need to roll the **blue coordinate die** 4 times to find the complete coordinates of the 4 rifts.

204.1-9 *Jet Barrier:* The event refers to the last coordinates determined (i.e. usually to the results of the coordinate dice that are still out), which is not necessarily identical to the last rift placed. Even if no rift was placed on these coordinates (e.g. because it is a space of a planet), the spaces mentioned are filled up with rifts starting from there and following the direction mentioned.

205.1-3 *Jet Barriers:* This event is similar to event 204, but instead of using the last determined coordinates, 3 times new coordinates are determined. Only the 2 directly adjacent spaces are affected by the filling up.

206.1-4 *Déjà-vu:* First return the top card from the discard pile on top of the draw pile, from where it is subsequently pushed up again through the Chrono-Matrix. Since the event on this card is already known, it can remain face up. Then discard the *déjà-vu* card as usual. *Déjà-vu* is possible for both negative and positive events (including *energy crystals*).

207.1-4 *Time Jump:* First put this card on top of the discard pile. Then put the card from field 2 of the Chrono-Matrix on top of the discard pile without performing its event. Immediately afterwards, refill the Chrono-Matrix up to and including field 2 from below. Only 1 card is revealed from the draw pile! The usual complete refilling of the Chrono-Matrix up to field 1 takes place at the end of the turn. The *time jump* is applicable to every event except *Chrono Fall.*

208 *Impending Isolation:* Fill up all spaces directly adjacent to the planet with rifts. The planet is no longer accessible for the time being. If there is at least 1 SPARC on this planet at the time of activation, the card has no consequences.

209.1-2 *Disruption of Integrity:* You must execute this event even if another decrease in space integrity has already occurred this turn. You must execute any resulting disasters immediately.

210.1-3 *Ringdown:* The affected spaces are marked on the game field *(see "Ringdown" on p. 18)*. To defend against this event, a SPARC must be on a node directly adjacent to the named space of the *ringdown* when the card is activated.

211 *Exhausted Deposit:* Take the 2 cards of the elements that are produced on the exoplanet in question. Draw 1 card from them face down and cover the element determined in this way with a production stop tile. The second deposit of this element on another exoplanet remains unaffected. A resource already loaded in the associated freighter is preserved. If this event affects the same element for the second time due to *déjà-vu*, this can lead to the game no longer being winnable. If the same exoplanet is affected twice, it automatically loses all its production capabilities.

212.1-4 *Gamma-Ray Burst:* The flight and jump prohibition caused by this event applies to freighters and SPARCs for the entire turn. *SPARC distance jumps* and spaceship movements caused by milestones or SPARC abilities are also affected. If the *gamma-ray absorber* technology has been developed, *gamma-ray bursts* have no consequences. If the *gamma-ray absorber* is unlocked in a turn in which the *gamma-ray burst* event was activated in step 3, the new technology progress does not prevent the blocking of movement until the next turn.

213 *Research Setback:* **CHOOSE:**

Draw 2 cards face down from the deck with the milestones that have not yet been reached. These milestones cannot be reached in the future.

OR

Reset the technology *rift neutralisation* by 2. If the progress marker is only on the first or second level, you can still choose this option. The marker is then moved on the lowest level or left there.

214 *Exponential Spread:* Extend each strip of at least 5 rifts lying in a straight line at both ends by placing more rifts. It does not matter whether the strip follows the **X-**, **Y-**, or **Z**-direction. Strips can also be directly parallel or cross each other. Extend only those strips that already fulfilled the condition before the event and not those that are created by this event in the required size.

215 *Worsening of the Situation:* **CHOOSE:**

Immediately execute the top card from the disaster card pile and discard it immediately afterwards.

OR

All energy crystals from the board go back into the supply. Resonance crystals from scenario R are not affected by this.

216 *Orbital Rupture:* If there is no SPARC on planet P, immediately decrease space integrity by 1. If this results in a disaster, execute it immediately afterwards.

217 *Chrono Divergence:* When this event is activated, it is advisable to first position the card across the draw pile as a reminder until the top card is pushed face down into the Chrono-Matrix at the end of the turn. Only turn the face-down card over when it becomes the present and can no longer be turned away. Before that, you can move, convert, and eliminate it as usual.

218 *Hopeless Situation:* If the freighter belonging to the planet P is not on any planet at the time the card is activated, fill up all 6 spaces directly adjacent to its location with rifts. Its space is not affected.

219 *Crystal Implosion:* Replace all energy crystals on the game field with rifts. If the affected spaces are in nebulae, fill up these completely with rifts. The event only applies to energy crystals, not to resonance crystals from scenario R.

220 *Danger from Clusters:* Count the rift clusters, i.e. connected groups of at least 5 rifts each. If there are 3 clusters or more, decrease the space integrity by 1.

299.1-12 *Energy Crystals: See "Energy" on p. 15.* If there is already a rift on a space where an energy crystal is to be positioned, it remains in the supply. If this event becomes the present twice by a *déjà-vu*, 2 crystals are never positioned on 1 space. However, energy crystals that have already been picked up are positioned again.

301 *Restructuring:* Immediately increase the space integrity by 2. If a value is reached or exceeded by which a disaster was previously triggered, the associated disaster trigger is not reset, and no disaster is triggered.

302 *Freighter Boost:* All freighters can be moved independently of step 5 of the turn.

303 *Research Boost:* You can make the 2 progresses on 1 column or spread it across 2 different columns of the technology tree. The conditions required to reach some levels remain valid.

304 *Crystal Growth:* You can position the 2 energy crystals on 2 free of the 4 named spaces. They can be picked up by SPARCs from Earth. If only 1 or none of these 4 spaces is free of rifts, only 1 or no energy crystal can be positioned. In scenario V, the energy crystals laid by this milestone (unlike the others) are not temporary, but exist permanently as in the base game.

305 *Freighter Jump:* This milestone is independent of step 5 of the turn. The destination of the jump must be a free node, regardless of the distance and any obstacles in between. Planets are thus excluded.

306 *Nebula Neutralisation:* Select 2 nebulae and neutralise all rifts within them.

307 *Axial Neutralisation*: Neutralise all rifts with the same **X-value** as the selected SPARC. Under the condition of the corresponding technology progress, this can neutralise further rifts in nebulae.

401 *Underestimated Risk:* The game ends in defeat if all 96 remaining rifts are on the game field.

402 *Ringdown Phenomenon:* If a nebula is hit in this disaster, fill up the entire nebula with rifts as usual.

403 *Limited Options:* Randomly draw 2 milestones and discard them. They cannot be used in the future.

404 *Immature Technology:* All energy crystals currently in the charging areas of the control panels of all the SPARCs are returned to the supply.

405 *Axial Collapse:* Both **Y-values** of planet P are used for this disaster.

406 *Construction Error:* Determine the resource by drawing from the element card deck. You are free to choose which resource of this element is removed from the Protector and put back into the supply. If the chosen position is later reoccupied, thereby refilling a segment, a milestone is not triggered again because the segment is not moved by this disaster. Even after this disaster, the decisive factor for winning the game remains that all 13 resources must be built into the Protector.

407 *Transport Damages:* All resources of the 2 elements randomly determined with the card deck that are currently in freighters are returned to the supply. Freighters that are on their exoplanet can be reloaded immediately.

408 *Hyperspace Distortion:* If all 3 spaces of planet P are occupied by spaceships, this disaster remains without consequences.

501.1-2 *Choice Card Anomalies: See description of scenario N on p. 29.*

502.1-2 *Nebula Chain:* Determine the **X-value** or the **Y-value** with the corresponding die. If there is no nebula with the determined value, this event remains without consequences.

503 *Distance Nebula Scan:* The coordinates determined are only used to identify a space. No rift is placed there. If there is no nebula there or on any of the adjacent spaces, this event has no effect.

504 *Nebula Energy:* The event applies to SPARCs and freighters. SPARCs must expend the usual energy to fly through. They then receive a boost of up to 3 legs. If they fly through another nebula, the boost is extended.

505.1-2 *Nebula Collapse:* Filling up the named nebula with rifts can only be prevented if a SPARC is on a node directly adjacent to the nebula.

511 *Containment Field: See description of scenario V on p. 31.*

512.1-6 *Precurrence: See description of scenario V on p. 31.*

521 *Nebula Collapse: See card 505.*

522 *Nebula-caused Instability:* The event refers to the 3 nodes **x3**/**y2**, **x5**/**y3**, and **x2**/**y4**.

523 *Impending Isolation:* Filling up the 3 affected spaces with rifts can only be averted if a SPARC is on *Cruinlagh* when this event becomes the present.

524 *Isolated Sector:* The central rift on **x4**/**y4** is placed. The remaining 6 spaces are filled up with rifts.

999 *Chrono Fall:* This event may be converted but may not be eliminated by a *time jump* or by SPARC abilities. The game ends immediately with a defeat as soon as this event becomes the present.

SCENARIOS

Science has detected many variants of impending doom in the future. Are you prepared for all possible scenarios?

After you have won the base game, you can try to avert impending doom in the following scenarios, which will present you with even greater challenges. Basically, the same rules and the same conditions for victory and defeat apply as in the base game, unless they are supplemented or changed by the special rules mentioned here. Scenarios cannot be combined. For each scenario you will need additional game material and cards, each marked with [N], [R], or [V].

In what other ways could the space-time continuum collapse?
What other challenges will the SPARCs face? Get creative, use the blank tiles,
and share your scenarios with us at info@ornament-games.com!

[N] SECRETS OF THE NEBULAE

In the vastness of the nebulae, there is still so much that has remained undiscovered. Since rifts spread quickly in nebulae, it is assumed that their exploration would be enormously helpful in averting impending doom. However, the composition of the nebulae prevents rifts within them from being scanned by the SPARCs. Nevertheless, there is growing evidence that the nebulae will soon reveal other mysterious cosmic phenomena. The nebulae may bring the collapse of the space-time continuum, but in them also lies the key to salvation!

Additional rules for this scenario:

- You cannot scan rifts that are in nebulae.
- As soon as *nebula cluster neutralisation* is reached on the technology tree, randomly draw 1 of the 2 choice cards of this scenario. Put the 3 anomalies on the nebula spaces named on the drawn card. If a rift exists there, position the anomaly under the rift. All anomalies remain in place in the future, completely unaffected by existing or new rifts on these coordinates.
- You can scan these anomalies. When an anomaly is scanned, turn it to its back side. Scanning an anomaly has no effect on any rifts on it and vice versa. Scanning anomalies does not give you any progress on the technology tree.

Changes in game preparations:

- Randomly remove 4 cards each (instead of 2) from the decks of all 3 phases.
- As in the base game, shuffle 2 energy crystal cards into the decks of each phase.
- Shuffle 2 scenario [N]-event cards into the decks of each phase according to their backs. Then combine all 3 decks and the *Chrono Fall* card as usual.
- Fill up the nebulae between **x5**/**y5** and **x7**/**y3**, **x14**/**y16** and **x15**/**y15**, as well as **x14**/**y8** and **x15**/**y6** completely with rifts. Thus, there are already 38 rifts on the game field at the start of the game.

Additional condition for victory:

All 3 anomalies must be scanned.

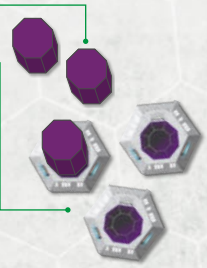
Interstellar nebulae are gaseous structures that are excited to glow by starlight. They are composed mainly of hydrogen and helium, but oxygen and nitrogen also contribute to their colours. Some nebulae emerge during the formation of new stars, others are formed at the end of a star's life. Although these nebulae appear as eye-catching structures, they are incredibly empty. In the Ring Nebula (Messier 57) in the constellation Lyra, the number of atoms per cubic centimetre is estimated to be around a thousand. By comparison, the Earth's atmosphere contains around 500 quintillion atoms in the same space.

RESONANCES FROM THE PAST

It has long been known that the commissioning of the Protector would not be a risk-free undertaking. It will release enormous energy and open connections between the timestreams that would perhaps be better left closed. Nevertheless, its use remains the only means to prevent the collapse of the space-time continuum. But a solution has been found to contain the dangers involved: With distance scans, 3 particularly rare resonance crystals were detected on the distant exoplanet Cruinlagh. It seems that these resonance crystals bind subatomic vibrations from the past and can thus stabilise the connections between the timestreams. Science has calculated 3 locations around Earth where 1 resonance crystal each must be positioned before the Protector can be activated. Collectors have already been erected there, but the SPARCs must equip them with the resonance crystals. From these collectors, the resonance crystals can build a multidimensional stabilisation sphere around the Protector. The scientists have also found a way to synthesise the rare element aurecurium on Earth.

Additional rules for this scenario:

– The SPARCs can land on *Cruinlagh* and install the resonance crystals there like normal energy crystals and thus transport them to the collectors. They can unload a maximum of 1 of these crystals on each of the 3 collectors. The unloading must always be done from 1 of the 2 nodes directly adjacent to the collector. The unloaded resonance crystals are positioned on the collector.



– Resonance crystals built into the SPARCs cannot be used to generate energy for the actions nor can they be pushed into the charging area. They are only transported. However, the maximum number of all crystals that each SPARC may install (including those in the charging area) remains 6. This means that with each resonance crystal installed, the capacity for normal energy crystals decreases and thus the SPARC's action possibilities are also limited. Nevertheless, the number of resonance crystals that 1 SPARC can install at a time is only limited by the total number of 3 of these crystals. So, you can choose to carry 1, 2, or 3 resonance crystals in your SPARC. If you need to make room for resonance crystals on *Cruinlagh*, you can discard normal energy crystals from your SPARC (including from the charging area). Put these back into the supply. As in the base game, the last, normal energy crystal is protected and may neither be charged nor replaced.

– Freighters cannot transport resonance crystals.

– Resonance crystals are specifically excluded from all events and disasters that relate to energy crystals.

– Like planets, collectors, and any resonance crystals on them are protected by shields against direct hits by rifts. The same rules apply as for planets that are hit by rifts, especially with regard to the decreasing in space integrity when rifts are placed. Like planets, the collectors are exempt when filling up an area with rifts.

– No resource *aurecurium* needs to be brought to Earth. 3 resources of each of the other 4 elements are still needed to complete the Protector.

Changes in game preparations:

– Remove 2 random cards each from the decks of phase I, II, and III, and shuffle 2 energy crystal cards into the deck of each phase, as you do in the base game.

– Shuffle 2 additional scenario R-event cards each into the phase II and III decks, according to their backs. Then combine all 3 decks and the *Chrono Fall* card as usual.

– Put 1 collector on each of the spaces **x6**/**y15**, **x10**/**y6**, and **x14**/**y11**.

– Put all 3 resonance crystals on the exoplanet *Cruinlagh*.

– Install 1 resource *aurecurium* in the slot on the Protector centre. This serves as a sign that this resource no longer needs to be procured from the exoplanets.

– The beginning space integrity value is 12 (instead of 10).

– The freighter tiles are not needed.

Additional condition for victory:

There must be 1 resonance crystal on all 3 collectors.

VANITAS

The future is the present, and the present is the past! Space and time are becoming more and more out of alignment: Scientists predict that in the future, numerous energy crystals will appear through time rifts, but their existence will be fleeting. In addition, rifts from the future, called „precurrences“, will break through into our time. If we fail in neutralising them in time, the end of space and time will come even sooner! With the greatest effort, it was possible to build a containment field for only 1 precurrence that could not be neutralised. Under no circumstances may another one be added!

Additional rules for this scenario:

– Energy crystal cards are executed immediately (and therefore the energy crystals are positioned on the game field) as soon as they are revealed from the draw pile or returned to the draw pile again by *déjà-vu*. The cards remain in the Chrono-Matrix as usual. The moment these cards become the present, the associated energy crystals are removed from the game board again if they have not been installed in a SPARC.

Changes in game preparations:

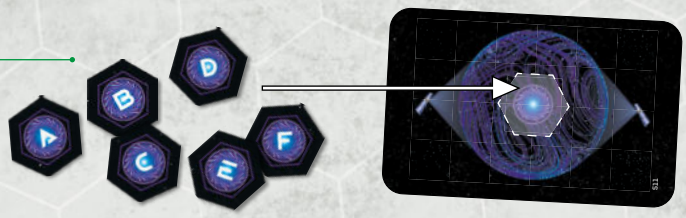
– Randomly remove 3 cards (instead of 2) from the phase I deck, 5 cards (instead of 2) from the phase II deck, and 7 cards (instead of 2) from the phase III deck.

– Shuffle 3 (instead of 2) energy crystal cards into the decks of each phase.

– According to their backs, shuffle the 2 scenario -event cards into the phase II deck and the 4 scenario -event cards into the phase III deck. Then combine all 3 decks and the *Chrono Fall* card as usual.

  These additional event cards cause 1 precurrence each in the short term. These are special rifts from the future that appear and disappear like the energy crystals in this scenario. Determine their position with the coordinate dice as soon as the card at the bottom of the Chrono-Matrix is revealed. They are rejected by matter, so you must roll again if nebulae, spaceships, or planets are hit. Precurrences must be neutralised during their brief existence by SPARCs. Precurrences devour normal rifts and energy crystals as they are created, which go back into the supply piles.

– Lay out the scenario -containment field next to the game board. The first precurrence that could not be neutralised during its existence goes on this card. Remove from the game any precurrences that have been neutralised.



Additional condition for defeat:

As soon as a second precurrence could not be neutralised in time, the game is lost.

Detailed explanations of particular cases in this scenario:

– If an energy crystal would hit a space occupied by a rift when the event card is revealed, it is not positioned. It is also not put on the game field if the rift in question is neutralised during the time of its existence.

– Precurrences can be neutralised during the time of their existence both with the normal neutralisation ability of SPARCs and by the supercharging technologies.

– Precurrences are not counted in events related to the size of rift strips or to rift clusters.

– Energy crystals that have not been discovered by events but have been grown by a milestone are treated the same as in the base game and therefore do not disappear.

– If a *precurrence* event card is moved from the discard pile to the draw pile because of a *déjà-vu*, the associated precurrence is returned to the game field from the containment field or from outside the game. The coordinates must be determined again.

– *Precurrence* event cards can also be taken from the Chrono-Matrix by *time jumps* or supercharging technologies. They are then put on the discard pile as usual. If the associated precurrence is still on the game field at this point, it is then considered not to have been neutralised in time.

– If a *precurrence* event card is not revealed until the present by a *chrono divergence*, then the associated precurrence is immediately put in the containment field respectively it is considered not neutralised in time.

SUMMARY AND LEGEND

GAME PREPARATIONS

1. Lay out the game board.
2. Have the element card deck ready.
3. Keep all resources next to the game board as the supply.
4. Put 4 freighters on their respective exoplanets and load them with 1 resource of your choice and specification from the resource deposit fields.
5. Put 1 freighter tile each randomly with the grey side "?" facing up on the 2 designated spaces near the exoplanets *Awasis* and *Cruinlagh*. Put the 2 remaining tiles back into the box unseen.

   The freighter tiles are not needed in the introductory game.
6. Keep the rifts next to the game board. Position 30 of them with the black side up on the marked spaces.
7. Get the milestone card pile ready, placing it face down. Position the 3 Protector segments at the marks.

   Lay out all milestones cards openly. Position the 3 Protector segments directly against the centre.
8. Put the space integrity marker on space 10 / on space 12 of the space integrity scale.
9. Put disaster triggers on spaces 7, 4, and 1 of the space integrity scale.

   The disaster triggers are not needed.
10. Shuffle the disaster card pile and have it ready.
11. Prepare the event card draw pile:
    a. Randomly remove 2 event cards from each of the 3 phase piles.
    b. Insert 2 energy crystal cards into each of the 3 phase piles of event cards.
    c. Shuffle the 3 piles separately.
    d. Return the 12 surplus event cards to the box.
    e. Form a face-down combined draw pile from these:
       i. at the bottom *Chrono Fall*,
       ii. pile Phase III on top of it,
       iii. pile Phase II on top of it,
       iv. pile Phase I on top of it.
    f. Place the entire draw pile on field 3 of the Chrono-Matrix.
    g. Turn over the 2 top cards and put them on fields 1 and 2 of the Chrono-Matrix.
12. Put the conversion marker on the top round space next to the Chrono-Matrix.
13. Choose SPARC control panels.
14. Put the corresponding SPARCs on the Earth.
15. Have the planning aid tokens ready.
16. Choose SPARC profile cards and insert them into the control panels.
17. Return any surplus pieces, planning aid tokens, profile cards, and control panels back to the box.
18. On the control panels:
    a. put 1 sequence of turn marker each on the sequence of turn track,
    b. put 4 energy crystals each in the *available* position.
19. Keep the remaining energy crystals next to the game board.
20. Have the 2 coordinate dice ready.
21. Lay out the technology tree and put the 4 progress markers on the 4 lowest fields.

SEQUENCE OF PLAY

1. Determine and place 1 new rift.
2. Conversion: Swap 2 events in the Chrono-Matrix (optional and only permitted when the necessary technological progress has been achieved).
3. Execute the event on field 1 of the Chrono-Matrix.
4. Actions of the own SPARC according to available energy: Fly / scan rift / neutralise rift / additional, individual, and/or special abilities if applicable.
5. Move the freighters forward.
6. Fill up empty fields in the Chrono-Matrix with event cards. Reset energy crystals and the sequence of turn marker.

TYPICAL MISTAKES

Spaceships fly through hyperspace tunnels from one node / planet to the next (1 leg). They are not moved from field to field!

Mind the differences between rifts that are placed and those that fill up an area!

Leave the coordinate dice unchanged after a roll because you may need the values again later!

Keep in mind that some progress in the technology tree is subject to conditions!

In principle, field 1 of the Chrono-Matrix is only filled at the end of each turn!

The maximum number of 6 energy crystals on each SPARC control panel also includes energy crystals in the charging area!

LEGEND