CHRONO FALL
AT THE END OF SPACE AND TIME

QUICK GUIDE

Game Preparations: in detail on p. 4 to 7 in the rulebook; summary on p. 32

Winning Conditions: the Protector is completely filled   **and**   *Calculation of the Protector Impulse* (tech-tree) is achieved
Defeat: space integrity = 0   **or**   rift supply is empty   **or**   last event card *Chrono Fall* becomes the present

Sequence of Play
can be tracked on the blue track on the control panel; turns in clockwise order

Step 1: Determining and Placing a New Rift (p. 12 and 19 in the rulebook)
roll both coordinate dice 🎲🎲 and thus define 1 space for the new rift:

hit an empty space?	➤ put a rift there
hit a nebula space 🟢?	➤ immediately fill up ⇒ the whole nebula with rifts
hit an existing rift?	➤ no rift is put there, but decrease space integrity by 1 ⊖ *
hit a planet space?	➤ no rift is put there, but decrease space integrity by 1 ⊖ *
hit an energy crystal?	➤ put a rift there, return energy crystal to the supply
hit a freighter/SPARC?	➤ put a rift under the spaceship; freighter/SPARC may not be moved in this turn

Step 2: Swapping Events in the Chrono-Matrix (*Conversion*, optional) (p. 14, 17, and 19)
only permitted if enabled on the tech-tree
swap 2 cards in the conversion range   ➤ then roll the dice 🎲🎲 and <u>place</u> 1 rift 🎯⇒ (rules see step 1)
optional step: if *conversion* is not wanted ➤ go to step 3

Step 3: Executing the Event on Field 1 of the Chrono-Matrix (p. 14 and 21)
execute the event card on field 1 and put the card face up on top of the discard pile (past)

is there a conditional question?	➤ check the condition: yes = execute the event / no = event is averted without consequences
reference to planet 🪐?	➤ planet 🪐 is determined by the card on top of the discard pile
<u>place</u> a new rift ⇒?	➤ space integrity may be decreased ⊖ (cf. step 1)
<u>fill up</u> an area with rifts ⇒?	➤ fill up only empty spaces with rifts; space integrity may not be decreased

Step 4: Actions of Your SPARC (p. 10, 15, and 21)
perform actions ➤ consume energy ⚡ (move energy crystals 🔴 on the control panel)
all abilities except flying are allowed only 1x per turn

- flying ➤ 1 energy ⚡ per leg 🔵⇒ (from a node to the next); the path must be free of rifts and other spaceships
- scanning a rift 🟠 (only on spaces adjacent to the SPARC) ➤ 3 energy ⚡
  - ➤ immediately make 1 progress 🔑 on the tech-tree, thereby observe the conditions 🔒 (p. 16)
  - ➤ flip rift to 🟠
- neutralising a rift 🔄 (return the rift to the supply; permitted distance according to technology progress) ➤ 4 energy ⚡
- other abilities from the tech-tree or from the SPARC profile card ➤ expend energy ⚡ accordingly or supercharge energy crystals 🟣
- max. 2 energy crystals can be moved into the charging area
  - ➤ there they do no longer provide energy ⚡ for standard actions
  - ➤ they can remain there indefinetely, but are not retrievable; only applicable from the next turn
- use of charged energy crystals 🟣 for supercharging technologies = destroy ❌ (return energy crystal to the supply)

Step 5: Advancing the Freighters (p. 11 and 25)
move all freighters ⬡ in arbitrary order 1 leg 🔵⇒ each
unloaded ➤ to the planet of the same colour / loaded with a resource 📦 ➤ towards Earth
the path must be free of rifts and other spaceships; freighters do not need to be moved

freighter reaches associated planet?	➤ fill the freighter with a resource according to the resource deposit 🔧
freighter reaches Earth?	➤ install the resource in a slot of the same colour in the Protector (p. 18)
is a segment of the Protector completed?	➤ slide the segment to the centre, choose a milestone ⚙ ➤ execute or keep it (p. 18)

Step 6: Ending the Turn (p. 26)
move all the cards in the Chrono-Matrix up and refill it at the bottom from the draw pile
move all the energy crystals on the control panel back to *available* and set the sequence of turn marker to 1

New rifts are always put on the game field with the black side facing up. Rifts destroy energy crystals.

A SPARC must land on the exoplanets *Awasis* and/or *Cruinlagh* to find out which freighter can load *aurecurium* 🟨 there (p. 11).

*Space integrity can decrease ⊖ due to the placement of rifts only 1x per turn.
Additional decreases due to events as well as increases are possible.
On reaching the levels 7, 4, and 1, a disaster ⚠ is triggered immediately ➤ remove disaster trigger and execute the top disaster card

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