

Y A R O S L A V K U S T O V



TIME  
CAPSULES

ALTERNATIVE  
GAME RULES



# SETUP

Set up the game following the base rules.  
The first player takes the first player marker (use any token).

# PLAYING THE GAME

The game is played over several rounds. Each round is divided into 3 phases:

- I. PURCHASE PHASE
- II. ACTION PHASE
- III. END OF THE ROUND

In the beginning of the first round, place the round marker on space 1 of the round track. From now on, before every new round the new first player moves the round marker 1 space further on the round track.

## I. PURCHASE PHASE

All players *simultaneously* take 2 capsules out of their bags and put all the components from the capsules in the active zone of their player mats (such objects are called "active"). If there are no capsules in the bag at the beginning of the turn, the player puts all 4 of their capsules in the bag, shuffles them and takes 2.

Starting with the first player and proceeding clockwise, players **take turns making purchases** from the offer. On their turn, the player can either buy 1 artifact by paying its cost in the indicated resource or perform one of the available actions (see below). Put the acquired artifacts in the inactive zone. Always refill the offer from the corresponding stack immediately after purchase.

If the player decides to perform an action, they must choose between the following available actions:

- Spend **X energy** to reroll X active computers (or reroll the same computer X times):



- Spend **X energy** to add X qubits to a computer:



- Apply the effect of an artifact from the active zone if its effect should be applied during the purchase or somehow affects it (see **APPENDIX** on page 4):



- Discard 3 battery tokens or 2 computer tokens from the active zone to get 1 upgrade for another remaining computer or 1 bioobject:



- Apply the effect of the fluctuation card in your hand if its effect should be applied during the purchase or somehow affects it. Pay its cost in chronocrystals and then discard it (see **APPENDIX** on page 4).















Used artifacts are moved to the inactive zone, and fluctuation cards are placed in the discard pile. Players continue to take turns buying artifacts until everyone passes. After that, proceed to Phase II.



## II. ACTION PHASE

All players *simultaneously* resolve the effects of the objects remaining in the active zone and their fluctuation cards. The player can perform the following actions:

<ul style="list-style-type: none"> <li>• Spend <b>3X energy</b> to get (put in the inactive zone) X computers-6;</li> </ul>	  	<ul style="list-style-type: none"> <li>• Use a permanent ability of an artifact in the active zone and move it to the inactive zone;</li> </ul>
<ul style="list-style-type: none"> <li>• Spend <b>3X qubits</b> to get (put in the inactive zone) X batteries-1;</li> </ul>	  	<ul style="list-style-type: none"> <li>• Resolve the effect of a fluctuation card in their hand by paying its cost in chronocrystals and then discarding it;</li> </ul>
<ul style="list-style-type: none"> <li>• Spend <b>5X qubits</b> to get X VPs;</li> </ul>	  	<ul style="list-style-type: none"> <li>• Use a bioobject in the active (bigger reward) or the inactive (smaller reward) zone and discard it;</li> </ul>
<ul style="list-style-type: none"> <li>• Spend <b>5X qubits</b> to discard X breaks;</li> </ul>	  	<ul style="list-style-type: none"> <li>• Discard 3 battery tokens or 2 computer tokens from the active zone to get 1 upgrade for another remaining computer or 1 bioobject.</li> </ul>

The players can apply the effects of bioobjects **only** during this phase.

**IMPORTANT:** If a player uses the abilities of the EMP Cannon or the EMP Bomb, the other player (or players) puts the acquired break in their chronocrystals zone instead of their active zone. The player who received the break has to move it to the inactive zone in the next round. Now this player can try to discard the break by applying a corresponding effect. If a player receives a break in the last round of the game, the break stays in the chronocrystal zone until the end of the game and is counted towards the total number of breaks received by the player.



If the player has performed all possible actions or no longer wants to play anything, they end the Phase II and proceeds to the next Phase.

## III. END OF THE ROUND

After the players have finished performing the actions, they distribute all objects from the active and inactive zones between the 2 open capsules, placing no less than 2 and no more than 7 objects in each capsule. All the excess objects will have to be discarded (the artifacts and bioobjects are placed in the discard pile; other components, in the general reserve).



When a player discards an artifact, they lose as many VPs as indicated in its upper right corner. The player loses 1 VP for each discarded computer-8 and 2 VPs for each discarded computer-12. Breaks cannot be discarded unless a specific effect allows it.

As soon as they're ready, the players close their capsules and set them aside. If there are any temporal breaks in the chronocrystal zone of their player mats, the players move them to the inactive zone. Pass the first player token to the next player clockwise and begin a new round.

Receiving VPs and End of the Game Rules remain unchanged.

## APPENDIX

We recommend playing the following artifacts and fluctuation cards in Phase I:

Artifacts purchased for qubits: Replicator, Knowledge Base, Machine Control Interface, Microfusion Device, Cryptoanalyzer, Crystallizer, EMP Cannon.



Artifacts purchased for energy: Maintenance Bot, Thermal Generator, Mechanical Manipulator, Mine Probe, Redoubler, Construction Robot, Gene Splicer.



Fluctuation cards: Portal Into Consciousness, Molecular Resonance, Time Loop, Infinite Feedback, Future Techs, Wormhole, Shape of Infinity, Chaotic Resonance, Biofield Resonance.



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