

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



TIME CAPSULES

GAME RULES

Traces of an alien civilization were found on a remote planet. Humanity fulfilled an ancient dream. Yet the planet was empty. The only things left by the previous owners were the giant capsules capable of travelling to the past and skipping back through time to us. Why had they left? Did they intend us to find the capsules?

These questions didn't bother the mega-corporations of the future. Driven by greed, they took control of the time capsules. Barely knowing how to control them, they started a feverish race for the treasures of the past. And in that race you are the pilots.

Send the capsules to the distant past, find what you can use, and exploit your newfound abilities to acquire more miraculous devices and technologies. But beware, avarice may lead you to tear the very fabric of space-time, putting in danger yourself and, possibly, all humanity.



AIM OF THE GAME

Use the contents of your time capsules to acquire new objects and resources. Amass victory points for the knowledge you receive and the artifacts you bring to the present, and you will win this amazing race. Just don't get too many temporal breaks!

Final scoring comes after 10 rounds. Players with 6 or more temporal breaks lose the game. Of the rest, the player with the most victory points wins.

COMPONENTS



16 TIME CAPSULES

Lift the top tray to find the capsules



4 SCORING PAWNS



80 BATTERY TOKENS (valued 1, 3, and 5)

You need energy to activate ancient artifacts. It may also come handy to make computers more efficient. Alien batteries have a unique property – they recharge during temporal jumps drawing energy from the very fabric of time.



4 BAGS



1 ROUND PAWN



40 CHRONOCRYSTALS

Chronocrystals are quite remarkable – they exist beyond any specific moment in time and can be used to transfer energy to any point, changing the flow of time around capsules.

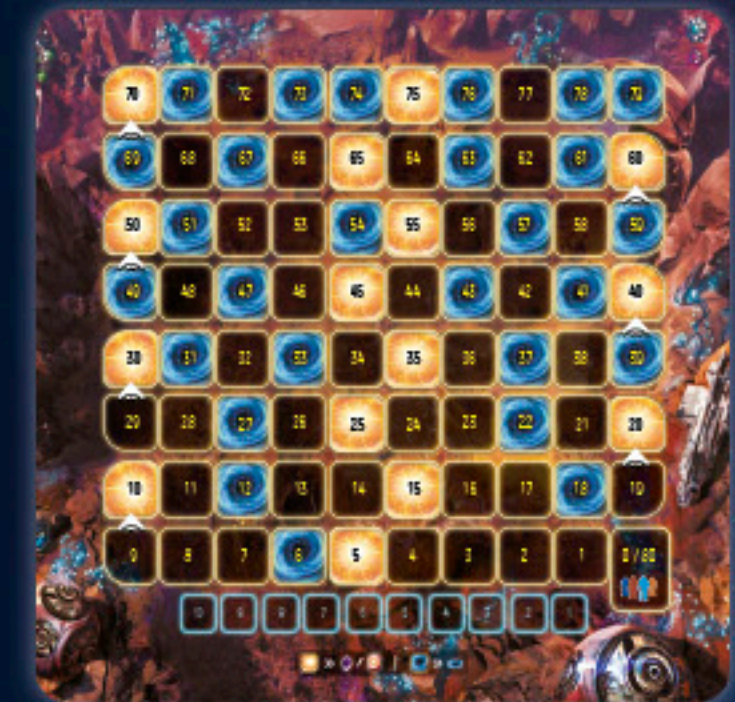


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100 ARTIFACT TILES

Artifacts are mysterious objects created by a civilization now extinct. They are worth bringing to the present and grant new abilities.



VP AND ROUND TRACK



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36 FLUCTUATION CARDS

You cannot venture to the past in person but can affect the movement of the capsules using the energy of chronocrystals.



40 TEMPORAL BREAK TOKENS

Transferring information from the past to the present upsets the normal flow of time. Some powerful artifacts can affect it even more. If you create enough temporal breaks, capsules will never return to your time – if there still is a time to return to.



4 PLAYER MATS



26 COMPUTERS (d6, d8 and d12 dice) and 60 COMPUTER TOKENS

Computers left behind by the ancient civilization are indispensable for bringing useful objects to your capsules. Use the alien technologies to upgrade computers.



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20 BIOOBJECT TILES

You may encounter some of these while exploring the past. Immediately useful, they can also be sent on a trip through time to study the effect time travel has on live matter. A second jump, however, will inevitably turn them into dust.



GAME RULES

SETUP

- 1 Give each player 4 capsules, 1 bag and 1 player mat.



- 2 Put 6 **batteries-1** (battery tokens with the value of 1) and 2 **computers-6** (computer token depicting a d6) into your capsules as follows:

- capsules 1 & 2 - 2 **batteries-1** per capsule,
- capsules 3 & 4 - 1 **battery-1** and 1 **computer-6** per capsule.

Then close your capsules, put them into your bags and shuffle.

- 3 Sort the artifacts into two stacks (by the back color) and shuffle each separately. Create an offer of 6 artifact tiles (3 from each stack).

- 4 Shuffle the fluctuation deck and deal each player 3 cards. Put the deck on the table.

- 5 Shuffle the bioobject tiles and place them on the table, face down.

- 6 Place VP and round track to the side, along with the round marker. Each player takes a scoring pawn in the color of their capsules and places it on space 0/80 on the VP track.

- 7 Place the round marker next to space 1 of the round track.

- 8 Put the rest of the components on the table so that each player can reach them, forming the supply.

The first player is the one who travelled through time the most.



Game preparation example with 3 players.

SHORT GAME SETUP

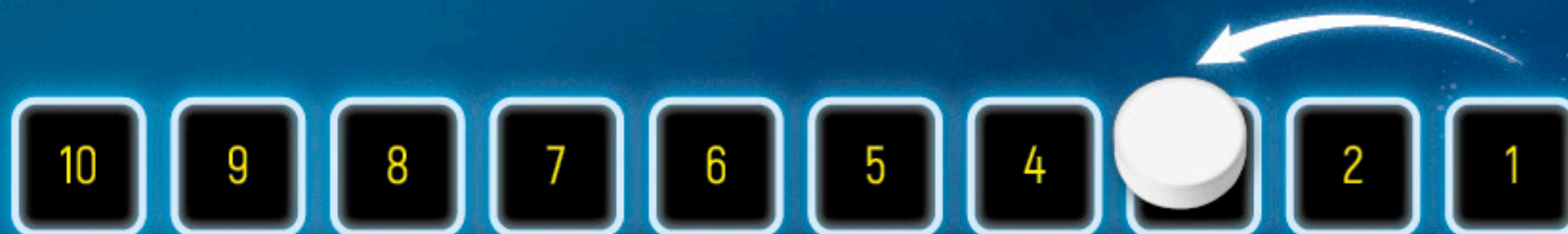
You may use the following additional setup rules to make the game shorter:

- 2A. Additionally take one of the four sets of artifacts (each set has cards with the same number to the right of their names) and put them into your capsules as you see fit. You also receive the bonus objects for these artifacts (see "Artifacts" on p. 8). Place the objects in the same capsules as the corresponding artifacts (but keep in mind to place no more than 7 components per capsule), except chronocrystals which are placed in the indicated space on a player mat.

Sets 2–4 have 3 artifacts each, while set 1 has only 2.



- 6A. Place the round marker on space 3 of the round track. The first player does not move it before their first turn.



PLAYING THE GAME

Players take turns in clockwise order, starting with the first player.

Before their first turn, the first player places the round marker on space 1 of the round track. Before each of their later turns, the first player moves the round pawn 1 space further on the round track.

PLAYER TURN

On their turn a player:

1. Takes 2 capsules out of their bag, opens them and places all the components in the active zone of their mat (such objects are called "active"). If there are no capsules in the bag at the start of the turn, put all 4 capsules in the bag, shuffle them and take two.
2. May use the active objects and fluctuation cards. These can be used in any order, but, once used, the active objects are moved into the inactive zone (to the right of the player mat), and the fluctuation cards into the discard pile (they can be used only once).

Active objects and fluctuation cards allow you to perform the following actions:

- Buy an artifact from the offer paying its cost and placing it in the inactive zone (always refill the offer from the corresponding stack immediately after purchase);
- Use a permanent ability of an artifact in the active zone and move it to the inactive zone;
- Resolve the effect of a fluctuation card in your hand paying its cost in crystals and discarding it;
- Use a bioobject tile in the active (bigger reward) or inactive (smaller reward) zone and discard it;
- Use any of the standard actions listed in the reference:

Spend **3X energy** to receive X computers-6



Spend **X energy** to reroll X active computers (or you can reroll one and the same computer)



Spend **3X qubits** to receive X batteries-1



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



Spend **5X qubits** to receive X VPs



Discard 3 battery or 2 computer tokens from the active and/or inactive zones to receive 1 upgrade for a third computer or 1 bioobject



Spend **5X qubits** to discard X breaks






All of these actions can be performed in any order and any number of times (for as long as the necessary conditions are fulfilled).

3. Distributes all the objects from the active and inactive zones into the 2 open capsules, placing no less than 2 and no more than 7 objects in each. All the excess objects have to be discarded (artifacts and bioobjects are placed in the discard pile; other components, in the general reserve). When you discard an artifact, lose the VPs indicated in its upper right corner. When you discard a computer-8/-12, lose 1/2 VPs. You cannot discard temporal breaks unless some effect expressly allows you to do that.
4. Closes their capsules and sets them aside. The next player's turn begins.

IMPORTANT: AFTER YOU GAIN SOME FAMILIARITY WITH THE GAME RULES, WE ADVISE TO PERFORM ALL THE STEPS BUT STEP 2 DURING OTHER PLAYERS' TURNS.

RECEIVING VPS

When you earn VPs during the game, move your scoring pawn forward the corresponding number of spaces on the scoring track. Apply the effects of all spaces your pawn passes (including the one it stops on). For each space with a break icon  take a break token. For each space with a fluctuation icon  take either a crystal  or a fluctuation card, your choice.



OBJECTS

All the objects in the game belong to one of two Classes.

CLASS 1 OBJECTS ARE



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Bioobjects



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Artifacts



Computers



Batteries



Temporal break tokens

Upon receiving one of these, place it in your inactive zone. When you take them out of a capsule, place them in your active zone, except the breaks which are immediately placed in the inactive zone. Objects in the active zone can be used during phase 2 of your turn. Move them to the inactive zone after use (bioobjects are an exception, they are discarded immediately after use).

CLASS 2 OBJECTS ARE



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Fluctuation cards



Chronocrystals

Never place them in your active/inactive zones or inside the capsules. Crystals are placed in their indicated space on a player mat, while cards go to your hand. Both are always available and discarded upon use.

OBJECT TYPES AND THEIR USE

1. BATTERIES



Energy provided by batteries can be spent on various effects in the game. Batteries come in 3 values – 1, 3, and 5. To pay by energy, move the batteries of required total value or more from the active to the inactive zone. Energy can be used to purchase artifacts from the offer (the cost is indicated on the artifact tiles), acquire new computers-6 and change their qubits output (as noted in the reference on a player mat).

During phase 3 you may exchange your batteries for those of higher value – discard any number of batteries and take batteries of the same or lower total value from the supply. For example, you may exchange 3 batteries-1 for a battery-3, or 2 batteries-3 for a battery-5. You cannot exchange batteries for those of lower value – say, a battery-5 for a battery-3 and 2 batteries-1.

You may discard X batteries with the total value of 3 to receive 1 upgrade or 1 bioobject.

2. COMPUTERS



In this game, computers are represented by 2 kinds of components – dice and tokens. Whenever you receive a computer, place a corresponding token in your inactive zone. When you take a token out of a capsule, place it in the active zone. Then take a corresponding die from the supply, roll it and place it on the token. When you spend the die, return it to the supply and move the token to the inactive zone.

The value of a die is the performance of the computer in qubits. You can spend qubits on various effects during phase 2 of your turn. To do that, discard dice with a total value greater or equal to the cost of the effect. You may use several dice to pay for a single effect, but cannot use a single die to pay for multiple effects. Qubits can be used to purchase artifacts from the offer (the cost is indicated on the artifact tiles), gain batteries, VPs and discard breaks (as noted in the reference on the player mat).

Energy can be spent to reroll active computers or to increase their qubits (as noted in the reference). You can use any amount of energy on a single die.

Some effects allow you to upgrade computers. Whenever you earn an upgrade, replace a computer token in your active or inactive zone for a more advanced version from the supply (d6 for d8 or d8 for d12). If it is in the active zone, replace the die as well (rolling it anew). You receive 1 VP every time you upgrade a computer.

You may also discard computers to receive 1 upgrade for a remaining computer or 1 bioobject per any 2 computer tokens discarded.

3. ARTIFACTS

Artifact tile anatomy:

1. Cost (in energy or qubits)
2. VPs
3. Bonus objects
4. Name
5. Color (and colorblind help symbol)
6. Ability



You can purchase artifacts from the offer by paying their cost in energy or qubits (1). Place the acquired artifacts in your inactive zone. When you buy an artifact, receive the listed bonus objects (3) (batteries-1, computers-6, breaks (put them in your inactive zone), or crystals (placed in their indicated space on a player mat)) and gain VPs indicated in its upper right corner (2).

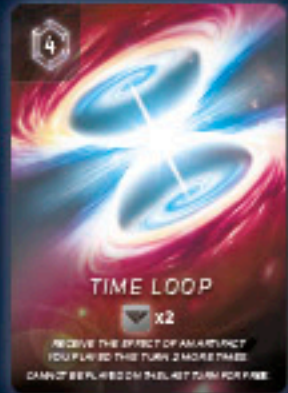
You can only use the ability of an artifact after you take it out of a capsule. To do so, pay any cost listed (6) and move the artifact to your inactive zone.

Some abilities require that you have 2 or more artifacts of the same color. Count the artifacts in your active and inactive zones including the artifact with that ability.



For example, **Nanoassembler** requires that you have 2 yellow artifacts to receive a computer-8. If it is in your active zone and you want to use its ability, you need one more yellow artifact. If you haven't found one in the capsules you opened this turn, you can still use this ability if you buy a yellow artifact this turn.

Some effects allow you to repeat a used artifact ability one or two more times. When you do this, you do not have to pay the cost (if any) again.



For example, you play the **Time Loop** fluctuation card to copy the effect of the **Crystal Synthesizer** you already played this turn. You remove 6 more breaks, even though you already discarded the artifact in question, saving yourself from an inevitable demise.

The correct usage of artifact abilities is your way to victory in the temporal race!

4. BIOOBJECTS



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Upon receiving a bioobject take one from the top of the pile and add it to your inactive zone, face up.

- While a bioobject is in your inactive zone, you may discard it to receive the immediate reward indicated on a lighter background with the green check mark in the left corner.
- While a bioobject is in your active zone, you may discard it to receive the reward indicated on a darker background with the red arrow in the left corner. Once a bioobject is in your active zone, you cannot put it back in a capsule again. You must discard it even if you have decided not to apply its effect.

Note that bioobjects are **always discarded** upon use.

5. FLUCTUATION CARDS AND CHRONOCRYSTALS



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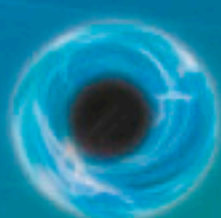
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You can play fluctuation cards during phase 2 of your turn. To do that, pay the card's cost in chronocrystals, apply its effect, then discard it.

You can receive both cards and crystals by advancing on the VP track. Fluctuation cards allow you to use powerful effects at the pivotal moments of the game, significantly expanding your options.

6. TEMPORAL BREAK TOKENS



They cannot be used in any way and can lead to your demise. You may discard them through various means (for example, by spending qubits, as listed in the reference). At the end of the turn you must place all your breaks in the open capsules.

END OF THE GAME

When the round marker reaches space 10 on the round track, the players finish the round, and after that the game ends. Players open their capsules and count their breaks. Each player with 6 or more temporal breaks loses immediately. Out of the remaining players, the one with the most points wins.

TURN EXAMPLE



At the start of a turn, Alex has no capsules in his bag. He places all 4 of his capsules in the bag and shuffles them. He then takes two and opens them.

Inside the first one he finds a battery-3, a battery-1 and a computer-8. The second one contains a computer-6 and 3 artifacts: **Capsule Programmer**, **Microfusion Device** and **Knowledge Base**. He places all the components in his active zone. He also takes a d6 and a d8 from the supply and rolls them, getting a 4 and a 5.





Alex has an **Infinite Feedback** fluctuation card in his hand and a crystal to play it. He discards the card and the crystal to be able to convert energy to qubits more efficiently. He uses both batteries to increase the qubits of the computer-8 to 13 (5 on the die + (3+1 sum of the battery values)*2 due to the fluctuation effect he just played). That is enough to buy another **Microfusion Device** from the offer (it costs 12 qubits). He places the artifact, the computer token, and both batteries in his inactive zone, returning the die to the supply. He also receives 3 VPs. As his pawn passes a break space, he takes 1 temporal break.





Now Alex has 2 yellow artifacts (**Microfusion Devices**), and he can play the one in his active zone. He takes a **Recon Drone** from the offer and a chronocrystal (the bonus object on the **Drone tile**), and places both artifacts (the used and the acquired one) in his inactive zone. He also receives 4 more VPs thus gaining a break (for stopping on a break space) and decides to take a crystal (for passing a fluctuation space) in the process.





CHRONOCRYSTALS

BATTERY 1

ENERGY 1

COMPUTER 6/8/12

CUBIT 1

CHRONOCRYSTAL

VICTORY POINT

TEMPORAL BREAK

FLUCTUATION CARD

REMOVE A BREAK

UPGRADE

REROLL

INACTIVE ZONE

ACTIVE ZONE

ARTIFACTS

BATTERIES
COMPUTERS
BIOOBJECTS

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KNOWLEDGE BASE

RECEIVE A BREAK, AN UPGRADE AND A FLUCTUATION CARD

6

CAPSULE PROGRAMMER

PAY 4 ORBITS REMOVES 2 BREAKS

7

RECON DRONE

IF YOU HAVE 2 YELLOW ARTIFACTS: PUT AN ARTIFACT FROM THE TOP OF YOUR DECK INTO YOUR INACTIVE ZONE

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MICROFUSION DEVICE

IF YOU HAVE 2 YELLOW ARTIFACTS: BUY AN ARTIFACT WORTH 7 OR LESS ENERGY FOR FREE

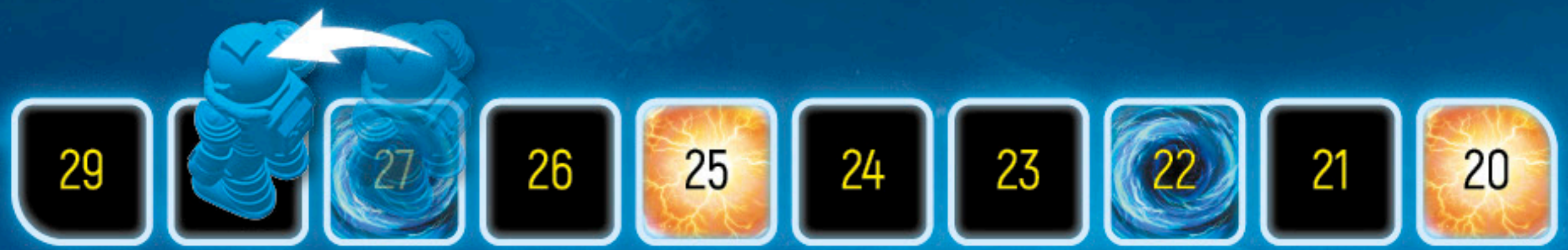
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MICROFUSION DEVICE

IF YOU HAVE 2 YELLOW ARTIFACTS: BUY AN ARTIFACT WORTH 7 OR LESS ENERGY FOR FREE

Finally, Alex uses the ability of his **Knowledge Base**. He takes a break token, a **fluctuation card** (he receives **Portal into unconsciousness**), and replaces the **computer-8** token in his inactive zone with a **computer-12** token, returning the **computer-8** token to the supply and gaining one more VP for upgrading a computer.

He has no more active objects, and has to decide how to distribute his 5 artifacts, 2 computers, 2 batteries, and 1 break among the 2 open capsules. Meanwhile, the next player's turn begins.



SOLO RULES

ADDITIONAL COMPONENTS

- 1 reference card.

SETUP

Setup the game as normal, just for one player. *You can't use the short game setup in this game variant.* Choose one more scoring pawn to represent the score of your competitor. Put that pawn on the scoring track, on a space corresponding to the challenge you prefer:

- 25 for an easy game
- 40 for a normal one
- 55 for a difficult game

When you create the artifact offer, arrange the artifacts of each type by their cost in ascending order from left to right. In case of a tie, place the more recently drawn artifact further to the right. Keep the artifacts arranged by cost every time you refill the offer during the game.

Place the solo reference card in front of yourself (side "1-5" up) and two d6 dice next to it.

PLAYING THE GAME

The game is played as normal, with the following exceptions:

1. Before playing your own turn, perform the following actions for your competitor. Roll the two dice you placed next to the reference card. Then discard two artifacts from the offer, indicated by the numbers rolled (see the reference card), and award the VPs on the artifacts discarded to your competitor (ignoring the effects of the VP track spaces).

*If the two different numbers you rolled point to the same artifact **1-2** **4-5** in the row, remove only this one artifact. If you roll a double **X** **X**, remove only one artifact and receive 2 temporal break tokens for yourself.*

2. Refill the offer only at the end of your turn. Do not forget to sort artifacts by cost.
3. If the effect of an artifact would make your competitor gain a break token, it loses 2 VPs instead. The competitor simply ignores acquiring any other components.
4. At the end of round 5, flip the reference card.
5. To win, you must finish the game with less than 6 breaks and more VPs than your competitor.



