

SOLO GAME

In the solo version of Kronologik, you must try to finish the Investigation as quickly as possible.

Each time you ask a question, you gain PRIVATE and SHARED information.

A question is the association of a LOCATION card with a TIME or CHARACTER placard.

Keep track of the number of questions you ask. At the end of the game, this number will determine your level of

success. Refer to the table below to see your rank.

Important: In solo mode, if you get a “go again” icon during your investigation, you must count the extra question; it is not a “free” question.

- Poison in High Society -

	Investigation 1	Investigation 2	Investigation 3	Investigation 4	Investigation 5
Difficulty	★	★★	★★	★★	★★★★
Gold Magnifying Glass	1-7	1-9	1-8	1-9	1-12
Silver Magnifying Glass	8-13	10-15	9-14	10-15	13-18
Bronze Magnifying Glass	14+	16+	15+	16+	19+

- The Phantom of the Opera -

	Investigation 1	Investigation 2	Investigation 3	Investigation 4	Investigation 5
Difficulty	★★★★	★★★★	★★★★★	★★★★★	★★★★★
Gold Magnifying Glass	1-15	1-15	1-18	1-18	1-18
Silver Magnifying Glass	16-22	16-22	19-25	19-25	19-25
Bronze Magnifying Glass	23+	23+	26+	26+	26+

- The Singer's Jewels -

	Investigation 1	Investigation 2	Investigation 3	Investigation 4	Investigation 5
Difficulty	★★★★	★★★★★	★★★★★	★★★★★	★★★★★
Gold Magnifying Glass	1-12	1-18	1-16	1-16	1-20
Silver Magnifying Glass	13-18	19-25	17-22	17-22	21-26
Bronze Magnifying Glass	19+	26+	23+	23+	27+

Example: You play the level-2 Investigation ★★ of the **Poison in High Society** Scenario. You found the solution after 12 questions. You are in the “10–15” bracket, so you get the Silver Magnifying Glass for this Investigation!

END OF THE GAME

At any moment during the game, when you think you can answer all the questions of the Investigation, say so (but don't say the answers). Secretly write your answers on your note sheet, and check the solution in the scenario booklet.

If your deduction is correct, you win the game!

Otherwise you lose, and are eliminated from the game (do not say anything about the right or wrong answers!).

Several investigators might figure it out at the same time; they all win together.

If everyone is stumped, you all lose. Try another investigation!

Note: For ergonomic reasons, adjustments had to be made. The map therefore does not correspond exactly to that of the Opera Garnier in 1920.

CREDITS

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COMING SOON

Continue your deductive reasoning with new investigations in different eras!



KRONOLOGIC
RULES OF
THE GAME

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Investigators! Embark on an unforgettable journey with Kronologik, playing in contemporary, historical, or even futuristic settings. Unravel a series of unexplained cases to finally expose the truth. Collect clues that identify the characters' movements, determining where they were at the time of the incident. Each investigation, varying in complexity, will test your insight and deductive reasoning. Your goal: Solve each mystery before the other investigators!



SETUP

I) Choose a Scenario, then an Investigation among the 5 options, taking into account its difficulty level, which is indicated by the ★. For your first game, we suggest playing Investigation #1 of the **Poison in High Society** Scenario, difficulty level ★.

II) Each player: Take a screen, a note sheet, and a pencil.

III) Carefully read:

- the Scenario description
- the specific rules of the chosen Investigation
- the questions you must answer to close the Investigation

IV) Place the TIME and CHARACTER placards in the middle of the table.

V) Place the LOCATION cards of the chosen Investigation in the middle of the table (without flipping them over; the table of values must not be visible).

VI) Place the Map in the center of the table, it helps players to visualize the different Locations.

VII) Determine who will start the game (the first person to state the exact time). Then, take turns in clockwise order conducting the investigation.

CONTENTS

- 1 pad of note sheets ①
- 4 pencils
- 6 TIME placards ②
- 6 CHARACTER placards ③
- The Map ④
- 4 screens ⑤
- 3 Scenario envelopes, each containing: 1 booklet of 5 Investigations ⑥, with a description of the mystery to solve, its specific rules, victory conditions, solutions, and 30 LOCATION cards ⑦ (6 per Investigation).

LEAD THE INVESTIGATION

On your turn, you will be able to investigate in a specific Location. You will be able to discover either the number of Characters there at a given Time, or the total number of times a specific Character there passed through that LOCATION during all the times combined (1–6).

Select the LOCATION card that interests you, then flip it over (without looking at it) by placing it directly under either a TIME placard or a CHARACTER placard (of your choice, in either case).

Find the rounded corner of the placard (upper right) to know which way to place the card under it. The shapes of the placard and the card must match, and the Location icon must appear in the hole of the placard (see below).



You will then be able to read the 2 pieces of information that are displayed:

– In green with the  icon is the **SHARED INFORMATION**, which you must announce aloud.

– In white with the  icon is the **PRIVATE INFORMATION**, which is for you alone!



EXAMPLE 1 LOCATION + TIME

You wish to discover “Who was in the gallery at Time 3?” Take the LOCATION card “The Gallery” and flip it under the TIME 3 placard.

The SHARED information that you announce aloud (on a green background) indicates “x2”: 2 different Characters could be found in the Gallery at Time 3.

The PRIVATE information that you keep to yourself (on a white background) indicates “S”: The Servant is one of the 2 Characters present at Time 3 in the Gallery.

So: Everyone knows that there are 2 Characters in the Gallery at Time 3, but only you know that the Servant is one of them.



EXAMPLE 2 LOCATION + CHARACTER

You want to know “How many times did the Journalist visit the Music Hall, during all the Times combined?” Take the LOCATION card “The Music Hall” and flip it under the Journalist CHARACTER placard.

placard.

The SHARED information that you announce aloud (on a green background) indicates “x1”: The Journalist came to the Music Hall just once over all the Times.

The PRIVATE information that you keep to yourself (on a white background) indicates “5”: The Journalist was in the Music Hall at Time 5.

So: Everyone knows that the Journalist has been to the Music Hall once, but only you know that it was at Time 5.

Take notes, give everyone time to make some deductions, and let the Investigator to your left know that it’s their turn to conduct their investigation.

GENERAL RULES

Unless stated otherwise in the Investigation booklet:

- Characters always move from one Location to another adjacent Location between each Time (they never stay in the same Location for two consecutive Times).
- They only move one room at a time.
- These rooms must be connected by a passage (see the Floorplan).

COMPONENT ANATOMY

• OPERA NOTE SHEETS



The note sheets include a floorplan of the opera for each of the 6 Times. Each of the Locations of the Opera is represented by an icon.



One Location is adjacent to another if they are linked by a passage (blank space between both Locations).

The central part of the note sheet is for jotting information about the Characters. You can indicate the number of times a Character was in the Location.

Tip: If you know when and where a Character is, write their initial directly in the Location and Time in question.

• LOCATION CARDS



Each card includes:

- the Location name
- its icon
- the Scenario title and Investigation number (only on the front)
- the information the card can provide

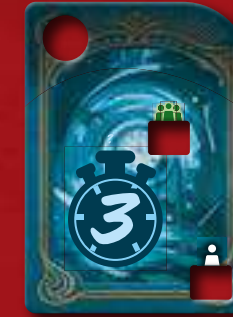
0, x1, x2, x3... = The number of Characters in that Location at the Time checked, or the total number of times a Character passed through this Location.

1 2 3 4 5 6 = Time in which the Character checked was in this Location.

A B C D J S = Character in this Location at the Time checked.

 = This icon indicates that you must immediately go again after everyone has taken their notes. It appears when the response to your question gives everyone the same information that you get.

• TIME PLACARDS



The Time in question is on the front of the placard.

When you use a TIME placard, this side must be facing up.

Note: The rounded corner of the placard and card must be in the same corner.

• CHARACTER PLACARDS



The Character in question is on the front of the placard, as well as their initial. When you use a CHARACTER placard, this side must be facing up.

NOTATION EXAMPLE

Here is an example of notation you might use to help you jot your information. But each investigator has their own way of doing things!

