Agency Rules of Procedure

MR. TIME

"Welcome to this group reading of the Rules and Procedures for new Time Agents. My name is Mario Von Time, a.k.a. Mr. Time, and I will be your D.I. (Designated Instructor). You will find more details on the Agency and Dr. Faux in your Operational Booklet, but here's the long and short of it:

"The evil Dr. Faux has built a terrrrible time machine to become master of the universe. At the helm of this immensely powerful machine, he travels in loops, from era to era, creating an army of duplicates of himself. But, most importantly of all, the instability and flaws in his Omniscience 2000 project are opening rifts in spacetime. And these breaches will soon destroy the universe...

"Our Super-Magnetic-Auto-Cassette-Komputer (S.M.A.C.K.) has picked, out of our database, just a handful of the biggest, baddest temporal power houses, the numero uno quantico... You were either on this exclusive list, or just happened to be available... No pressure or anything, but... EVERYTHING DEPENDS ON YOU!"*

Introduction

Your shared goal is to defeat Dr. Faux. And here at the Agency, we cooperate: either you win together, or Dr. Faux will have ruined the universe too much for it to make sense to wonder who lost the least.

Dr. Faux is using his Machine to create Rifts and Vortexes that will destroy Spacetime, and creating many Clones of himself to help him. You'll need to collect powerful temporal artifacts and use them wisely to complete Missions that damage Dr. Faux's Machine. Stop him before it is too late!

Components

- 1 Spacetime board
- 1 HQ board
- 1 Dr. Faux's 3D Machine
- 5 wooden Agent pawns
- 100 cards (x79 Artifact, x7 Faux, x14 Ultramachina)
- 65 plastic cubes (x30 red, x30 green, x5 blue)
- 10 Mission tiles
- 3 Vortex tiles
- 8 big tiles (x5 Agent, x1 Player Aid, x2 Game Mode)
- 38 tokens (x28 Clone, x7 Supa Clone, x3 Centrifuge)
- 1 bag
- 1 Operational Booklet
- 1 Solo Mode leaflet
- This rules booklet

**Most of our Senior Agents threw in the towel, and the ones who stayed are all demanding raises... Imagine what that would do to our payroll costs... I shudder to even think of it...*

Setup

Before starting setup, choose a **Game Mode** and **difficulty setting** from the Operational Booklet. Once you've chosen, follow the numbered loop around this page to begin setup.

MR. TIME

"The Agency strongly advises against new players getting too big for their britches! Start with the S.A.B.O.T.A.G.E mode at the Employee of the Month difficulty level, and don't even think about moving on till you're ready."

1 ▸ Spacetime board

Place the Spacetime board in the middle of the table. Each segment represents one of the **7 Great Eras of Spacetime.**

- Dawn of Time
- Medieval Era
- Renaissance Era
- Industrial Era
- Globalization Era
- Age of Robots
- End of Times

MR. TIME

"Behold this model of the vitroceramic induction hob technology developed by Dr. Faux to travel through time. See how easily it connects all of Spacetime! Looks like HE didn't skip those advanced mad-science classes..."

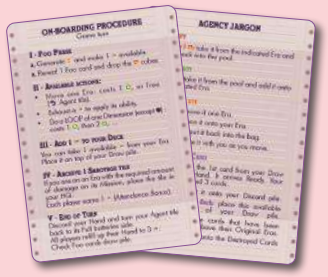
2 ▸ Dr. Faux's Machine

If this is your first time playing, assemble Dr. Faux's Machine as shown, then wedge its base into the **circular hole** in the center of the board. How it is oriented does not matter for now.

"Isn't model-building fun?"

13 ▸ Player Aid tile

Place the Player Aid nearby, where everyone can see it.



14 ▸ Starting Rifts and Energy

Reveal **2** Faux cards from the deck to select 2 random **Eras**. In each of these Eras, place 1 red **Rift** cube on the first **Rift slot** at the bottom of the Era, then flip the **Mission** tile faceup to reveal your **Mission** there.

Place 1 green **Energy** cube in each of the **other** 5 Eras (do **not** place it on a Rift slot; anywhere else is fine). Then shuffle the 2 Faux cards back into the deck.

See the next page for a few more steps.

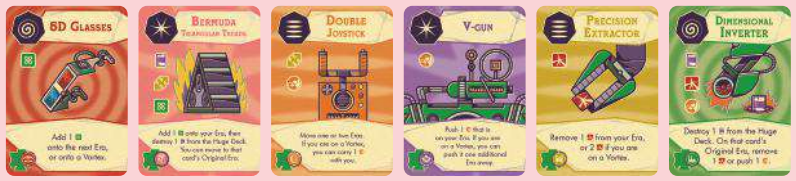
12 ▸ Clone tokens

Place the 28 Dr. Faux **Clone** tokens in the bag.

"Dr. Faux creates duplicates across Spacetime to aid him in his senseless master plan."

11 ▸ Agent tiles, Agent pawns, and starting Artifact cards

Each player selects an **Agent** to play and takes their **tile**, **pawn**, and **6 Starting Artifact** cards (with the matching Agent icon in the bottom left). Place your **tile** in front of you, with the **Charged batteries** icon (top right) faceup. Place your pawn on the board, on the **Origin Era** shown on their Agent tile (bottom right). Return all components for unused Agents to the box.



3 ▸ Mission tiles

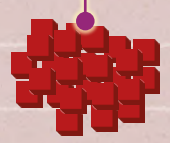
Shuffle the 10 **Mission** tiles together. Without looking at them, draw 7 random tiles and slot 1 tile facedown (with the Mission text hidden) into each of the **7 Eras.** Return the rest of the tiles to the game box, as they will not be used.

"Each of these tiles is a piece of Dr. Faux's machine that you must damage in order to stop him."

4 ▸ Rift cubes (red)

Place the 30 red **Rift** cubes in a pile next to the board.

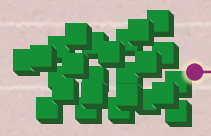
"These are the Spacetime Rifts that Dr. Faux's Machine creates. Each Era has 3 spaces where these cubes can be placed."



5 ▸ Energy cubes (green)

Place the 30 green **Energy** cubes in a pile next to the board.

"Energy is a Time Agent's main resource. Throughout the game, you can add Energy to Eras, or spend Energy in your current Era."



6 ▸ HQ board

Place the **HQ** board away from the Space-time board.

"This is where we track our operations."

7 ▸ Game Mode tile

Place the **Game Mode** tile for the mode you've chosen on the HQ board.

"This provides a summary of the Game Mode."

8 ▸ Vortex tiles

Place the 3 **Vortex** tiles to the right of the HQ board. Unless instructed otherwise by the Operational Booklet, use only the **Vortex** side shown here (not the "Mega Vortex" side – you'll learn about those later).

"A Temporal Agent's worst nightmare..."

10 ▸ Artifact cards

Set aside the 30 **Starting Artifact** cards (with an Agent icon in the bottom-left). Shuffle the 49 remaining cards and place them in a facedown pile on the top left space on the HQ board.

"In our special Agency jargon, we call this pile the Huge Deck. It's full of powerful temporal objects used to fight Dr. Faux."

9 ▸ Faux deck

Shuffle the 7 **Faux** cards, then place them in a facedown stack on the left most space on the **Cycle track** at the bottom of the HQ board.

"A rudimentary but reliable technology for tracking Dr. Faux and anticipating his moves."

Setup (Continued)

15 ▸ Starting Clones and Artifacts

Draw a number of **Clone** tokens from the bag based on your player count. Place each token in the **Era** marked on its **back** (without the image of Dr. Faux). Orient each token so that its **front** (with Dr. Faux) is **faceup**.

Then reveal a number of **Artifact** cards from the deck based on your player count. Place each card faceup under the **Origin Era** shown in the bottom left of the card.

Players	1	2	3	4
Clones	7	7	5	4
Artifacts	2	2	3	4

16 ▸ Starting Agent decks

Each player shuffles their 6 **Starting Artifact** cards and places them facedown next to their Agent tile to form their **draw pile**. Each player then reveals the top **3** cards from their pile and places them face up next to it to form their **hand**.

17 ▸ Game Mode setup

Read the section in the Operational Booklet about your current Game Mode to see if you need to set up the following **special components**. Return all unused special components to the box.

- 5 blue Perpetual Energy cubes
- 7 Supa Clone tokens
- 3 Centrifuge tokens
- 14 Ultramachina cards

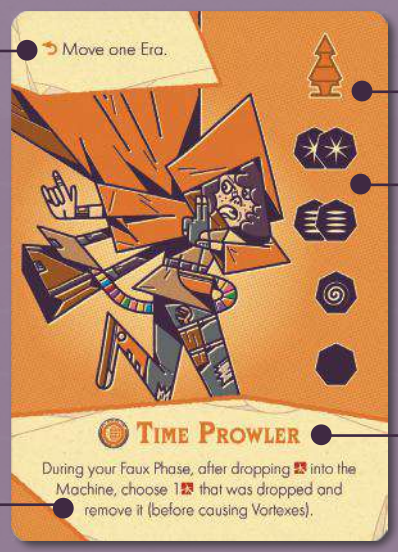
18 ▸ First player

Randomly determine which player will go first. **You are now ready to start the game!**

Anatomy of an Agent tile

FREE MOVE:
Reminder that you can use a free move action by flipping your Agent tile.

CHARGED/EMPTY BATTERIES:
Shows whether your or not you have used your free move this turn.



DECK DIMENSIONS:
How many Artifacts of each Dimension are in your starting draw pile.

SPECIAL ABILITY:
A special ability you may use, and the conditions for using it.

NAME AND ORIGIN ERA:
Who you are and where you start your journey through Spacetime.

Anatomy of an Artifact card

DIMENSION:
Important for doing LOOP actions.

NAME:
What the Artifact is.

ABILITY ICONS:
What the Artifact's ability affects.

ABILITY (TEXT):
Detailed description of the Artifact's effect.

AGENT ICON:
Only appears on Starting Artifacts. Tells you which Agent starts with this Artifact.

ORIGIN ERA:
Where the card is available when it is first drawn. Also important for some abilities.

Artifact Dimensions

Each Artifact belongs to a **Dimension**. There are three **Elementary** Dimensions: *Spiral*, *Star*, and *Stripe*. Artifacts of the **fourth** Dimension, *Black Hole*, aren't like the others. (We'll explain more on page 7.)

MR. TIME

"I hope that I don't have to explain to you that matter flows through dimensional channels that are sealed up tight like big sewer pipes... It's... Quantum! Look... a consulting firm worked very hard for 2 years to come up with these Dimension names. It might look easy at first glance, but it was actually quite expensive."

Agent Decks

Each Agent uses their own **deck** of **Artifacts** to fight Dr. Faux. Here are the basic concepts of this system:

Your Deck

This is your very own deck of **Artifact** cards. These cards are split between your **draw pile**, your **hand**, and your **discard pile**. Each Agent starts with a deck made up of **6** cards.

Your Hand

Cards in your hand are placed faceup in front of you. You can use cards in your hand to take **actions** during your turn.

Cards in your hand may either **ready** (normal reading orientation) or **exhausted** (turned sideways). All cards you draw arrive in your hand **ready**. When you use a card, turn it 90 degrees to indicate that it is **exhausted** and can no longer be used until it is made ready again.

Note: You will always have at least **3** cards in your hand, but some abilities can cause you to have more at different points during the game.

Your Draw Pile

Whenever you are instructed to **draw** a card, reveal the first card from your **draw pile** and place it face up with the other cards in your **hand**.

Your Discard Pile

Whenever you are instructed to **discard** a card, place it faceup onto your **discard pile**. Discarded cards accumulate in this pile.

Empty Draw Pile

Whenever you would draw a card, but your draw pile is **empty**, shuffle your **discard pile** into a new facedown draw pile. Then continue drawing normally.

MR. TIME

"During a time jump to 2008, we had an epiphany: our Agents would be much more effective at using their Artifacts if they drew inspiration from the neverending cycle of draw-play-discard-shuffle in certain card games."

Game Flow

Starting with the first player, players take turns in **clockwise** order. This continues until your team either **wins** or **loses** the game.

Each time the **Faux deck** is empty, the Faux cards are shuffled and placed on the next space of the **Cycle track** to signal the start of a new **Cycle** (see page 9).

If your team has not won by the end of the **3rd Cycle**, the game is over and you lose!

Goal

Victory

Each **Mission** you **complete** damages Dr. Faux's Machine. If you are able to complete **4 Missions,** Dr. Faux's Machine is destroyed, and your team **immediately wins!** (Some game modes add additional victory conditions.)

"K.U.D.O.S! I'd be lying if I said that we had complete confidence in your abilities..."

Defeat

Your team **loses immediately** if any of the following happens:

- You are forced to place a **2nd Vortex** in any **single Era.**

  " ... everyone knows the famous equation: V + V = ∞ "

- You are forced to place a **4th Vortex anywhere** around the board.

  "Vortexes are a non-renewable resource, I'll have you know!"

- You reach the end of the **3rd Cycle** without completing 4 Missions.

  "Dr. Faux achieved his dreams. Everyone laughed at his Omniscience 2000 project, but who is laughing now?! Nobody, that's who."

MR. TIME

"Whatever the reason for your failure, it will be forever engraved (in Comic Sans) on our wall of shame at the entrance to Agency headquarters. And seeing as how the Universe has probably just been destroyed, it's not impossible that we may be forced to let you go from the Agency, with our deepest regrets of course."

Player Turns

Each turn is broken into **5 phases**, played in the following order:

I. **Faux Phase**
II. **Action Phase**
III. **Acquire Artifact**
IV. **Complete Mission**
V. **Refresh**

I. Faux Phase

Dr. Faux does what he does best: **cause trouble!** There are two steps to the Faux Phase:

A) Add Clones and reveal Artifact

At the start of your turn, add new **Clones** and reveal a new **Artifact.** The number of each that must be added is shown on the **Cycle track** at the bottom of the HQ board (marked by the position of the Faux deck).

In this early game situation, each player draws 1 Clone and 1 Artifact at the start of their turn.

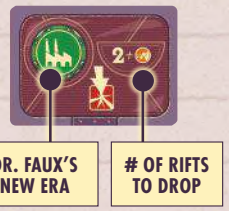
Adding Clones

Whenever you add a new **Clone,** draw a **Clone token** out of the bag, check the **back** of the token (without Dr. Faux), and place it on the **Era** matching the icon shown. Make sure to place it with its **front** side (with Dr. Faux) faceup. If there are not enough Clones available in the bag, simply ignore any that you are not able to draw.

Revealing Artifacts

Whenever you reveal a new **Artifact**, flip the top card from the **Artifact deck**, check its **Origin Era** icon in the bottom left corner, and place the card faceup under the matching **Era.** If the Artifact deck is ever **empty**, shuffle the Artifacts in the **destroyed** pile (in the top right of HQ board) to make a new Artifact deck.

B) Resolve Faux card



Reveal one card from the **Faux deck.** This card tells you which **Era** Dr. Faux travels to this turn.

Rotate Dr. Faux's Machine in the center of the board so the **middle** of the 3 chutes is pointing towards the Era shown on the card.

Next, Dr. Faux activates his Machine – this is where the real trouble starts! Take **2 Rift cubes** from the supply, plus **1 Rift cube** for each **Clone** in the Era on the card, and **drop** them into the top of the Machine.

MR. TIME

"Would you please stop clapping for Dr. Faux! Do I really have to remind you that he is the bad guy here?"

Once all the cubes have landed, place them in empty **Rift slots** at the bottom of the Eras they landed on.

Example

Maxine just revealed this Faux card, which causes Dr. Faux to move to the **Industrial Era** and activate his Machine there.

Maxine rotates the Machine so its middle chute points to the Industrial Era. There is one **Clone** in the Industrial Era, so she drops a total of **3 Rift** cubes (2 +1 per Clone) into the Machine.

One Rift lands on the **Renaissance Era** and two land on the **Industrial Era.** Maxine places these cubes in these Eras' Rift slots. (Thankfully there are enough open slots!)

If you must place **Rift** cubes on an Era but there are **not enough slots** for all of them, that Era becomes a...

Vortex!

Placing a Vortex

When an Era becomes a **Vortex**, take the following steps:

1. You immediately and permanently **fail** any Mission you have not yet completed in this Era (even if it's not revealed). Remove the Mission tile (if there is one) and return it to the box, along with any cubes it had on it.
2. Slot a **Vortex** tile from the supply into this Era, where the Mission tile would go (see example right).
3. Return **all Rift** cubes in this Era to the supply, including the cubes in its Rift slots and any extra ones that caused the Vortex.
4. If any **Artifact** cards are available in this Era, **destroy** them. From now on, no new Artifacts can be placed here. Whenever an Artifact would be placed in this Era, it is instead destroyed.

Once an Era becomes a Vortex, there is **no way to remove it.** Recall that if you must ever place a Vortex where there is **already a Vortex**, or if you must place a **4th Vortex** anywhere on the board, you lose!

Revealed Missions

Whenever a Mission is completed **or** removed by a Vortex, **immediately** reveal a new Mission tile in **Dr. Faux's Era**. If there is no tile there, or it is already revealed, then reveal the tile in the next **clockwise** Era that has an unrevealed tile. If all tiles have been revealed or removed, do not reveal a new tile.

Destroyed Artifacts

Whenever an **Artifact** card is destroyed, place it face up on the **Destroyed** pile in the top right of the **HQ** board. If an ability destroys several cards at the same time, place them in the order of your choice.

Example

On his turn, Theo draws this Faux card, sending Dr. Faux to the **Globalization Era.** Since there are **2** **Clones** in this Era, he drops **4** **Rift** cubes into the Machine. Two land on the **Globalization Era** and two land on the **Industrial Era.**

Unfortunately, the **Industrial Era** is **full**, and there's no more room to put new Rifts there. That means the Era becomes a **Vortex**! Theo permanently discards the unrevealed **Mission** there and replaces it with a Vortex tile.

He then returns the 5 Rift cubes there to the supply. If there were any **Artifacts**, he would destroy them, but fortunately there aren't any.

Resolved Faux Cards

When you are done resolving a **Faux card**, place it **faceup** below the HQ board. Resolved Faux cards should be arranged in a **row**, so the team can see which Eras Dr. Faux has already visited this Cycle, and which he might visit next.

In this example, Faux has visited 4 Eras. He will not visit these Eras again until the Faux deck is empty.

II. Action Phase

MR. TIME

"Look how perfect this time loop is, with the End of Times flowing right into a new Dawn of Time! I'm just overwhelmed by the poetry of it all..."

Once Dr. Faux has done his worst to Spacetime, you can let loose and perform your **actions**.

You may perform each of the **3 available actions** as many times as you wish and in any order, until you decide to stop or don't have the resources to continue. You must always **completely** resolve an action before beginning a new one.

A) Move

Spend **1** **Energy cube** in your current Era to move to one of the two Eras **adjacent** to yours. Return the spent Energy to the supply, then move your Agent pawn to your new Era.

If there are **no** Energy cubes in your Era, you cannot perform this action.

B) Use an Artifact

Use the ability on any **ready** **Artifact** card in your **hand**, then turn it sideways to show it is **exhausted**.

Each Artifact's ability is described at the bottom of the card. When you use an Artifact ability, you must resolve its effects in the **order** they are written, and you must resolve as much of the ability as you are able to. If you are only partially able to resolve an ability, you may still use it.

C) Do a LOOP

Dr. Faux may be powerful, but the Agency has developed a secret weapon that gives us a fighting chance: **the LOOP.** This technique allows you to drain **Energy** from your Era to **ready** your exhausted cards and use their abilities once again!

To perform the **first** LOOP action of your turn, spend **1** **Energy** cube in your Era, then choose **one** of the **Elementary Dimensions** (, , or). **Ready** all exhausted cards in your hand with that icon.

You can take multiple LOOP actions in the same turn, but each time you do, the **Energy cost** of your next LOOP increases by **1**. So doing a 2nd LOOP costs **2** ; doing a 3rd costs **3** ; and so on.

Artifacts with the **Black Hole** icon can **never** be readied using a LOOP.

MR. TIME

"It's just basic quantum physics... this technique only works on one Dimension at a time, and never with Black Holes !"

Navigating Spacetime

Your Era

Your Era is the Era where your **Agent pawn** is on the Spacetime board.

Adjacent Eras

The two Eras on **either side** of an Era are considered **adjacent**. Since Spacetime is a loop, the **End of Times** and **Dawn of Time** are also considered adjacent. An "adjacent piece" (such as a **Clone** or **Rift**) is a piece in an adjacent Era.

Note: If an Artifact ability does not say otherwise, assume "an adjacent Era" means adjacent to **your** Era.

Next/Previous Era

The flow of Spacetime goes **clockwise** around the board. The "next" Era is the adjacent Era **clockwise** from your Era. The "previous" Era is the adjacent Era **counter-clockwise** from your current Era.

Dr. Faux's Era

The Era that the **middle chute** of Dr. Faux's Machine is pointing to.

Free Move

Once per turn, you may take a **free move** to an adjacent Era, without spending 1 Energy. Indicate that you have used your free move for the turn by flipping your Agent tile to its **empty batteries** side.

Destroying Clones

Dr. Faux's **Clones** are tough, but they have a fatal weakness: if a Clone ever enters its **Paradox Era**, it will be immediately destroyed by a temporal paradox!

The Paradox Era where a Clone can be destroyed is shown on the **front** of the token, in its **monocle.** If a Clone ever enters this Era, it is immediately removed and returned to the bag.

The main way to move Clones is using Artifacts with a **Clone** icon (see page 11).

Progress on Missions

Before **completing** a Mission, your team must fill up the required number of **progress slots.** Each time a player meets the condition printed on a revealed Mission tile, place a cube (of any color) on a progress slot. (In some cases, you will need to place the cube on a **specific** slot matching the **Era** where you met the condition.)

Once you have filled the required number of slots on a Mission, a player must **end their actions** on the Era where that Mission is to complete it (see next page).

MR. TIME

"Note that you are free to use whatever color of cube you want. Let your artistic impulses run wild!"

Example

To complete the Mission *"Clog up Dr. Faux's Machine!"* players must remove a Rift from Dr. Faux's Era **5 times**.

While in Dr. Faux's Era, Claire exhausts her *"Spartan Shield"* to remove 2. Since this meets the Mission condition twice, she places 2 cubes on it.

Pop quiz!

Here is an example of an entire Action Phase to make sure that you've digested this very important section.

Allison is playing everybody's favorite instructor, Mr. Time. In her Faux Phase, Dr. Faux activated his Machine in the **Globalization Era,** and the team is now close to a second **Vortex** (and utter defeat) in the **Age of Robots**... But all is not lost!

Allison's first action is to exhaust her *"Gutenberg's Wormhole"* card. It allows her to remove 1 on her Era, then 1 in an Era with a Vortex (she chooses the **Era**).

Next, she spends 1 in her Era to move to the adjacent **Era.**

Then she exhausts *"Mechanical Grappling Hook"* to pull the orange **Clone** on Era with her into Era. Since the Clone has on its front side, it is destroyed!

Destroying a Clone in Dr. Faux's era allows her to place a progress cube on the *"Reunite the Fauxs!"* Mission tile that is currently revealed.

Next, Allison uses Mr. Time's **special ability** to move her ally Theo, playing the Time Prowler, to an adjacent Era. She chooses to place Theo on the Era for the remaining steps of her awesome plan. Then she exhausts her *"Ionic Temporo-graph"* to add 1 to Theo's Era.

Next she uses her **free move** to travel from the Era to the adjacent Era, flipping her Agent tile over to empty its batteries.

She's now ready to take a **LOOP** action. She spends the 1 she placed in the Era (this being her 1st LOOP this turn) and chooses the Dimension, which allows her to ready both *"Ionic Temporo-graph"* and *"Gutenberg's Wormhole."*

Now she can use *"Gutenberg's Wormhole"* again to remove another 2 on her Era, and she can use *"Ionic Temporo-graph"* to add another 1 to Theo's Era (where she currently is). She could spend this to do more, but she feels satisfied with her plan, and decides to end her Action phase.

III. Acquire Artifact

You may take **one** available **Artifact** card from the Era where you **end** your actions (even if they didn't participate in completing it). Place it facedown on **top** of your **draw pile.** This card is permanently added to your deck.

You may choose not to take any cards from your Era, but you may never take more than one.

"After your Action phase, you might be tempted to take a well-deserved rest on your Era... But chilling isn't what we hired you for! Instead, take the opportunity to search for artifacts, archive a mission and dust off your uniform before handing the reins over to the next Agent!"

MR. TIME

Example

Ending her Action Phase in the **Medieval Era** gives Maxine the opportunity to add one of the two **Artifacts** there to her **deck.** She chooses *"War Horse"* and places it on top of her draw pile.

IV. Complete Mission

If there is a revealed **Mission** tile in your current Era, and the required number of **progress slots** on it are filled, you may **complete** it.

Remove the completed Mission and place it faceup to the left of the **HQ** board. Return all cubes on it to the supply. Then reveal a **new Mission** (as instructed on page 6).

If there are ever **4 completed Missions** in the pile, your team wins immediately!

Note: When a Mission's progress slots are full, an Agent must still end their actions there to complete it.

Attendance Reward

Whenever a Mission is completed, all players receive a **reward** (even if they didn't participate it completing it).

Reveal 1 card per player from **Artifact deck,** plus one extra card. Each player chooses a revealed card and adds it to their deck, placing it facedown on **top** of their **draw pile**. Destroy the remaining card.

Should the extreme tension between the members of your team prevent you from easily coming to an agreement, choose cards in **turn order,** starting with the currently active player.

"These fleeting moments of pure bureaucratic magic make all of that cube-piling on Mission tiles worth it!"

MR. TIME

V. Refresh

At the end of your turn, take the following steps:

1. If you used a **free move,** flip your Agent tile back to its **charged batteries** side.
2. Place **all** Artifacts in your hand in your **discard pile.**
3. **Every** player (including you) with fewer than **3** Artifacts in their hand draws cards until they have 3 in hand.
4. If there are **no cards** remaining in the **Faux deck**, start a new Cycle (as described below).

Once you're done, the next player starts their turn.

New Cycle

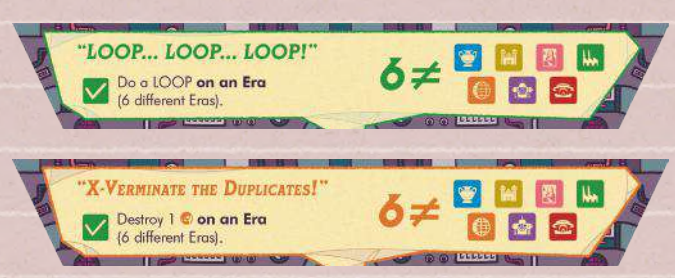
If Dr. Faux's draw pile is **empty** at the end of a turn, the **Cycle** is over. Shuffle all 7 Faux cards into a new draw pile and place it on the next space on the **Cycle track.** If there is **no** next space, the game is over, and you lose!

At the end of the 7th turn of the 1st Cycle, 7 Faux cards have been revealed. Shuffle them together and place them in a new pile on the 2nd Cycle space.

Mission Tiles

General Clarifications

- There should always be **2 revealed Missions** around the board (unless there is only 1 uncompleted Mission tile left, and all others have been completed or removed).
- Whenever a Mission is **completed** or **removed** by a Vortex, immediately **reveal** another Mission in Dr. Faux's Era (or the next clockwise Era that has an unrevealed Mission).
- To place a cube on a Mission, you must fulfill its condition during your **Action Phase**, either before or after (but not during) any action.
- A single action that fulfills the conditions of **multiple Missions** can allow you to place cubes on multiple tiles.
- Unless otherwise specified, a single action that fulfills a condition of a single Mission **several times** allows you to place multiple cubes on it.
- A Mission can only be completed after you've **finished** taking actions on your turn, and only if you are in the Era **where the Mission tile is.**



Place a cube on this Mission each time you remove a **Rift** / perform a **LOOP** / destroy a **Clone** in **Dr. Faux's Era**.

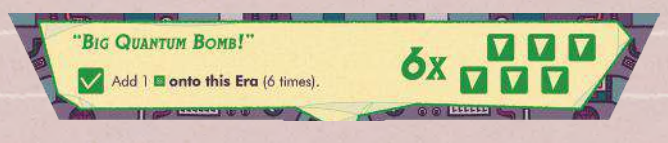
You can fill **any number** of slots on this Mission each turn. This Mission can be **completed** once **all 5** / **4** / **4** slots are filled.

Place a cube on the progress slot **matching your Era** when you remove a **Rift** / perform a **LOOP** / destroy a **Clone** in an Era that does **not** already have a cube.

You can fill **any number** of slots on this Mission each turn. This Mission can be **completed** once **all 7** / **any 6** slots are filled.

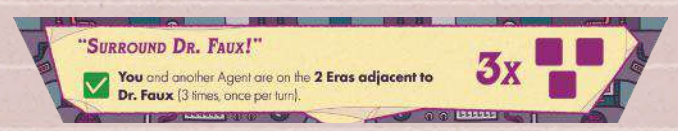
While there is at least **1** **Energy** on each of the **7 Eras**, place a cube on this Mission each time you place an **Energy cube** on the Era **where this Mission is**. (You do not need to be in this Mission's Era to complete its condition.)

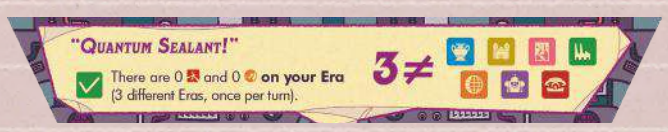
You can fill **any number** of slots on this Mission each turn. This Mission can be **completed** once **all 3** slots are filled.



Place a cube on this Mission each time you place an **Energy cube** on the Era **where this Mission is**. (You do not need to be in this Mission's Era to complete its condition.)

You can fill **any number** of slots on this Mission each turn. This Mission can be **completed** once **all 6** slots are filled.





Place a cube on this Mission if **you** are in an Era adjacent to Dr. Faux's Era, and at least **one other Agent** is on the **other** Era adjacent to him.

You can fill no more than **1 slot** on this Mission each turn. This Mission can be **completed** once **all 3** slots are filled.

Place a cube on the progress slot **matching your Era** if you are in an Era that does **not** already have a cube and there are **no** **Clones** and **no** **Rift** cubes there.

You can fill no more than **1 slot** on this Mission each turn. This Mission can be **completed** once **any 3** slots are filled.

Artifact Cards and Agent Tiles

Ability Icons

Each Artifact has one or more **ability icons** down the left side that give you a quick reference of what kinds of effects it has.

Energy: Lets you add Energy to one or more Eras. Take new Energy cubes from the supply.

Rift: Lets you remove one or more Rifts. Return removed Rift cubes to the supply.

Movement: Lets you move yourself or an ally to a different Era.

- **Move # Eras:** Move the indicated Agent from their Era to an **adjacent** Era, up to the indicated number of times (either clockwise or counterclockwise).
- **Move to Era:** Move the indicated Agent to a specific Era.
- **Move to Any Era:** Move to any Era on the board. You may move to the Era you currently occupy.

Artifact: This ability interacts with other Artifact cards.

- **Draw:** Draw an Artifact from your draw pile and add it to your hand, in ready position.
- **Discard:** Discard an Artifact from your hand.
- **Reveal:** Flip the top card of the Artifact deck and place it faceup in its Origin Era.
- **Acquire:** Place the indicated Artifact facedown on top of your draw pile and permanently add it to your deck.
- **Destroy:** Place the indicated Artifact in the destroyed Artifacts pile.

Clone: Lets you move one or more Clone tokens on the board. If a Clone is moved to the Paradox Era shown in its monocle, it is destroyed and returned to the bag.

- **Pull:** Move a Clone **to** your Era **from** an adjacent Era.
- **Push:** Move a Clone **from** your Era (or the indicated Era) **to** an adjacent Era.
- **Destroy:** Return a Clone in the indicated Era to the bag.
- **Carry:** When using this card's move ability, you may pick up a Clone from any Era you visit, and move it with you to another Era you visit.

MR. TIME

"Ah, paradoxes... When a Clone that you just sent back into the Great Beyond suddenly shows up again out of the bag, don't lose your cool. Just act natural, and everything will be ok."

Destroying multiple Clones

Robofinisher 404's ability triggers after you destroy a on your turn. For each **additional** you destroy in any Era, either add **1** **Energy** or remove **1** **Rift** from that Era.

Allowing another Agent to resolve an ability

Some Artifacts let you choose another Agent to resolve an ability on an Artifact. They treat any references to "you" or "your Era" as referring to their Agent.

Canceling a Rift

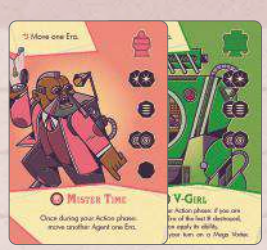
Time Prowler's ability lets you **cancel** a Rift immediately after it drops. A canceled Rift is treated as if **it never dropped**. It **cannot** cause a Vortex, and it does **not** count as "removed" for fulfilling Mission conditions.

Resolving an Artifact ability

V-Girl and some Artifacts allow you to resolve the Ability of another Artifact. Treat any references to "you" or "your Era" on this ability as referring to your Agent. Do **not** exhaust the Artifact you resolve.

Revealing in a Vortex

If an ability reveals a new Artifact, and its Origin Era is a **Vortex**, place the card on the Era and finish resolving your ability **before** destroying the Artifact.



Using abilities during the Action Phase

Mr. Time and *V-Girl* can trigger their abilities during the Action Phase. They must use their ability either before or after (not during) an action.

Choosing an Agent

If an ability targets **"any Agent,"** you may choose any Agent, **including** yourself.

If an ability targets **"another Agent,"** you may choose any Agent **other** than yourself.

Allowing multiple Agents to draw

Players can draw in an order of their choice. One player can draw and decide what to do before the next player draws and decides.

Discarding or destroying a card in your hand

Some abilities require you to discard or destroy a card from your hand. You can choose to discard or destroy an already exhausted card, including the one that you just exhausted to use this ability.

Drawing a card and resolving an effect in its Origin Era

Some abilities allow you to draw a card, and then resolve an effect in that card's Origin Era. The card you draw arrives **ready** in your hand, like any other card drawn.

Pushing multiple Clones

You may push each to a **different** Era.

Pulling multiple Clones

You may pull s from **different** Eras.

Carrying a Clone

When an ability lets you carry a , you may move a that is in any Era you pass through to any other Era you pass through later in the same move.

For example, if you move from the **Medieval** Era, through the **Renaissance** Era, and end on the **Industrial** Era, you can pick up 1 from either the **Medieval or Renaissance** Era, and drop it off in either the **Renaissance or Industrial** Era.

If you are using *Double Joystick,* you must pick up a from an Era on your route where there is a **Vortex.**

Add or remove pieces from an Era until there are as many as another piece

Some cards tell you to **add Energy** or **remove Rifts** until the number of that piece on the indicated Era **matches** the number of another piece there.

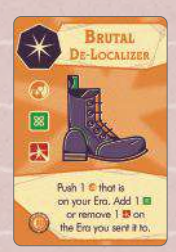
For example, using the *"Holy Grail"* on an adjacent Era with **1** and **3** allows you to add **2** , so there are a total of **3** of each cube. If you instead target an adjacent Era with **2** and **1** , then nothing happens, because there is already more than .

In another Agent's Era

You can choose another Agent in the same Era as you.

In your Era or in every Vortex

When you resolve *"Timenado,"* You must choose to either add **1** in your Era **or** add **1** in each Era with a Vortex. If you are **in** an Era with a Vortex, you still only place **1** there, regardless of the option you pick.



Era where you sent a Clone

When you resolve *"Brutal De-Localizer,"* you must push a in order to resolve the rest of the effect. If you push a and it is **destroyed**, you still resolve the effect in the Era where it was destroyed.

If there is another Agent in your Era

When you resolve *"Matryoshka,"* you may remove 2 from your Era, then, if there is at least 1 other Agent in your Era, you may remove 1 from **each** adjacent Era. The second half of this ability can only trigger once, even if there are multiple Agents in your Era.

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