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ANACHRONY
FUTURE IMPERFECT
◀ EXPANSION ▶
RULEBOOK



**MINDCLASH
GAMES**

The Paths' relentless struggle for supremacy resulted in both incredible technological advancements and increasing political power. Their Leaders continuously discover new ways to manipulate the time stream, establishing stronger connections with the past and future and opening portals to alternate timelines, all while manipulating the World Council for their own benefit.

Future Imperfect is a modular expansion to Anachrony, introducing four new gameplay modules with varying complexities. These modules are designed to enhance the time travel aspect and the player interaction of the base game. They can be added individually or combined with each other and/or with most of the previously released expansions and modules.

COMPONENTS

Module 1: Neutronide buildings



4x New buildings

Module 2: Hypersync Future Actions



3x Supercharge tiles



15x Hypersync tiles (3 for each Path*)



1x Hypersync board

Module 3: Quantum Loops



1x New Superproject



5x Quantum Warp tiles (1 for each Path*)



8x Quantum Loop cards

Module 4: Intrigues of the Council



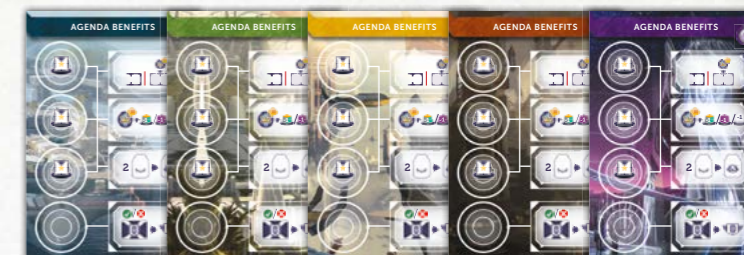
1x Council Chamber board



4x New buildings



1x New Superproject

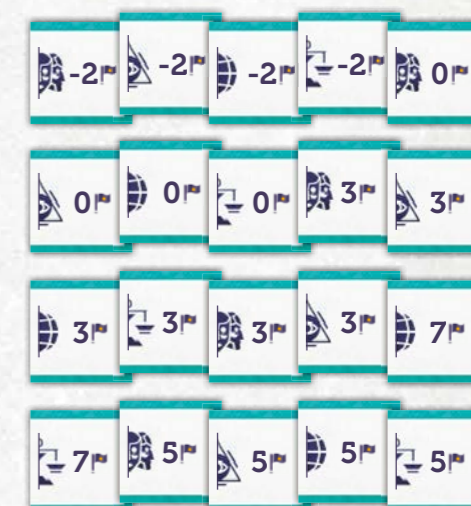


5x Agenda Benefits cards (1 for each Path*)

52x Agenda tiles



32x Objective tiles



20x Value tiles



32x Standard Mission cards (8x for each player)



4x Mission card standees



8x Emergency Mission cards



5x Collapsing Capital tiles for the Council Chamber board

*Path of Unity requires the Fractures of Time expansion (sold separately) to play

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MODULE 1 - NEUTRONIDE BUILDINGS



A new ionic compound of Neutronium was discovered, named Neutronide. It was observed that control circuits built with Neutronide increased in efficiency proportional to the increase in time energy that surrounded them. These new, experimental, Neutronide-equipped buildings became more powerful the more the Paths began increasing their time travel capabilities.

The Neutronide buildings module offers a set of 4 new buildings that become increasingly effective the more Power Plants you have.

For a detailed description of their effects, see the Appendix.

CHANGES AT SETUP

Shuffle the 4 new buildings into their respective stacks.

COMBINING WITH OTHER MODULES

Neutronide Buildings can be mixed and matched with the base game and any other expansions and modules, unless the rules say otherwise.

MODULE 2 - HYPERSYNC FUTURE ACTIONS



The greatest minds of each Path gathered at the World Capital to design and construct a facility capable of a whole new time travel method. Far more advanced than the Path's Power Plants, this complex allows certain actions to be carried out in the present and synchronized with a specific point in the past. Just like warping goods and resources from the future, the Paths are now able to warp in actions from the future that they don't have capacity to execute in the present.

Using the Hypersync tiles, players are able to receive the benefits of a Capital Action without placing an Exosuit, performing the Action on the Hypersync board in a later Era.

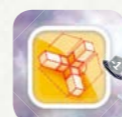
CHANGES IN SETUP

- Give each player their 3 Hypersync tiles: Construct, Recruit, and Research.
- Place the Hypersync board next to the Main board. Use the side with the appropriate player count.
- Set the three Supercharge tiles aside; they will be needed at Impact (see below).
- When playing with 2 players, cover the right World Council Action space (on the Main board) with a Hex Unavailable tile. This hex space cannot be used in 2-player games with Hypersync.

5 ACTION PHASE - CHANGES

On your turn during the Action Rounds Phase, **an additional Action type is available**: the Hypersync Future Action. Instead of placing an Exosuit, place one of your available Hypersync tiles above the Timeline tile corresponding to the current Era (regardless of where your Focus is) and take the Action corresponding to the tile, without placing an Exosuit.

IMPORTANT: You may only have **1 pending Hypersync tile per Era**, and you cannot reuse a specific Hypersync tile until you have retrieved it (see below).



Construct: Take a Construct Action with a 1 Titanium discount. (Pay for the building/Superproject's cost as if you used an Engineer to construct it).



Recruit: Take a Recruit Action, but receive the Worker **from the supply, not from the Recruitment pool**. This Action is limited to Worker types that are present on the Recruitment pool card drawn during the Preparation Phase of the current Era. Additionally, receive the Recruitment bonus associated with that Worker.



Research: Take a Research Action.

Any abilities that trigger during a Construct/Recruit/Research Action still trigger when taking them as a Future Action.

Any ability permitting you to retrieve a Warp token does **not** allow you to retrieve a Hypersync tile.

2 PARADOX PHASE

During the Paradox Phase, the presence of a Hypersync tile **counts as a Warp tile** when checking for most Warp tiles per Timeline tile. Therefore, if a player has two Warp tiles on a Timeline tile, while another has a single Warp tile and a Hypersync tile, they both roll for Paradox.

IMPORTANT: Just like in the base game, players that have **zero** Warp tiles on a Timeline tile do not roll for a Paradox, even if they have a Hypersync tile present.

Additionally, the player (or players) with the **most total Hypersync tiles** (across all Timeline tiles) in play make one more Paradox roll, unless they have already received an Anomaly during the current Paradox Phase. (If no player has any Hypersync tiles in play, this roll is skipped.)



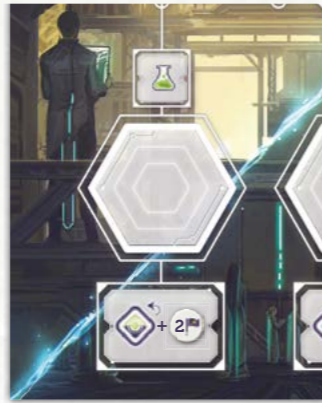
RETRIEVING HYPERSYNC TILES



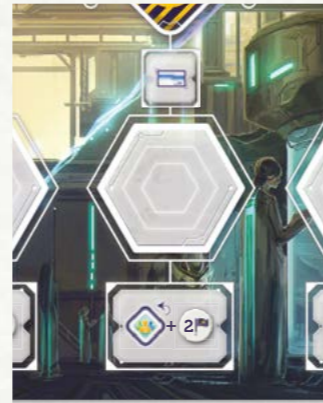
When your Focus is on a **past** Timeline tile where one of your Hypersync tiles are present, you may place an Exosuit (with a Worker in it) on the corresponding **Hypersync Action** space to retrieve the tile. The use of either Action space to retrieve a tile grants a bonus of 2 Victory Points, but does **not** advance your Time Travel marker. You **cannot** use the Action space just to gain the 2 Victory Points without retrieving a Hypersync tile.



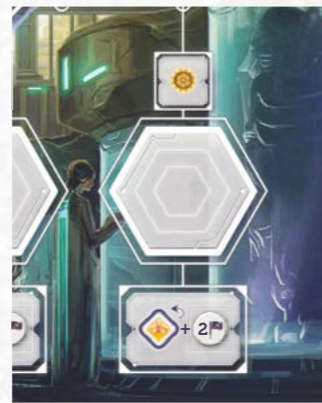
Worker specifics:



The leftmost space only accepts a Scientist (or Genius) to retrieve a Research Hypersync tile.



The middle space only accepts an Administrator (or Genius) to retrieve a Recruit Hypersync tile.



The rightmost space only accepts an Engineer (or Genius) to retrieve a Construct Hypersync tile.



In 4-player game only, there is a fourth Action space available that allows you to copy any occupied Hypersync Action space at the cost of 2 Water. Worker restrictions of the copied space also apply to this space.

IMPORTANT: Hypersync tiles may **not** be retrieved with "retrieve" effects (found typically on Anomalies and certain buildings and Superprojects).



CHANGES AT IMPACT

At Impact, place the 3 Supercharge tiles on the corresponding Hypersync Action spaces. From now on, when placing an Exosuit on one of these spaces, gain the additional reward shown on the tile. Unlike Collapsing Capital tiles, these are **not** removed or flipped when an Exosuit is retrieved from them and they are not counted for triggering the end of the game.

CHANGES AT ENDING THE GAME

Hypersync tiles cannot be paid back during the Untangle the Continuum step. If a Hypersync tile is left on the Timeline at the end of the game, the penalty is **4 Victory Points** for each tile left in play. Add this penalty on the scoring pad to the Victory Point loss for your Warp tiles remaining on the Timeline (if any).

COMBINING WITH OTHER MODULES

The Hypersync module can be combined with the base game and any other expansion or module.

- When combining with Alternate Timelines, placing a Hypersync tile does **not** trigger any of the Warp slot effects, since it's placed above the Timeline tile.
- When combining with Fractures of Time (sold separately), you may **not** Blink off the Hypersync board, but you **may** use Operators to retrieve Hypersync tiles (including when Blinking **onto** the Hypersync board, which is permitted).
- For the purposes of any effect counting Warp tiles on the Timeline (such as in the Variable Anomalies module, which is sold separately), Hypersync tiles **count** as Warp tiles on the Timeline.

MODULE 3 - QUANTUM LOOPS



Experiments with the time portals revealed a way to use quantum technology to access alternate timelines where history has taken a different course. In some of these timelines, events from the future have already happened, while in others the Impact left far greater devastation and the locals are in desperate need of help. These new, divergent realities present new possibilities to explore, – with the help of advanced quantum technology, they can become a reality in our timeline too.

The Quantum Loops module extends the possibilities of the Warp Phase: you may now receive more powerful bonuses and resources and pay them back with Breakthroughs.

CHANGES AT SETUP

- Before placing the Superprojects over the Timeline, remove one random base game Superproject from the stack, then shuffle the new Superproject (Multiverse Hub) into the stack. Optionally (and for your first game with Quantum Loops), you may choose to include it in the game and randomly select the remaining Superprojects (randomly placing them all above the Timeline).
- Each player receives 1 additional Warp tile: Quantum Warp.
- Shuffle the 8 Quantum Loop cards, and reveal 3 of them. Place them all face up next to the Main board. Place the remaining 5 in a face down draw deck nearby. This will be the Quantum Loop card offer.

NOTE: If Time Wave Neutralizer and/or Time Loop Amplifier are drawn as part of the starting offer, draw a replacement, and reshuffle them into the draw deck. These Quantum Loops cannot start on offer in Era 1 because they have no effect in Era 1. These two cards are marked with an asterisk as a reminder.

1 PREPARATION PHASE

CHANGES

During the Preparation Phase, if there are fewer than 3 Quantum Loop cards on offer, reveal cards from the face-down deck and add them face up until there are 3. Because chosen cards are returned later, the offer can grow above 3 cards - do not discard any excess.

4 WARP PHASE - CHANGES

During the Warp Phase, you may select the Quantum Warp tile instead of any of the normal Warp tiles. If you do, select one of the available Quantum Loop cards on offer and place it in front of you, performing its effect immediately. If multiple players selected their Quantum Warp tile, they will choose their cards in turn order. In the unlikely event of not wanting to take a remaining Quantum Loop card or running out of cards on offer, you can remove your Warp tile, but you may not choose to place a different Warp tile instead.

RETRIEVING QUANTUM WARP TILES

- A Quantum Warp tile may not be retrieved with "retrieve" effects (typically found on Anomalies and certain buildings and Superprojects).



- To retrieve a Quantum Warp tile, use a Power Plant the same way as with any other Warp tile. But instead of paying Resources, Workers, or Water, you must pay a Breakthrough of a specific icon or shape, as shown on the Quantum Loop card in front of you. Doing so advances your Time Travel track, just like paying back any other Warp tile would. When you retrieve your Quantum Warp tile, also return the Quantum Loop card in front of you to the face up card pool.



CHANGES AT ENDING THE GAME

The Quantum Warp tile may be paid back at the end of the game during the Untangle the Continuum step by spending the specified Breakthrough. However, if it is left on the Timeline at the end of the game, the penalty is 4 Victory Points instead of the regular 2 Victory Points. Add this penalty on the scoring pad to the Victory Point loss for your Warp tiles remaining on the Timeline (if any).

COMBINING WITH OTHER MODULES

The Quantum Loops module can be combined with the base game and any other expansion or module.

- When playing with Alternate Timelines, placing a Quantum Warp on a x2 slot has no additional effect.
- The Cosmic Data Leak card works the same way when playing with the Intrigues of the Council module—simply draw two of the Endgame Condition cards left in the box, and score 3 Victory Points for each one at the end of the game if you meet their conditions. You still score the Agenda board at the end of the game.



MODULE 4 - INTRIGUES OF THE COUNCIL

Over the years following their exodus from the World Capital, the Paths' power in the World Council has grown due to the competition for military and technological superiority. This power and influence now allows the Paths to gain information on the secret priorities of the Council. Impressing the Council by completing their missions can have a huge impact on global politics, allowing the Paths to manipulate the Council to their benefit.

In the Intrigues of the Council module, the base game's Endgame Condition cards are replaced by the Council's Agenda grid: a dynamic endgame scoring system shaped by the players. By accomplishing missions for the Council, players may add new Agenda tiles to the grid to manipulate the outcome of the endgame scoring or reap other valuable benefits.

CHANGES AT SETUP

- Place the Council Chamber board next to the Main board.
- From the Objective tiles, remove all Objectives (dark blue back) that are associated with a module or expansion not in play and return them to the box.
- Separate the Agenda tiles into Objectives (dark blue back) and Values (yellow back), and shuffle them into two separate face-down piles. Place these below the Council Chamber board.
- Before setting up the building stacks, shuffle the four new buildings into their respective stack.
- Before placing the Superprojects over the Timeline, remove one random base game Superproject and shuffle the new Superproject (World Council Surveillance) into the stack. Optionally (and for your

first game with Intrigues of the Council), you may choose to include it and randomly select the remaining Superprojects.

- Place only 2 Timeline tiles after the Impact instead of 3; the game will end after the 6th Era.
- Leave all Endgame Condition cards in the box; they will not be used.
- Give each player their own Agenda Benefits card and a Mission standee. The Agenda Benefits cards are placed face-up next to each Player board.
- Separate the Mission cards into 4 different decks, each consisting of 8 cards with the arrow on the back side pointing in the same direction. Shuffle these decks and give one to each player, placing it face down next to their Agenda Benefits card.
- Set the Emergency Missions aside for now; they will only be needed after the Impact.



AGENDA TILES

The Intrigues of the Council module introduces a new component, the Agenda tiles. There are two types of Agenda tiles:



Objectives, showing the pressing matters on debate at the Council, and



Values, the Victory Points awarded for addressing them.

These two types are separated in the supply, so you can always choose which type you would like to draw from.

There are two ways of gaining Agenda tiles: 1) drawing the top tile of a pile, and 2) drawing multiple tiles but only keeping some of them. If you are drawing multiple tiles at the same time, you may freely split those draws between the Objective and Value piles.

EXAMPLE: If an effect instructs you to draw four tiles and keep two, it is permitted to draw one Objective and three Value tiles and keep the one Objective and one of the three Value tiles.

If you can only keep some of the drawn tiles, discard the ones you choose not to keep into a face up discard pile next to the draw piles. When an effect instructs you to spend an Agenda tile, the spent tile also goes to this discard pile.

When you gain an Agenda tile, it is placed **face up** amongst your resources. There is no limit to the number of Agenda tiles you may have. If there are fewer tiles in a pile than the number you need to draw, reshuffle the discard pile and form a new face down draw pile. In the extremely unlikely case of both Agenda piles completely running out of tiles, more of that type cannot be drawn until some are discarded.



AGENDA BENEFITS

Your Agenda Benefits card (received at setup) shows four new Free Actions that you may use on your turn. The first three of these Free Actions can be used a total of three times during each Era, in any combination. To use any of them, you must spend an Agenda tile (either Objective or Value).

These Free Actions are:



When building a Superproject this turn, place it next to your Player board. You may have more than 4 Superprojects this way.



When building a Superproject this turn, ignore 1 Resource or Worker cost.



Immediately move up to 2 Tired Workers to your Active column at no cost and without any Morale change.

The fourth ability is explained on page 12, in the "Mission Cards" section.

COUNCIL CHAMBER BOARD

The module also introduces a new board, called the Council Chamber board. It has a new Action (Negotiate) and the Council Agenda grid.

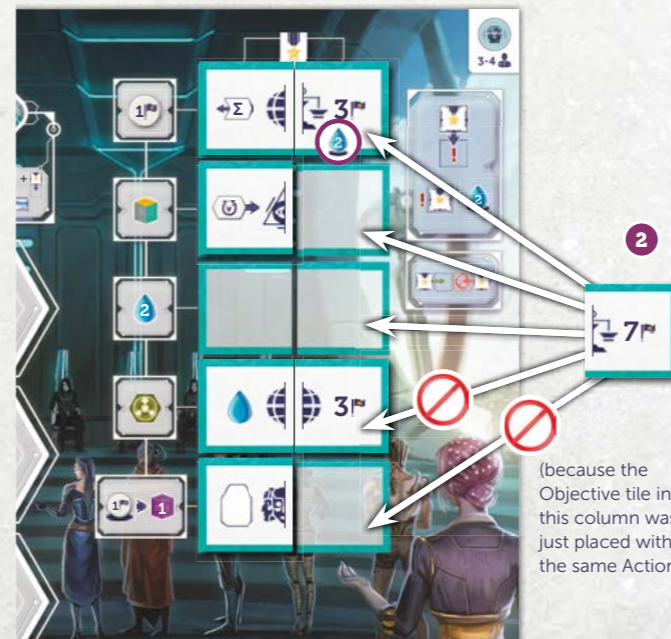
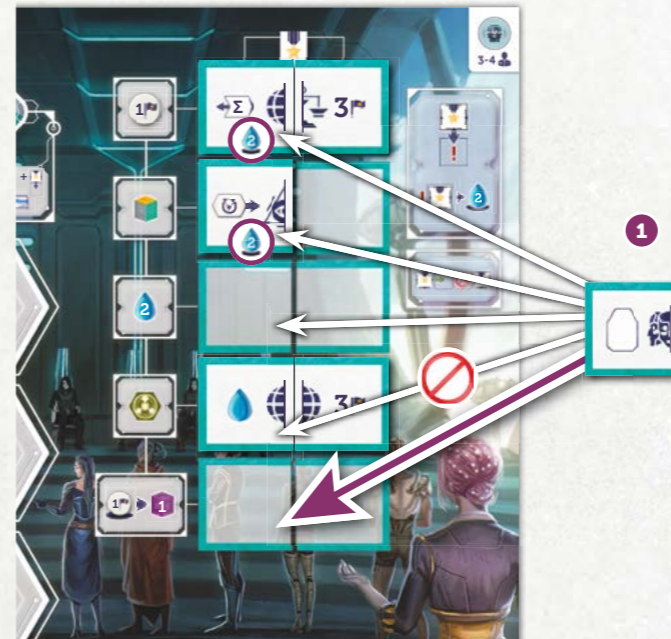


PLACING AGENDA TILES

When an effect instructs you to place an Agenda, take a tile from your reserve and place it on a space on the Agenda grid, immediately **receiving the benefit shown in the same row** as where you placed the tile.

The following limitations apply:

- Objective tiles must go in the left column.
- Value tiles must go in the right column.
- You have the option to override already-placed tiles: you must pay 2 Water per tile already stacked on the space where you are placing (before receiving the benefit of placement). Any number of tiles can be stacked on each space.
- A row of tiles is **locked** if they form a **pair of matching icons**. Locked tiles may **not** be overridden.
- If you are permitted to place multiple tiles on the same **turn** of an Action Round, the tiles may **not** be placed in the same row.



Example for placing 2 Agenda tiles (1 Objective, followed by 1 Value tile) in the same turn.



NEW ACTION - NEGOTIATE



This Action allows you to send an Exosuit directly to the Council for an audience in order to gain and manipulate Agenda tiles. When placing here, **draw 2 Agenda tiles and choose 1 to keep**.

The Negotiate Action has 3 available Hex spaces that modify the Action:



The top space allows you to keep an additional tile.



The middle space allows you to draw 2 additional tiles to choose from (still keeping only 1).



The bottom space allows you to draw additional tile to choose (still keeping only 1). You must pay 1 Water to place an Exosuit here. (This is not available in a 2 player game.)

IMPORTANT: The Council Chamber is a **Capital Action**, therefore once it's full, it can be copied by the Main board's World Council Action. When copying this Action, none of the space-specific modifiers apply, but the Worker-specific bonuses do.

WORKER SPECIFICS



- When activated by a Scientist, you may keep 1 additional tile.
- When activated by an Engineer, you may draw 2 additional tiles to choose from.
- When activated by an Administrator, after selecting which tile(s) to keep, you may immediately place one of your Agendas on the Agenda grid (following rules described above).
- When activated by a Genius, you may select any **one** of the above bonuses.

NOTE: The Worker bonuses and the Action space modifiers are cumulative.

IMPORTANT: You may never keep more tiles than what you're allowed to draw. For example, although the topmost space allows you to keep an additional tile, sending a Scientist would waste the Scientist's ability, as you would still gain only 2 tiles.

MISSION CARDS

At setup, each player received an identical deck of 8 Mission Cards. At the beginning of each Power Up Phase (X3), draw 2 cards from your deck and choose one to keep. Return the other card to the box without revealing it to the other players. Your selected Mission card is hidden information — place it in the Mission standee so that it faces only you and none of your opponents.

Each Mission card lists three conditions and three rewards (see the Appendix for the full explanation of the conditions and rewards). Most conditions relate to positions of your placed Exosuits. As a Free Action (printed on the bottom of your Agenda Benefits card), you may choose to reveal your Mission card.

When you do, check how many conditions you meet:

- If you meet all three, choose **two** of the rewards to receive. You may not choose the same benefit twice.
- If you meet two, choose **one** of the rewards to receive.
- If you meet one or none of them, you receive no rewards and lose 1 Victory Point token (if you have any).

If you do not reveal your Mission until the Clean Up Phase, you default to the third option, losing 1 VP token (if you have any).

During the Clean Up Phase, return your Mission to the box, regardless of its outcome.

IMPACT CHANGES

- **Emergency Missions:** Because the Mission decks will be empty during the Power Up Phase of Era 5, deal 2 Emergency Mission cards (from the deck set aside during setup) to each player. Select one Emergency Mission to be used in Era 5 (placing it in your standee, as usual), and use the other Emergency Mission in Era 6.
- Add Collapsing Capital tiles to the Council Chamber following the same procedure for Capital Actions on the Main board.
- The game always ends at the end of the 6th Era, regardless of the Collapsing Capital tiles.

ENDING THE GAME

SCORING THE AGENDA GRID

At the end of the game, **score each complete row** (including ones with mismatched icons) of the Agenda grid: whoever meets the Objective tile (scored the same way as the base game's Endgame Condition cards) receives the Victory Points shown on the Value tile - note that this may be a negative value. In case of a tie, all tied players score the full amount.

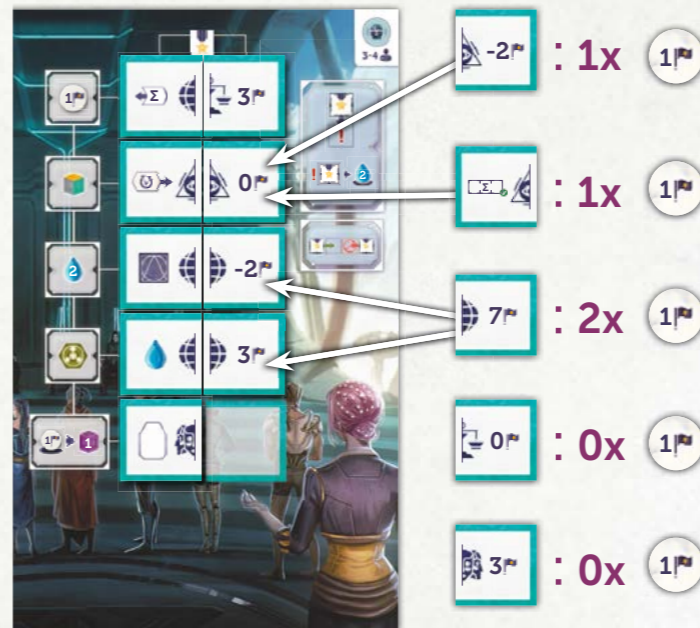
Incomplete rows (those missing either an Objective tile or a Value tile) are not scored.



EXAMPLE: If the game ended now, the player with the most Water would score a total of 5 Victory Points (7-2), while the player with the highest Morale wouldn't score anything because the highest Morale Condition tile doesn't have a Value pair. The "Copy the Condition below" and the "Copy the Condition above" are pointing at each other, so even though both of them have a Scoring tile pair, they would not score anything. The "Copy the Condition above" row is not yet locked (while the other three completed rows are), so if the condition was overwritten by "Most Anomalies", the player with the most Anomalies would score a total of 8 points (3+5).

SCORING LEFTOVER AGENDA TILES

After scoring the Agenda grid, each player scores Victory points for each Agenda tile they have in their reserve; each tile is worth 1 VP per **locked row with the same icon** on the Agenda grid. When calculating the final score, add the Victory Points scored this way to the Victory Point token score on the scoring pad.



COMBINING WITH OTHER MODULES

Intrigues of the Council can be combined with any other expansion or module (unless the rules say otherwise), except Doomsday. Because this is the most complex module of the Future Imperfect expansion, we do not suggest combining it with Pioneers of New Earth and Fractures of Time (both sold separately) at the same time.

When combining with any of the four modules below, shuffle the two additional Objective tiles belonging to that module into the Objective pile at setup.

- Fractures of Time
- Variable Anomalies
- Pioneers of New Earth
- Guardians of the Council

Intrigues of the Council and Fractures of Time

When using Fractures of Time, each player randomly removes 2 Mission Cards from their deck at the beginning of the game. Emergency Missions are drawn at the beginning of the 4th Era, and the game ends at the end of the 5th.

Since the Council Chamber Action is not on the Main board, you cannot Blink away from the Council Chamber Action. Any ability allowing you to Blink away from the Valley board does not apply to the Council Chamber board.

Covert Operations HQ works unchanged. Simply draw two of the Endgame Condition cards left in the box and choose one to keep. Score 3 Victory Points at the end of the game if you meet the kept one's condition.

If you would have to place Glitches on Endgame Condition cards, instead place them next to any two rows on the Agenda grid that don't already have your Glitch markers, if able. If only one row is eligible, only place one Glitch marker. At the end of the game, you cannot score any **positive** VP value from that row's condition (negative VP values still apply).

Intrigues of the Council and Guardians of the Council

Your Guardian on the Guardian-only Action space qualifies for the "Have an Exosuit on the World Council Action space" Mission condition.

APPENDIX

NEUTRONIDE BUILDINGS

119: Scientist: Set Focus to the previous Timeline tile. Receive 1 VP per Power Plant building you own (including this one).

219: Engineer (kept Motivated): Pay 1 W to receive a T. Then receive one T/U/G per Power Plant building you own.

319: Administrator (kept Motivated): Gain 2 W. Then receive an additional 2 W per Power Plant building you own.

419: When you construct this building, immediately take one Capital Action (at full cost) for each Power Plant building you own.

SUPERCHARGE TILES



Construct:
Receive 1 Titanium from the supply.



Recruit:
Receive a Genius from the supply OR power up an additional Exosuit at no cost.



Research:
Receive an Energy Core from the supply OR retrieve a regular Warp tile from the Timeline at no cost (do not advance on the Time Travel track).

QUANTUM LOOP CARDS

Noted in parentheses is the Breakthrough necessary to pay them back.

Foreign Labor (Genes): Pay 2 Water and move your Morale marker one space to the left to receive 3 **different** Workers in your Active column, directly from the supply.

Interdimensional Espionage (Chip): Look at the top 5 tiles of the unused Superproject stack. Select one to keep on the Quantum Loop card, and shuffle the others into the stack. For the rest of the game, you (and only you) may build this Superproject during any Construct Action in addition to that Action's normal effect. You still have to pay the cost of the Superproject but with a discount of 1 Titanium (regardless of the Worker you used to take the Construct Action). If you return the Quantum Loop card before building the Superproject, shuffle the Superproject back into the stack.

Future Blueprints (Social): Draw the bottom 5 tiles of one of the primary building stacks. Select one, and return the others to the bottom of the same stack in a random order. Construct this building immediately at a discount of 1 Titanium.

Privileges of the Multiverse (Weapons): Immediately take a Capital Action, as if you took it with a Genius. (You may Recruit a Genius, and you get a 1-Titanium discount when Constructing.)

Time Loop Amplifier (Time Travel): Gain 1 Neutronium, then do the following twice: set your Focus back by up to 4 Eras, then optionally pay back a Warp tile on that Timeline tile to advance on the Time Travel track as if you used a Power Plant. Finally, reset your Focus to the present Era.

Cosmic Data Leak (Triangle): Draw 2 unused Endgame Condition cards. At the end of the game, only you may score points for these cards if you have the most of the assets shown on the cards (even if you are tied with another player). If there are fewer than 2 unused cards remaining, draw as many as you can.

High Density Universe (Circle): You may spend **one** Worker (including a Tired one) to gain a total of 4 Titanium, Uranium, and/or Gold, in any combination.

Timewave Neutralizer (Square): You may spend 1 Neutronium and 2 Water to remove up to 2 Anomalies from your player board at no additional cost.

NEW BUILDINGS & SUPERPROJECTS

120: Any Worker, discard an Agenda tile: Set Focus to a Timeline tile up to 2 Eras before the current Era's tile. Receive 2 VPs.

220: Any Worker, discard an Agenda tile: Receive 1 T/U/G and 1 N.

320: Free Action: Exchange an Agenda tile for 4 W.

420: Scientist (kept Motivated), spend 2 W: Draw (and keep) 2 Agenda tiles.

WORLD COUNCIL SURVEILLANCE: Immediately when built, you may place one of your Agenda tiles, following the usual rules. Do not pay W cost if overriding. Passive: When revealing a Mission card, gain 1 additional reward of your choice (even if you would only receive the VP penalty).

MULTIVERSE HUB: When placing a Quantum Warp tile on the Timeline, select an additional Quantum Loop card available on the offer and resolve that card's ability **in addition to the one you took**. Do not take the second resolved card from the offer—thus you do not need to pay its Breakthrough cost back later.

COUNCIL CHAMBER COLLAPSING CAPITAL TILES



When performing this Council Chamber Action, draw and keep 2 additional Agenda tiles.



When performing this Council Chamber Action, draw 2 additional tiles. You can immediately place 1 Agenda tile onto the Agenda grid, following the usual rules.



When performing this Council Chamber Action, draw 2 additional tiles to choose from. Afterwards, receive one powered up exosuit.



After performing this Council Chamber Action, either pay 2 W to remove an Anomaly or gain 1 Anomaly and 8 W.



When performing this Council Chamber Action, retrieve all of your Path Markers from all of your buildings and Superprojects, and keep 1 additional Agenda tile.

MISSION CONDITIONS

MISSION CARDS

- CONDITION
- » REWARD

The second and third reward options are the same on every card:

- » Draw (and keep) 1 Agenda tile OR place 1 Agenda tile.

M01

- Have at least one Exosuit on the topmost hex of the Construct Action.
- Have an Exosuit on the bottom-most (Titanium) hex in the Mine.
- Have at least one Exosuit on the Purify Water Action hex pool.
- » Receive an Engineer OR a Scientist from the supply.

M02

- Have at least one Exosuit on a World Council Action hex.
- Have an Exosuit on the topmost Exosuit space of the Recruit Action.
- Have at least one Exosuit on the Trade With Nomads Action hex pool.
- » Receive 3 W from the supply.

M03

- Have at least two Exosuits on Research Action hexes.
- Have at least one Exosuit in the Mine.
- » Perform a Construct Action at full cost.

M04

- Have at least one Exosuit on a Construct Action hex.
- Have at least one Exosuit on a Research Action hex.
- Have at least one Exosuit on a Recruit Action hex.
- » Receive 1 T/U/G from the supply.

M05

- Have an Exosuit on the middle (Gold) hex in the Mine.
- Have at least one Exosuit on a Negotiate Action hex.
- Have at least one Exosuit on the World Council Action hex.
- » Gain 2 VP.

M06

- Have an Exosuit on the topmost hex of the Negotiate Action.
- Have an Exosuit on the bottom-most hex of the Construct Action.
- Have at least one Exosuit on the Purify Water Action hex pool.
- » Receive 1 Energy Core from the supply.

M07

- Have an Exosuit on the topmost hex of the Research Action.
- Have an Exosuit on the top-most (Uranium) hex in the Mine.
- Have at least one Exosuit on a Negotiate Action hex.
- » May pay 1W to perform a Research Action.

M08

- Have at least one Exosuit on a Recruit Action hex.
- Have at least one Exosuit in the Mine.
- Have at least one Exosuit on a Construct Action hex.
- » Receive an Administrator from the supply.

EMERGENCY MISSION CARDS

The second and third reward options are the same on every card:

- » Draw (and keep) 2 Agenda tiles OR place up to 2 Agenda tiles.
- » Gain 2 VP and 1 additional VP per Superproject you have.

EM1

- Have at least one Exosuit in the Mine.
- Have taken the Force Workers Free Action (shown by your Path marker).
- Have 3 Breakthroughs with different shapes.
- » Receive a Genius from the supply and gain 1 VP.

EM2

- Have at least one Exosuit on the Trade With Nomads Action action pool.
- Have performed the Evacuation Action (shown by your Path marker there).
- Have at least 4 Exosuits powered up. (This includes Exosuits already placed this Era.)
- » Retrieve all of your Path Markers from all your buildings and Superprojects. Then, move all of your Tired Workers into the Active column.

EM3

- Have performed the Evacuation Action (shown by your Path marker there).
- Have taken the Force Workers Free Action (shown by your Path marker).
- Have at least 3 Breakthroughs with different icons.
- » Retrieve one of your Warp Tiles and advance your Time Travel marker (as if you retrieved it by activating a Power Plant).

EM4

- Have at least 2 Exosuits in your Exosuit Bay.
- Have taken the Supply Workers Action (shown by the Worker or Path Marker there).
- Have at least 1 Superproject.
- » Remove an Anomaly at no cost.

EM5

- Have at least one Exosuit on the Mine Resource Action.
- Have at least 2 Power Plants.
- Have at least 1 Anomaly.
- » Perform a Construct Action with a 1 T/G/U discount.

EM6

- Have at least one Exosuit on a World Council Action hex.
- Have removed at least one Anomaly this Era. (If playing without the Variable Anomalies module, you can track this by keeping removed Anomalies near your player board until the end of the Era.)
- Have at least one Administrator, Genius, Engineer, and Scientist in your Active column.
- » Receive 1 Neutronium from the supply and gain 1 VP.

EM7

- Have at least one Exosuit on a World Council Action hex.
- Have at least one Exosuit in the mine.
- Have at least 3 Agenda tiles in your reserve.
- » Move your Morale marker one space to the right.

EM8

- Have your Flag next to the World Council, indicating you are the First Player in the next Era.
- Have at least 8 Workers in your Active column.
- Have at least 1 of each Resource cube.
- » Receive a powered up Exosuit.

ICONS EXPLAINED



Look at the indicated number of cards/tiles



Top of the deck/stack



Bottom of deck/stack



Agenda tile



Copy the Endgame Condition above



Copy the Endgame Condition below



Hypersync Future Actions module



Quantum Loops module



Intrigues of the Council module



Neutronide Buildings module



Doomsday module



Pioneers of New Earth module



Fractures of Time module



Variable Anomalies module



Guardians of the Council module



Negotiate



Hypersync



Mission card



Mission reward



Retrieve Path markers from all buildings and Superprojects



Retrieve Hypersync tile



Retrieve Quantum Warp tile