

CHRONOS CONQUEST

A game by Guillaume AUBRUN.

For 3-6 players. Length: approx. 4 minutes.

Content

16 sandtimers, approx. 30 seconds (6 colors, 2 or 3 per color)

110 ARCHIPELAGO cards (TERRITORY cards with value 10, 20, 30, 50, 100), MONSTER cards (HYDRA and MINOTAUR), WIND cards (north, south, east, west) and PLAGUE cards (CATAclysm, WAR and STARVATION).

10 TERRITORY cards with value 0, with a special back

40 God cards, with a special back

12 City tiles

6 wooden disks (1 per color)

4 wooden cubes for APOLLO, NEMESIS, TROY and SELENE

Summary

The principle is as follows : players flip their sand-timers onto card piles. Once a sand-timer is over, and if no other sand-timer is on the same pile, its owner is allowed to pick the top card of the pile. This way, he score points or gain cards with special powers. The winner is the first either to score 200 points, or to collect both a HYDRA card and a MINOTAUR card.

Setting up the game

Shuffle all the ARCHIPELAGO cards, and split them into roughly equal piles. The cards must always be face up, so that once the top card is picked, the second card is also face up (and so on). The number of piles to use is equal to the number of players plus 3 (3 players → 6 piles, 4 players → 7 piles, 5 players → 8 piles, 6 players → 9 piles).

Randomly choose 2 CITY tiles and 6 GOD cards, and place them onto the board. If either POSEIDON or ATLANTIS CITY are used, create the Atlantis pile (see explanations later). If either ATLAS or CORINTH are used, place the pile of cards with value 0 next to the board.

Each player chooses a color and picks accordingly one wooden disk and 2 sand-timers (3 sand-timers for 3-4 players).

Unexperienced players

If some of the players have never played before, do not use all the cards. They may be lost, and one cannot stop the game to remind the rules once it's launched ! Therefore, for the first games, we advise to use only part of the cards, as follows

- 1) Use only the TERRITORY cards
- 2) Use the TERRITORY and MONSTER cards
- 3) Use the TERRITORY, MONSTER and WIND cards
- 4) Use all the ARCHIPELAGO cards (TERRITORY, MONSTER, WIND and PLAGUE)
- 5) Use all the ARCHIPELAGO cards, 2 CITY tiles and 6 GOD cards. This is the complete game!

Basic rules

Chronos Conquest is a real-time game. There is no turn order, all players play simultaneously.

When starting the game, all players have both their sand-timers (flowed) in front of them. The starting time is determined by a countdown.

A player can only move a sand-timer of his own color. Moreover, a player can only move a sand-timer which has flowed. It is forbidden to move a sand-timer while flowing, and it is forbidden to move other players' sand-timers (the only exception being to put a sand-timer into Hell, see later).

An any time, a player may move one of his sand-timers, provided it has flowed completely. He may then,
1- either **flip it** onto a pile from the archipelago, or onto a CITY tile. He may flip it back on the same pile/tile that it just left.

2- either put it (without flipping) in front of him, outside the board.

Exception : if a player removes a sand-timer from the first part of Hell, he has to flip it onto the second part of Hell (there is no other option).

Moving a sand-timer is never compulsory. One is free to wait as long as one wishes before moving a sand-timer which has flowed.

When a player removes his sand-timer from a pile in the archipelago where it was alone (i.e. if there was no other sand-timer on this pile), he is allowed to pick the top card of the pile. Picking the top card is not mandatory. Note that there must have been at least 30 seconds (the duration of the timer) between the time one puts a sand-timer somewhere, and the time one is allowed to remove it.

Bargaining

When two players both have a flowed sand-timer on the same pile, they “freeze” each other. Should one player remove his sand-timer, the other one would have an opportunity to remove his own sand-timer **and pick the card**. Therefore there is no incentive to move first ; however having the sand-timers frozen forever is not a good idea. Players are allowed to bargain in order to find an arrangement.

Picking a card

A player may pick a card from the archipelago when he removes a sand-timer from a pile where it was alone.

If a player picks a card TERRITORY, MONSTER or WIND, he places (face up) it in front of him, in his « kingdom ». One player's kingdom has a central pile, on which he places (face up) any card TERRITORY or MONSTER which he picks. Players are not allowed to change the order of the cards from their central pile.

The WIND cards should be placed around the central pile (up, down, left or right depending on the wind direction). If a player takes several times the same WIND card, he packs them. This is usually not a good idea, since only different WIND cards matter when computing the score.

When a player picks a PLAGUE card, he applies immediately its effect, then discards that card

Discarding a card

When a player discards a card, he puts it face down on the dedicated area on the board.

PLAGUE cards

Here are the effects of the PLAGUE cards. These effects trigger immediately when the card is picked.

- CATAclysm. The game is over, immediately. No player can pick cards anymore.
- STARVATION. The player who picks this card chooses an opponent. That opponent has to discard the top card of the central pile from his kingdom. The STARVATION card is also discarded.
- WAR. The player who picks this card chooses any sand-timer from any player (the sand-timer may or may not be flowing), and puts it into Hell. The WAR card is discarded.

Hell

The WAR card, as well as several GODS and CITIES, allow you to put sand-timers into Hell. You can choose to put into Hell any sand-timer from the game, except for sand-timers belonging to the player owning the

ATHENA card. This is the only case when you are allowed to move other players' sand-timers.

When a player puts a sand-timer into Hell, he has to put it on the first part of Hell. He chooses whether he flips the sand-timer or not. Once the sand-timer will have flowed, its owner will be allowed to flip it onto the second part of Hell. Once it will have flowed again, its owner will be allowed to flip it anywhere.

Computing the score

Players compute their score by adding the values of all the TERRITORY cards from the central pile of their kingdom. Then, if they have several different WIND cards, they multiply the result by the number of different WINDS:

- If a player has 0 or 1 WIND cards, his score is left unchanged
- If a player has 2 different WIND cards, his score is multiplied by 2
- If a player has 3 different WIND cards, his score is multiplied by 3
- If a player has 4 different WIND cards, his score is multiplied by 4

Endgame

The game ends immediately once one of the following conditions is met:

EITHER a **player picked the card CATAclysm**. Then, the player with the highest score in the winner. If several players share the highest score, all of them are winners.

EITHER a **player claims to have 200 points (or more)**, after the WIND cards have been taken into account. He wins the game.

EITHER a **player claims to have both the HYDRA and the MINOTAUR among the central pile of his kingdom**. He wins the game.

EITHER a **special endgame condition** is met. This may happen when playing with ZEUS, HESTIA, CERBERUS, ASCLEPIUS or CALYPSO.

If a player mistakenly claims to have won, continue the game.

If you want to play another game, you don't need to shuffle all the ARCHIPELAGO cards. Only shuffle all the cards that have been used in the game (including the top card of the top card of each archipelago pile), and place the shuffled cards at the bottom of the archipelago piles.

Team play with 6 players

If you are 6 players, you may choose to form 3 teams (2 players in each team). All the same rules apply. Scores are computed individually (the points are not merged within a team). If one player wins, his teammate is also a winner.

Offerings

At any time, players may make offerings to gain a GOD card. To gain a card, a player must discard **as many cards as the cost (written in the top-left corner) of the GOD card he claims**. The discarded cards are chosen from the kingdom (they may be MONSTER, TERRITORY or WIND cards).

The player may discard any card(s) from his central pile, but cannot change the order of the un-discarded cards. A player making an offering must discard the exact number of cards (no more, no less).

Gain a card from the discard pile

The GOD card URANUS and the CITY tile EPHEsus allow players to gain cards from the discard pile. The gained card may be either a TERRITORY, MONSTER or WIND card (if so, the player places it inside his kingdom), or a PLAGUE card (if so, the player applies immediately the effect of the plague). Since the PLAGUE cards are discarded after use, it is possible to gain it again, and to use the same PLAGUE card multiple times !

GOD cards

Each GOD card gives its owner some special power. When you gain a GOD card, put it in front of you, and keep it for the whole game. You may apply the effect of the card as many times as you want.

- 1) HADES (cost 5). If Hell is empty, you may put two sand-timers into Hell (the sand-timers may or may not belong to the same player). Both parts of Hell must be empty in order to apply HADES' power.
- 2) DIONYSUS (cost 4). Other players are no more allowed to pick HYDRA or MINOTAUR cards. Moreover, they have to give you any MONSTER cards that their central pile contains.
- 3) SPHINX (cost 3). Any sand-timer that you have on a CITY tile is worth 50 points (multiplicative effects of WIND cards do apply).
- 4) ZEUS (cost 8). You win the game.
- 5) CALYPSO (cost 2). If your kingdom contains at least 5 different cards, you win the game.
- 6) HERACLES (cost 4). You may pick a visible card from another player's kingdom. If you do so, you must give him any card from your kingdom. All WIND cards are visible, but only the top card of the central pile is visible.
- 7) HELIOS (cost 2). TERRITORY cards 10 and 20 that you own are worth 30 points.
- 8) ATHENA (cost 2). Nobody is allowed to put your sand-timers into Hell.
- 9) ARES (cost 1). You may flip your sand-timers onto the players' kingdom piles, and gains cards according to the usual rules (i.e. if you remove a sand-timer from a pile where it was alone). The attacked player is allowed to flip his own sand-timers onto his kingdom to protect his cards. Having sand-timers onto the kingdom piles does not prevent its owner from adding or removing cards.
- 10) AEOLUS (cost 3). This cards acts as a WIND card (you choose the direction of the wind).
- 11) CYCLOPS (cost 5). A single MONSTER card (HYDRA or MINOTAUR) in your central pile allows you to claim victory.
- 12) APOLLO (cost 1). When you gain the card from the temple, immediately place the APOLLO wooden cube onto one of the GOD cards on the board. Other players are no longer allowed to gain this card. Only yourself can gain in after paying the usual price as an offering.
- 13) CASSANDRA (cost 1). If there remains a single card in the temple, you may gain it without paying the price of the offering. CASSANDRA does not allow you to gain the card on which the APOLLO cube is (unless you are yourself the owner of the APOLLO card).
- 14) DEMETER (cost 3). At any time, you may pick a card TERRITORY with value 10 from the archipelago, provided there is no sand-timer on it. Moreover, you may put into Hell any sand-timer which is on a TERRITORY card with value 10.
- 15) APHRODITE (cost 4). Your score is doubled.
- 16) PAN (cost 4). Any GOD card (including PAN) in front of you is worth 50 points (multiplicative effects of WIND cards do apply).
- 17) CASTOR (cost 2). When CASTOR is at the temple, place also the POLLUX card. There will be 7 cards at the temple for that game. When the game ends, if the player owning CASTOR wins, the player owning POLLUX is also a winner (and the other way around). Do not use CASTOR and POLLUX when playing with 3 players (or 3 teams).
- 18) POLLUX (cost 2). See CASTOR.
- 19) HECATE (cost 2). Whenever you gain a PLAGUE card, you may choose instead to apply the effect of another PLAGUE card.
- 20) GAIA (cost 1). You may buy GOD cards from other players (without their agreement!). The price to pay is in the top-left corner of the card. However, do not discard the cards used for paying, but give them instead to the owner of the GOD card. Using GAIA's special power is not considered as an offering (the reduced cost from DELPHI does not apply, you may use the power without having a sand-timer on OLYMPIA, ...). Once you buy a GOD card, you benefit immediately from its power, and the former owner doesn't benefit anymore from it. For example, if you but the CHRONOS card, you immediately control the extra sand-timer. If you buy ARES, his former owner is no longer allowed to play sand-timers or gain cards from opponents. If you buy ASCLEPIUS, the former owner's sand-timers on ASCPELIUS must be removed.
- 21) URANUS (cost 3). At any time, you may discard a card from your kingdom, and then gain a card from the discard pile. Moreover, at any time, you may look through the discard pile.
- 22) ARTEMIS (cost 2). MONSTER cards (HYDRA or MINOTAUR) from your central pile are worth 100 points (multiplicative effects from WIND cards do apply).
- 23) EROS (cost 4). When both your sand-timers are on the same archipelago pile, you may put into Hell any other sand-timer which would be also on that pile.

- 24) EOS (cost 1). Any player who knocks a sand-timer must give you a card from his kingdom as a penalty. If there is no card in that player's kingdom, the penalty is canceled. The penalty applies even if the sand-timers are knocked on purpose.
- 25) HESTIA (cost 4). If your kingdom contains three copies of the same card, you win the game.
- 26) CHRONOS (cost 3). Take an extra sand-timer, from a color not in play. You control that sand-timer, and therefore play with 3 sand-timers. Do not use the CHRONOS card with 6 players.
- 27) ASCLEPIUS (cost 4). You may flip one of your sand-timers over the square 1 on the ASCLEPIUS card. Once it will have flowed, you will be allowed to move it from square 1 to square 2, then from square 2 to square 3, and finally from square 3 to square 4. If your sand-timer has flowed on the square 4, you win the game. sand-timers on ASCLEPIUS are not protected against going to Hell. You may have two sand-timers on different squares on the ASCLEPIUS card.
- 28) CHARON (cost 1). If one of your sand-timers has flowed on the first part of Hell, you may have it back in the game without going through the second part of Hell.
- 29) HERMES (cost 1). When another player makes an offering, you may gain one of the cards he discarded to pay the offering.
- 30) PERSEPHONE (cost 2). Each of your sand-timers into Hell is worth 50 points (multiplicative effects of WIND cards do apply).
- 31) ERINYES (cost 1). If one of your sand-timers is into Hell, and if there is no other sand-timer into Hell, you may put any sand-timer into Hell.
- 32) NEMESIS (cost 1). When gaining this card, place the NEMESIS wooden cube onto one of the archipelago piles. It will stay there for the whole game. If another player picks a card from the pile with the NEMESIS cube, he has to give you a card from his kingdom as a penalty (he may give you the card he just picked if needed). If you pick yourself a card from the pile with the NEMESIS cube, no penalty applies.
- 33) HARPY (cost 2). If some archipelago pile has several sand-timers on it, you may put all the sand-timers on that pile into Hell. If you choose to do so, you have to put all the sand-timers into Hell at the same time (the only exception being if one of the sand-timers belongs to the player owning the ATHENA card).
- 34) CERBERUS (cost 3). If there are at least 3 sand-timers into Hell, you win the game. Sand-timers do not have to be on the same part of Hell.
- 35) HEPHAESTUS (cost 2). Whenever you pick a PLAGUE card, its effect affects all other players (instead of a single one, as usual).
- 36) AMPHITRITE (cost 2). When computing your score, the top card of your central pile counts twice.
- 37) ATLAS (cost 2). Whenever you pick a card from an archipelago pile, also pick a TERRITORY card with value 0.
- 38) HERA (cost 3). Other players now have to reach 300 points in order to win the game (other ending conditions are unchanged).
- 39) POSEIDON (cost 2). You may flip your sand-timers onto the Atlantis pile (see later for the setup).
- 40) SELENE (cost 1). When you gain the card from the temple, put the SELENE wooden cube onto a CITY tile. It will stay there for the whole game. The cube prevents other players from using that CITY's power (only yourself may use its power). Other players are still allowed to flip a sand-timer onto that CITY, in order to prevent you from going there.

CITY tiles

At any time, a player may **flip** a flowed sand-timer onto a CITY tile on which there is no sand-timer (**there may never be two sand-timers onto a given CITY tile**). Once the sand-timer has flowed, the player may either move it or keep it on the CITY tile.

Special rule for early game : it is forbidden to put a sand-timer onto a CITY tile before all other sand-timers have been flipped onto the board.

CITY tiles are never removed. While a player has a sand-timer on a CITY tile, he may apply this CITY's special power, whether his sand-timer has flowed or not. Special cases : the power of SPARTA applies only when the player removes his sand-timers from SPARTA, and the power of CORINTH applies only when the player flips his sand-timer onto CORINTH. Here are all the special powers

- 1) ATHENS. A sand-timer on ATHENS is worth 50 points (multiplicative effects of WIND cards do apply).
- 2) ALEXANDRIA. A sand-timer on ALEXANDRIA counts as an extra WIND card (you choose the direction).

- 3) DELPHI. While you have a sand-timer on DELPHI, whenever you make an offering, you pay one card less than the usual price. Therefore, you may gain the GOD cards with cost 1 for free.
- 4) RHODES. While you have a sand-timer on RHODES, you may (as many times as you want) discard one card from your kingdom, and then put any sand-timer into Hell.
- 5) SPARTA. When you remove your sand-timer from the SPARTA tile, you may move any sand-timer from any player onto the SPARTA tile (you choose whether you flip it or not).
- 6) OLYMPIA. When the OLYMPIA tile is used, only the player with a sand-timer on OLYMPIA is allowed to make offerings.
- 7) TROY. When setting up the game, put the TROY wooden cube onto the TERRITORY card with highest value in the archipelago. It is forbidden to pick a card from the pile with the TROY cube. While you have a sand-timer on TROY, you may move the TROY cube from a archipelago pile to another archipelago pile.
- 8) CORINTH. When you flip your sand-timer onto the CORINTH tile, pick a TERRITORY card with value 0.
- 9) EPHEBUS. While you have a sand-timer on EPHEBUS, you may (as many times as you want) discard two cards from your kingdom and gain one card from the discard pile. You may also look through the discard pile.
- 10) SANTORINI. While you have a sand-timer on SANTORINI, other players have to discard any WIND card from their kingdom. Moreover, other players are not allowed to pick any WIND card.
- 11) MYCENAE. While you have a sand-timer on MYCENAE, any player who picks a TERRITORY card with value 50 or 100 from the archipelago has to give you one card from his kingdom as a penalty (he may give you the card he just gained, if needed).
- 12) ATLANTIS CITY. You may flip a sand-timer onto the Atlantis pile (you may even flip a sand-timer directly from ATLANTIS CITY onto the Atlantis pile).

The Atlantis

If POSEIDON and/or ATLANTIS CITY are used, while setting up the game, create an extra pile (the Atlantis) with 5 cards. All 5 cards should be visible to everybody. It is usually forbidden to flip a sand-timer onto the Atlantis pile : only the special powers of POSEIDON and ATLANTIS CITY allow to do this. If a player removes a flowed sand-timer which was alone on the Atlantis pile, he may pick the top card (even if he no longer benefits from POSEIDON/ATLANTIS CITY's special power). However, he may flip again his sand-timer onto the Atlantis pile only if that special power still applies. The Atlantis pile is part of the archipelago : therefore the TROY and NEMESIS cubes may be dropped on it, if the top card has value 10 the DEMETER player may gain it, etc

Other points

Here are some special points that may be omitted for the first game.

1-The game may be frozen : all sand-timers are flowed, and nobody wants to move. In that case, any player may start a 10-seconds countdown. If the countdown ends while no card has been picked, the game is over. The player with highest score is the winner.

2-During the game, players may look though the cards of their central pile, without reordering them. However, players can only see the top card of other players' central pile, and therefore may not know exactly their score.

3-Players are assumed to play fairly, and not to move their sand-timers before they have flowed.

4-It is forbidden to pick a card on which there is another player's sand-timer. Sometimes, one has to be quick ; if you are about to pick a card, beware that you will not be allowed to do so if another player flipped a sand-timer onto it meanwhile !