

The Chronomancer and his Assistant

As Wiz Grey, the Chronomancer, you and your assistant, Humpty McHalf, are entrepreneurial time travelers. You've made a business out of revisiting history to bring back valuable relics and artifacts.

But the machines are rickety! Oftentimes throughout the day—or was it yesterday?—you and Humpty just end up running around your workshop trying to configure the unstable time portals. If you let them get the better of you, it may jeopardize your (many possible) futures...

COMPONENTS

- This Rulebook
- 1 Chronomancer figure
- 1 Assistant figure
- 1 Chronomancer Player board
- 1 Chronomancer Staff board
- 4 cardboard Frozen Hour tokens
- 1 3D cardboard Sale Shelf
- 10 Portal Fragment tiles
- 20 Chronomancer Goods
 - ▶ 12 small (3 each in 4 colors)
 - ▶ 8 large (2 each in 4 colors)
- 20 plastic standees

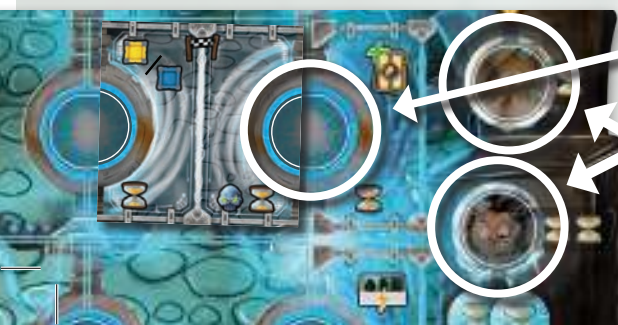
SETUP

1. Place the Chronomancer Shop board, Staff board, and Sale Shelf on the table in front of you.
2. Place one Frozen Hour token over each of the four Sponsorship Icons at the top of the Chronomancer board.
3. Find the 2 Portal Fragment tiles showing this icon. Randomly place them, white-side up, into the top 2 Portal spaces of your shop board.
4. Shuffle the other eight Portal Fragment tiles, then:
 - Place 2 Portal Fragment tiles, randomly, white-side face-up into the two bottom Portal Spaces of your Shop board.
 - Display the remaining 6 tiles, blue-side face-up, next to your Shop board. This area is referred to as the Time Stream.
5. Keep the Relics (small Goods) and Artifacts (large Goods) nearby, ready for use.
6. Place the Chronomancer and Assistant figures onto the spaces in the left Time Machine showing their respective icons.

PLAYER BOARD

Your Shop board has 10 action spaces:

- **6 Portal Spaces**, which are formed by the intersections of **Portal Fragment** tiles.
- **4 Time Machine** action spaces, which are specific to either the **Chronomancer** or the **Assistant**.

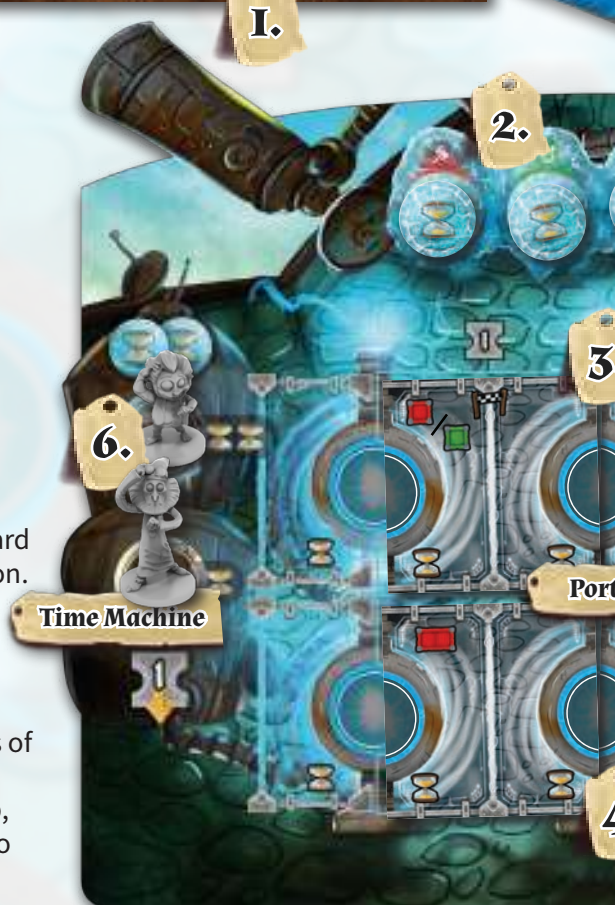


Portal Spaces

Time Machine action spaces



1.



2.

3.

6.

Time Machine

Port

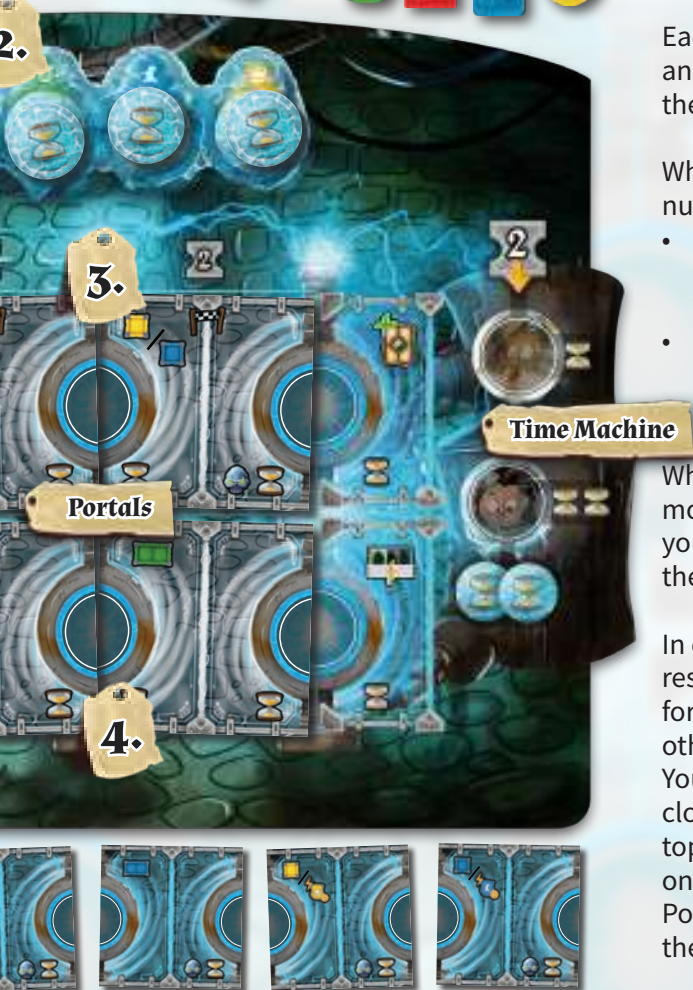
4.



4.

The actions and costs associated with Portal Space change throughout the game.

Throughout the game, Portal Fragment tiles flip between their white-side and their blue-side. Each side is nearly identical, except that the blue-side of each tile has one fewer Hourglass or Corruption icon.



MOVEMENT

You control two figures: the Chronomancer and the Assistant. You cannot freely move to any action space. Instead, you must manage restricted movements between your two figures.

Each turn, you will move only 1 of the 2 figures and take the action shown on the space where the selected figure finishes its movement.

When moving the **Assistant**, you may move any number of spaces clockwise, except:

- You cannot move *through* a Time Machine; you must stop at the Time Machine and take the **Freeze Time** action.
- You may move from a Time Machine *only* if the Chronomancer is in the same Time Machine.

When moving the **Chronomancer**, you may move any number of spaces clockwise. However, you may not move past the space containing the Assistant.

In each Time Machine, one of the two spaces is reserved for the Chronomancer, and the other for the Assistant. Each figure must skip the other's reserved space (see example on page 4). Your figures will move around your Shop board clockwise, in this manner: first they will cross the top Portal Spaces and meet at the Time Machine on the right. Then, they will cross the bottom Portal Spaces and meet at the Time Machine on the left.

CHRONOMANCER & ASSISTANT EXCLUSIVE ACTIONS



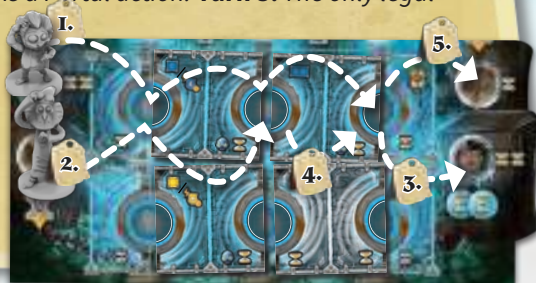
Freeze Time (2 Hours)—Assistant Only

Remove any 2 **Frozen Hours** tokens from your Shop board and place them into your supply. This temporarily unlocks the Market Phase Sponsorship icons beneath them. If you are owed Frozen Hours but there are none to gain, there is no additional effect. This action space cannot be skipped by the Assistant—and is always skipped by the Chronomancer.

You may spend Frozen Hours when you resolve the Clock to reduce the cost of that action by 1 Hour per token spent. You may not reduce an action's Hour cost below zero. After you spend a Frozen Hour, place it onto a revealed Sponsorship icon on your Shop board.

Note: You may spend Frozen Hours on the same turn you gained them!

Example: **Turn 1:** The Chronomancer is stuck behind the Assistant, so the Assistant must move. He moves to the third Portal Space and takes the Recruit Staff action. **Turn 2:** Either figure could move this turn. The Chronomancer moves two spaces forward to take a Portal action. **Turn 3:** The only legal move is for the Assistant to stop at the Time Machine, and take the Freeze Time action. He cannot move again until the Chronomancer reaches the Time Machine. **Turn 4:** Only the Chronomancer may move. He moves one space and takes the Recruit Staff action. **Turn 5:** The Chronomancer's only legal move is to move onto the Time Machine and take the Shifting Timelines action. **Turn 6:** The Assistant is now unlocked and must move...



Shifting Timelines (1 Hour)—Chronomancer only

Surge power to this Time Machine, causing the Portal Spaces closest to it to change.

1. Choose 1 Portal Fragment tile in the Time Stream. Without flipping it, slide it into the top row of the column nearest this Time Machine. This will push the current top tile to the bottom row, and the current bottom tile off of your Shop board.
2. Flip the tile that was pushed off your Shop board to its opposite face, then place it into the Time Stream.

Portal Actions (Cost Varies)

The action cost of each Portal Space is determined by the Hourglass and Corruption icons on both halves.



Move a matching Artifact from your supply to your Sale Shelf.



Either move a Relic matching the one shown from your supply to your Sale Shelf, or gain Immediate Sponsorship.



Move a Relic matching one of the two shown from your supply to your Sale Shelf.



Take the Recruit/Replace Townsfolk action. Ignore the cost shown on the Town Square.



Take the Activate Staff action.



Recruit/Replace Townsfolk (Cost Varies)

Recruit Townsfolk from the Town Square, gaining their ability. Then, slide the card behind your Staff board to assign them to a Staff Ability. Most Townsfolk have Faction icons which give you Gold during Final Scoring.



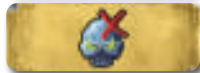
Recombobulator: Exchange 1 Relic on your Sale Shelf with 1 Relic of a different color from your supply.



Embiggener: Exchange 1 Relic on your Sale Shelf with an Artifact of the same color from your supply.



Fractor: Exchange 1 Artifact from your Sale Shelf with 2 Relics of the same color from your supply.



Security: Choose and discard 1 Corruption card from your supply.



Activate Staff (2 Hours)

You may activate each **Staff Ability** that has a Townsfolk assigned to it—in any order you wish.



Take the Portal Action shown on the top-right of the Portal Space. The cost is the total shown on both halves of the Portal Space.



Gain any 2 Frozen Hour tokens from your Shop board and place them into your supply.



Slide a new tile into the top row of the column nearest the Time Machine. Flip the tile that was pushed off to its opposite face, then place it into the Time Stream.



1 Frozen Hour can be spent when Resolving the Clock instead of moving your Timepiece 1 Hour.

