



ANACHRONY



**BASE BOX**

# ANACHRONY

COMMAND MIGHTY EXOSUITS, TRAVERSE THE TIME RIFTS AND LEAD YOUR PATH THROUGH A CATAclySMIC FUTURE IN THIS EPIC SCI-FI BOARD GAME!

Anachrony is a competitive Euro-style strategy game set in a post-apocalyptic world rebuilt along four different ideological Paths.

The game is played through a series of turns called Eras, with past ones reachable through time travel later in the game. Players assume the roles of iconic leaders of the four Paths, striving not only for the supremacy and well-being of their people, but also their survival. After the fourth Era, an asteroid impact shakes Earth, threatening to destroy the World Capital, Earth's last independent city.

The Paths should prepare for the coming cataclysm, and when the time comes, take their part in evacuating the collapsing Capital. In the end, one of the Paths will be the new home to the reformed World Council, and lead humanity into a new future.

## GAME FEATURES



**TWO-TIERED WORKER PLACEMENT**  
with workers piloting exosuits



**UNIQUE WORKER MANAGEMENT SYSTEM**  
with four different types of workers, each with their own strengths and weaknesses



**TURNING POINT IN GAMEPLAY**  
for which players need to prepare and adjust their strategy



**FOUR RADICALLY DIFFERENT FACTIONS**  
each with four different variations to play



**HUGE REPLAYABILITY**  
thanks to the variable player powers and many ways to victory



**GREAT POTENTIAL FOR PLAYER INTERACTION**  
with a chance for temporary cooperation



**ENGAGING SCIENCE FICTION WORLD**  
with a vivid backstory available to read at [anachronyboardgame.com](http://anachronyboardgame.com)



**CHRONOBOT**  
SOLO PLAY VARIANT

Includes the **DOOMSDAY** expansion with strong thematic aspect for experienced players.



**DOOMSDAY**  
MODULE

**REALISTIC  
WATER DROPS  
& RESOURCE CUBES**

**6x  
CUSTOM DICE**





## PRODUCT PHOTOS





## GAME SPECIFICS

1-4 Players

30 minutes / player

Ages 15 and up



## PRODUCT INFORMATION

**Category:** Board Game

**Type:** Competitive Euro-style strategy game

**MSRP:** \$65 / 60€

**Weight:** 3,4 kg

**Dimensions:** 295mm x 420mm x 10mm

**Retail Release Date:** 15 March, 2017

**Languages:** The game itself is language independent, the product contains English, German and French rulebooks and player aids.



**Miniatures:** The Base Box **does not include** miniatures. They are sold separately with the Exosuit Commander Pack.

**Designer:** Dávid Turczi (redacted, Days of Ire) with Viktor Péter & Richárd Ámann (Trickerion)

## RECEPTION

- Anachrony was a major Kickstarter hit with over 4500 backers.
- The game was received very positively by reviewers (Rahdo Runs Through, Board Game Quest, The Cardboard Republic), and dozens of playtesters.
- Our previous title, Trickerion – Legend of Illusion, sold more than 10.000 copies, and is in the Top 120 in the Strategy category on Board Game Geek.

## REVIEWS

**Rahdo Runs Through:**

<https://www.youtube.com/watch?v=GBMo2oNZJF4>

**Board Game Quest:**

<http://www.boardgamequest.com/anachrony-preview/>

**The Cardboard Republic:**

<http://www.cardboardrepublic.com/preview/on-anachrony>

## MORE INFORMATION

**Facebook:**

<https://www.facebook.com/anachronyboardgame/>

**Website:** <http://anachronyboardgame.com/>

<http://mindclashgames.com/>

**Board Game Geek:**

<https://boardgamegeek.com/boardgame/185343/anachrony>

**Kickstarter:**

<https://www.kickstarter.com/projects/438141406/anachrony>

**Tabletopia version (beta):** <https://beta.tabletopia.com/playground/playgroundrooms/createroom?ZoneShortUrl=anachrony-ivb2fs>

## PUBLISHER

**Name:** Mindclash Games

**Established:** 2014

**Previous titles:** Trickerion – Legends of Illusion, Trickerion – Dahlgaard's Gifts

**Upcoming titles:** Cerebria – The Inside World (2017), Transhumanity (2018)

**Web:** <http://mindclashgames.com/>

**Creed:** At Mindclash Games we believe that gameplay and themes should evolve together to grant the best gameplay experience possible. We pay great attention to create unique worlds to our games, that players can enter and discover each time they put our games on their tables.

## CONTACT

**Richard Amann:** [richard.amann@mindclashgames.com](mailto:richard.amann@mindclashgames.com)

**Viktor Peter:** [viktor.peter@mindclashgames.com](mailto:viktor.peter@mindclashgames.com)





## COMPONENT LIST



**1X** Main board



**4X1** Player boards

### Workers



**25X** Scientist

**25X** Engineer

**15X** Administrator

**15X** Genius

### Resources (cubes/tokens)



**15X** Neutronium (purple)

**20X** Gold (yellow)

**20X** Uranium (green)

**25X** Titanium (grey)



**24X** Energy Core tokens



**66X** Victory Point tokens  
(30x 5 VPs and 35x 1 VPs,  
1x -3 VPs)

### Water



**20X** "1 Water" drops (light blue)

**10X** "5 Water" drops (dark blue)

### Player materials



**4X1** Dual-sided Path boards



**4X6** Hex-shaped  
Exosuit markers



**4X1** Dual-sided  
player aid cards



**4X2** Leader cards



**4X1** Player banners  
with plastic standee



**4X2** Markers  
(Time travel, Morale)



**4X8** Path markers



**4X9** Warp tiles  
(3x Workers, 4x Resources,  
1x "2 Water", 1x powered up Exosuit)





**4x15** Building tiles  
(Power Plants, Factories, Life Supports, Labs)



**11x** Recruit pool cards  
**11x** Mine pool cards



**12x** Dual-sided Timeline tiles **1x** Impact tile



**18x** Superproject tiles



**2x** Research dice



**1x** Paradox die



**1x** Dual-sided Evacuation Action tile



**12x** Anomaly tiles



**3x15** Breakthrough tiles



**15x** Collapsing Capital tiles



**9x** "Hex Unavailable" tiles



**8x** Endgame Condition cards



**16x** Starting Asset cards



**1x** Scoring pad



**16x** Paradox tokens

## "DOOMSDAY" MODULE COMPONENTS



**1x** Doomsday board



**10x** Level 1 Experiments

**10x** Level 2 Experiments



**1x** Endgame Condition card



**2x** Trajectory dice



**1x** "Save Earth" Tracker token

**1x** "Seal Fate" Tracker token

## CHRONOBOT COMPONENTS



**1x** Chronobot board



**1x** Chronobot banner



**6x** Hex-shaped Exosuit markers



**8x** Chronobot warp tiles



**6x** Chronobot tokens



**1x** Chronobot die