

BASE BOX



GAME FEATURES

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.

TWO-TIERED WORKER PLACEMENT with workers piloting exosuits

WIQUE 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

thanks to the variable player powers and many ways to victory

GREAT POTENTIAL FOR PLAYER INTERACTION with a chance for temporary cooperation

with a vivid backstory available to read at anachronyboardgame.com



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=an achrony-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

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COMPONENT LIST



1x Main board



4X1 Player boards

Workers



25x Scientist

25X Engineer

15X Administrator

15x Genius



24X Energy Core tokens

Resources (cubes/tokens)



15X Neutronium (purple)

20x Gold (yellow)

20x Uranium (green)

25x Titanium (grey)



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



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 cards11x Mine pool cards



12x Dual-sided Timeline tiles 1x Impact tile



18x Superproject tiles



2X Research dice

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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





10X Level 1 Experiments **10X** Level 2 Experiments



1X Endgame Condition card



1x Doomsday board

2x Trajectory dice

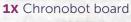


1x "Save Earth" Tracker token

1x "Seal Fate" Tracker token

CHRONOBOT COMPONENTS









6x Hex-shaped Exosuit markers



6x Chronobot tokens



8x Chronobot warp tiles



1x Chronobot die