



SHIFTERS

RULEBOOK

Anthony 24

FILE N°SHI-001 (CLASSIFIED DEFENSE)

- **February 1981:** Blue crystals with unknown properties are discovered at various points around the globe. Faced with the scale of the phenomenon, the UN takes control of the research and establishes the AZUR Commission, tasked with studying and monitoring these artifacts.

- **1987:** AZUR scientists discover that the crystals are theoretically an unlimited source of energy. Aware of the risks, the UN imposes a strict moratorium to prevent any military or malicious use.

- **1988:** An international treaty is signed, ensuring the safe exploitation of the crystals under the supervision of the AZUR Commission.

- **1990:** A clandestine laboratory studying a crystal fragment explodes, killing all scientists present. A blue energy beam tears through the sky and triggers strange vibrations. The next day, creatures attack a nearby city, until special forces intervene, erasing the incident from official records.

- **1991:** AZUR succeeds in opening a dimensional portal. A secret unit is then created: the **SHIFTERS**. Combining scientific expertise with military capabilities, they are tasked with exploring parallel worlds for the United Worlds Organization, an alliance of planets ravaged by the chaos caused by the crystals.

- **1995:** The **SHIFTERS** discover the origin of the crystals: a world ruled by a tyrant of unimaginable power known as **Omega**. All of these events remain strictly confidential. The general public is unaware of the crystals, the parallel worlds, and the threat they represent.

As a new member of the SHIFTERS, your mission is clear: locate Omega and neutralize him.

GOAL OF THE GAME

Shifters is a cooperative card game for 1–2 players. Its unique “Shift” mechanic lets you play your cards in original and strategic ways.

The game unfolds as a **campaign**. As a member of the Shifters, you travel through five distinct worlds, each filled with enemies, ambushes, recruits, and unique artifacts. Each world culminates in a Boss battle. Defeat the Boss to earn rewards and unlock the next world. Your ultimate goal: reach the fifth world and take down Omega to end the chaos.

STRUCTURE OF THE GAME

To reach the world of Omega, you must first journey through and save the four previous worlds. Here is the order in which you will progress through the game:

- Scenario 1 – Aquatic world 
- Scenario 2 – Rats world 
- Scenario 3 – Hive world 
- Scenario 4 – Comics world 
- Scenario 5 – Omega's world 



If you reach the 5th world and defeat Omega, the campaign is a success!

GAME CONTENTS

COMMON COMPONENTS



40 Module tokens



16 Shield tokens



37 Damage tokens



2 Health tokens



10 Cristal tokens



21 Energy Damage tokens



2 Energy tokens



1 Last chance token



1 Shifters standee



1 deck of 13 Player A cards
(6 basic cards, 6 upgraded cards, 1 player-aid)

1 deck of 13 Player B cards (6 basic cards, 6 upgraded cards, 1 player-aid)



1 deck of 12 Reinforcement cards

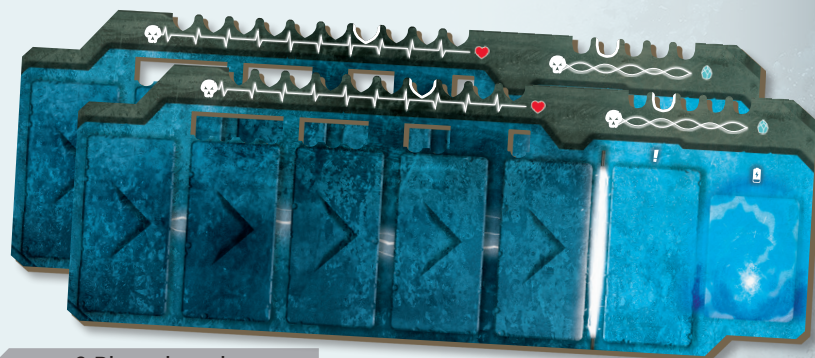


1 deck of 18 Academy cards



2 deck organizers

5 worlds on 3 double-side boards



2 Player boards

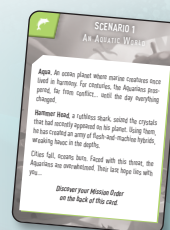


1 Enemy board

THE CARDS OF EACH WORLD

Aquatic world (21 cards)

1 Mission order card



6 Scenario cards

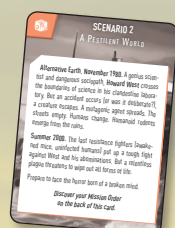


8 Enemy cards



1 Boss card and 5 Boss action cards





Rats world (23 cards)

1 Mission order card



2 «Plague» cards



6 Scenario cards



8 Enemy cards

1 Boss card and 5 Boss action cards

Hive world (32 cards)



1 Mission order card

7 Scenario cards

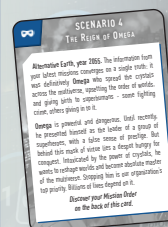


9 «Swarm» cards

1 Boss card and 6 Boss action cards



8 Enemy cards



Comics world (31 cards)

1 Mission order card



8 Enemy cards

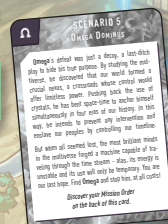


9 «Civilians» cards

1 Boss card (+ Son and Daughter) and 5 Boss action cards

Omega's world (37 cards)

1 Mission order card



9 Enemy cards



4 Boss cards

23 Boss action cards



ANATOMY OF THE CARDS

1- HERO AND ARTIFACT CARDS

HERO CARD

Resource generated
♥, ♥, ♦, ★ or ♦

1 Mandatory effect !

2 Type of card (here, Hero and Artifact cards)

3 Origin of the card (here, Player deck and Academy deck)

4 Name of the card

Card effect
(Mandatory if a ! is in the top right-hand corner of the card)

ARTIFACT CARD

1 Effect of the card (Rotate the card to trigger the effect)

2

3

You may not have more than 3 Artifacts at the same time. If you gain a 4th one, you may keep it by discarding one of the other three.

You may use an Artifact at any time. Apply the effect shown on the card, then rotate it 90° to indicate that it is now exhausted. You may only return it to its

upright position, making it available again, when instructed to do so.

In a 2-player game, you may not give or trade Artifact cards. Each player may have up to 3 Artifacts.

2- ADVERSARY CARDS

There are two types of Adversary cards: Enemy cards and Boss cards.

BOSS CARD

Health ♥ and Energy ♦ per player (here 10 ♥ and 1 ♦ in 1-player games and 20 ♥ and 2 ♦ in 2-player games)

1

2

3

4

Permanent effect of the Boss

BOSS ACTION CARD

1 Card type (here, Boss card and Boss action cards)

2 Health Defense ♥ of the Enemy (here, 1 for the Boss)

3 Origin of the card (here, Scenario 2, Rats world)

4 Name of the card

Card effect

ANATOMY OF THE BOARDS

1- WORLD BOARD

1 Icon of the World being explored (here, Rats World)

2 Start of the exploration

3 End of the exploration (combat against the Boss).



SHAPES OF THE LOCATIONS

Squares represent enemies to face. Rounds represent bonuses for the players. Pentagons represent a malus for the players, or a bonus for the enemies.

ENEMY CARD

Health ♥ and Energy ⚡ per player (here 2 ♥ and 3 ⚡ in 1-p. games and 4 ♥ and 6 ⚡ in 2-p games.)

Damage ★ and Energy damage ⚡ dealt to each player

1 Health Defense of the enemy

2 Card type (here, Enemy card)

3 Origin (here, Scenario 3, Hive world)

4 Name of the card

Hourglass Number of turns this Enemy stays in play (here, 3 turns)



2- PLAYER BOARD

1 Health gauge

2 Health token slots

3 Energy gauge

4 Energy token slots

5 Modules slots

6 Active zone (These are the five slots where the player places their cards.)

7 Effect zone of the camp

8 Rest zone of the camp



Portal (allowing Shifters to travel from one world to their camp)

PLAYER AREA SETUP

- 1 Take a player board and place it in front of you. Place a Health token on the 7th notch of the Health gauge, and an Energy token on the 2nd notch of the Energy gauge (normal mode).

NOTE: The game offers 2 other difficulty modes in addition to normal.

Easy Mode - Start **each scenario** on notch 8 of the Health gauge and notch 3 of the Energy gauge. This mode is recommended if you fail too many of the first scenarios.

Hard Mode - Start **each scenario** on notch 5 of the Health gauge. This mode is recommended if you find the game too easy.

- 2 Take a deck of Player cards from the 2 available (A or B).

Each deck contains 6 Hero cards (with an A or B Origin icon) which make up your starting hand.

NOTE: Deck A is attack-oriented, so remember to install  modules on your board.
Deck B is more defense-oriented, so remember to install  modules on your board.

Allow an area to the right of your board for the Artifact cards you obtain during the game.

IMPORTANT RULE: each player can hold a maximum of 3 Artifact cards. If you get a 4th, you can destroy one of your artifacts to keep only 3.

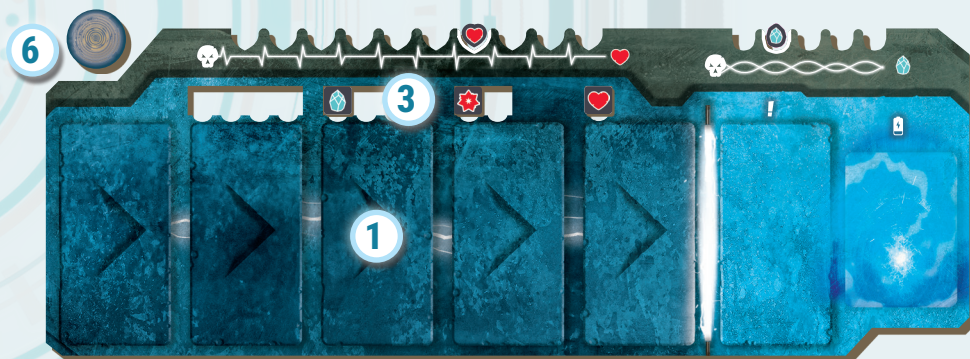
- 3 Take 3 different modules among the 4 types available , , , and , and place them on your board in the module slots of your choice (there's no order to the installation of modules, all slots are available without constraint).

For your first game, we recommend the 3 modules shown on the player-aid card of each deck.

- 4 Build a supply with Shield, Energy, Damage, and Energy Damage tokens.

- 5 Shuffle the Reinforcements deck and place it nearby, face down.

- 6 Finally, take the **Last chance** token and place it in the upper left corner of the Player board. How this token works will be explained on page 10.



IMPORTANT RULE: RESETTING THE SETUP

As soon as you start a new scenario **beyond the first**, you must adjust the setup as follows:

- **Discard all the modules** you had installed on your board, then install 3 modules of different types in the module slots of your choice.
- **Return all the Scenario cards, Reinforcements cards** and **Academy cards** in your hand to the Reinforcements deck. Keep only the 6 cards of your starting deck (with an Origin A or B icon). If you have upgraded starting cards ★, keep them in your 6-card hand.
- **Check that the number of cards in the Reinforcements deck does not exceed 14.** If there are more than 14, choose which cards to permanently remove from the Reinforcements deck for the current campaign, and place them back in the game box (in the space provided for this purpose, showing the icon).
- **Ready your exhausted artifacts.** Artifacts are retained from one scenario to the next, unlike cards in the Reinforcements deck, which must be recruited anew for each new scenario.

SCENARIO SETUP



- 1 Place the World board in the center of the table. Place the Shifters token on the starting location of this board.
- 2 Place the Enemy board underneath the World board, leaving enough space above the board for the Adversary cards.
- 3 Shuffle the Enemy deck, Boss Action deck and any Scenario cards

separately, then place them in their respective spaces. Place the Boss card face-up on top of its Action deck, and read its stats and effects.

- 4 Read the Mission order card to learn about the scenario's special rules, and follow the instructions for setting up the scenario. Then, check the section "Important details about certain scenarios" on page 14 of this rulebook.

The game can now begin!

PLAYING A SCENARIO

At the start of each world, **you receive 1 of several unique Scenario-related cards.** It will help you in that world and, for subsequent scenarios, will enhance your deck of Reinforcement cards (see "REINFORCEMENTS", page 9).

At the end of each world, if you defeat the Boss, **you get 1 Academy card** (see "ACADEMY", page 9), which will enhance your deck of Reinforcement cards for the following scenarios.

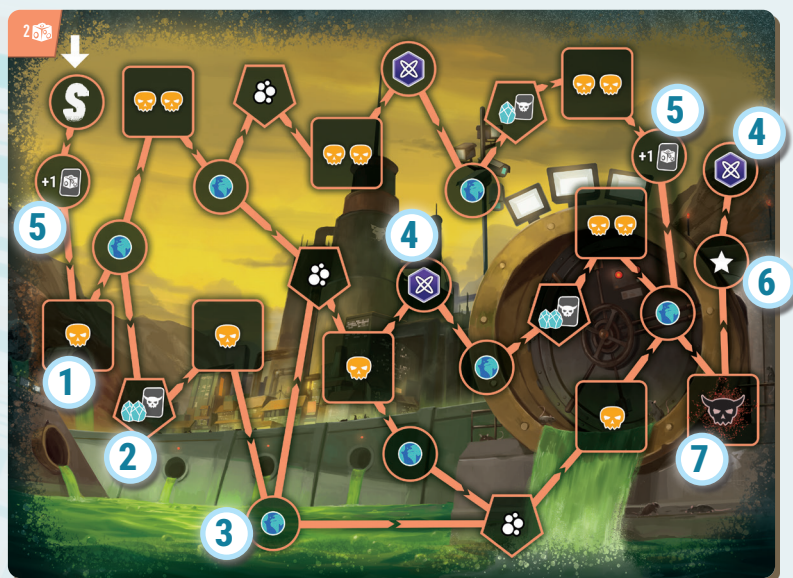
In addition, for each world saved, **you gain an upgrade on one of the 6 cards in your starting deck.** The character you choose will be more effective in subsequent scenarios.

NOTE: If you reach the 5th world, you will have upgraded 4 cards from your starting deck.

Each world offers different paths to the Boss. Some paths are more dangerous than others, but if you survive them, you'll gain more advantages before facing the Boss. You're constantly balancing risk and reward!

Move your Shifters token from left to right, following the available paths. **You must stop at each location and apply its effect.** Always head in the direction of the boss. You are not allowed to retrace your steps (follow the direction of the arrows visible on each path).

On the following page, discover the different locations you'll be visiting...!



1 - BATTLE LOCATIONS (SKULL SHAPE)

Here you face the Enemies. Draw 1 card (SKULL) or 2 cards (SKULL SKULL) from the Enemy deck.

Place each card above the Enemy board, in the slots corresponding to the value at the bottom of the cards. The ⌘ indicates the number of turns during which a SKULL card remains in play.

IMPORTANT RULE: You cannot leave this location if there are still enemies present. When the location no longer contains enemies, continue on to the next location.

2 - AMBUSH (PENTAGON SHAPE)

This is either a **negative effect that applies to each player**, or a positive effect that applies to the Boss. Apply the effect, then leave this location.

3 - REINFORCEMENTS (GLOBE SHAPE)

This location allows you to recruit good cards for the current scenario.

Draw 3 cards from the Reinforcements deck. Choose one and add it to your hand if it's a Hero card. If it's an Artifact, place it in your Artifact area.

In 2-player games, you get 1 card for one of the players. Then, you can spend 1 💎 to get a second card (for the same player or his teammate). The cost can be paid by any player.

Unrecruited cards are placed under the Reinforcements deck.

4 - ACADEMY (X SHAPE)

This is where future Reinforcements are trained. This location allows you to recruit the best cards for the current scenario, while improving the

Reinforcements deck for the entire campaign. These cards are better than the Reinforcement cards, and **will join the Reinforcements deck at the end of the scenario, or your Artifacts area.**

Draw 3 cards from the Academy deck. Choose one and add it to your hand if it's a Character card. If it's an Artifact, place it in your Artifact area.

It is not possible to obtain a second card, even with 2 players.

Unrecruited cards are placed under the Academy deck.

5 - SCENARIO CARD GAIN (PENTAGON/STAR/INFINITY/OMEGA SHAPE)

The first location in each scenario offers you one unique and powerful Scenario card to choose from several options. You will then have the opportunity to obtain a second Scenario card in the same world, but the only way to reach its location is to take the most perilous path.

Choose 1 card from the current Scenario deck. Place it in your hand if it's a Hero, or in your Artifact Zone if it's an Artifact.

Like Academy cards, **Scenario cards will join your Reinforcements deck or Artifact area at the end of the scenario.** They will give you a definite advantage for the rest of the campaign.

6 - CHARACTER UPGRADE (STAR SHAPE)

Take the Upgrade cards corresponding to your starting deck (A or B). These cards are identified by the ★ icon before the name of the cards.

Replace 1 of your starting cards with its upgraded version. It will now be in your starting hand for the rest of the campaign. Return the Upgrade cards and the replaced card to the game box.

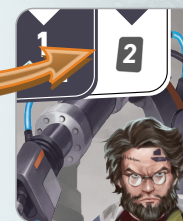
7 - BOSS (SKULL SHAPE)

You face the Boss, **flip the Enemy board**. Then, draw 3 cards from the Boss Action deck (SKULL) and place them on top of the Enemy board, in slots 1/2/3 ⌘.

This gives you a preview of the Boss's next 3 actions.

A Boss plays 1 or 2 cards per turn. This information is indicated at the top of the card.

You must reduce the Boss' Health and Energy to zero to defeat him.



IMPORTANT RULE: You cannot leave this location if the Boss is still alive. Once you've defeated the Boss, continue on to the following location.

IMPORTANT RULE: DYING IN SHIFTERS

If you die before defeating the Boss of the current scenario (or if one of the two teammates dies in a 2-player game), the campaign is not yet lost. In a final act of heroism, one of your Heroes sacrifices themselves by stepping through the portal to undo the event that just took place. Discard your "Last chance" token, choose which Hero to sacrifice, and exile their card (it is returned to the game box and is no longer available for this campaign). You can then continue the current scenario by resetting your Health (7) and Energy (2) gauges and resuming the game exactly where it left off.

If you die a second time during the campaign, you lose. You can start a new campaign by completely resetting the game.

If the campaign seems too difficult, you can opt for a lower difficulty setting (see "PLAYER AREA SETUP" page 7).

It is rare to finish a campaign on the first try, and you will sometimes die, but **your progress will be constant during the same campaign** thanks to 4 elements:

- The Reinforcements deck 🌐 which you gradually upgrade by gaining Academy cards 📖 and Scenario cards.
- Artifact cards ⚙️ you keep from one scenario to the next.
- Upgrades ★ of the characters of your Starting deck.
- Your growing mastery of the game, and the gradual knowledge of enemy specificities.

HOW DOES A COMBAT ROUND WORK?

LOCATIONS: 🏠 🐺

In a 2-player game, these steps are carried out simultaneously.

You can activate one or more artifacts during any step of a game turn. Rotate the card to be activated to use it. The artifact is then considered "exhausted" and can no longer be used during the current scenario, unless specified.

1/ PLAYER ACTIONS.

1A) PLAY FROM 0 TO 3 CARDS.

Each player places 0 to 3 cards from their hand on the active zone of their Player board.

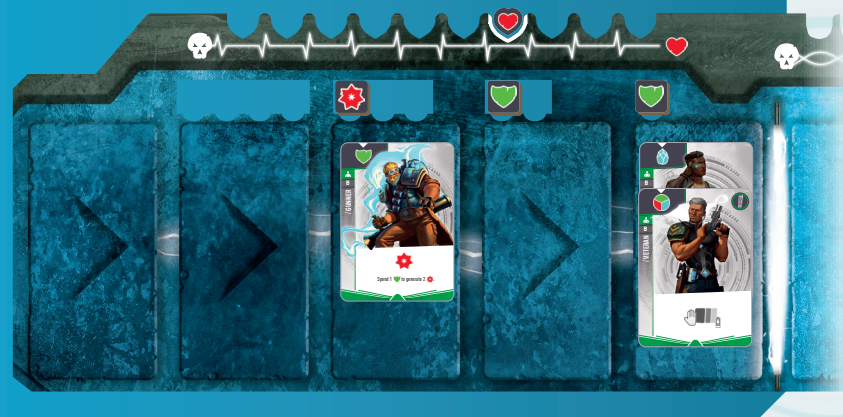
There's no limit to the number of cards you can place on a slot. If a slot has more than 1 card, stack the cards, leaving the resource icons of each card visible.

NOTE: It is possible to play no cards at all during a round.

Example: Player A places the Doc and the Soldier on one slot, and the Scientist on another.



Player B decides to play only 2 cards, placing the Gunner on a slot, and the Veteran on a slot already occupied by the Recruiter.



1B) SHIFT THE CARDS AND GENERATE RESOURCES.

Starting from the right, move all the cards in your active zone forward one step. Then, generate resources for each card in the active zone.

To generate a resource, the card's arrival slot must have 1 module corresponding to the card's resource. If this is the case, take 1 token of the resource in question.

That's why it's important to install new modules as soon as possible to improve your resource gains!

NOTE: If you generate Energy ⚡ (or Health ❤️), advance your token directly on the Energy (or Health) gauge.

When a gauge has reached its maximum, any excess Energy or Health generated is lost.

At certain times, you can spend Energy to generate ⚡ damage, to buy Reinforcement cards 🌐 (at 2 players), or simply to withstand ⚡ damage from Adversaries.

Example: Player A advances all cards in their active zone by one. The Doc generates no resources, as the arrival slot contains no ♥ module that can activate the card's ♥ icon. The Soldier, on the other hand, generates 2 ★ thanks to the 2 ★ modules that activate the card's ★ icon. Similarly, the Scientist generates 1 ♥ on her slot (but no ♦).



If a card has 2 Resource icons, each icon activates the modules.

Example: The Scientist has 1 ♦ icon and 1 ♥ icon. If its arrival slot contained the following modules, here are the resources that would be generated:

Case 1: 2 ♥ modules = 2 ♥ but 0 ♦.

Case 2: 1 ♦ module = 1 ♦ but 0 ♥.

Case 3: 2 ♦ modules and 1 ♥ module = 2 ♦ and 1 ♥.

If a card has 2 identical Resource icons, each module of this type is activated 2 times. For example, a card with 2 ★ icons arriving on a slot with 3 ★ modules generates 6 ★!

IMPORTANT RULE: If a card has a 🟡 icon, the player decides which type of module to activate this turn. For example, if the slot has 2 🟡 modules and 1 ♥ module, the player can generate either 2 🟡 or 1 ♥. The 🟡 icon is therefore very useful, as it can activate at least one module from each slot each turn.

1c) ACTIVATE THE EFFECT ZONE.

Once the previous step (1b) has been completed, if any cards have left the active zone by crossing the dimensional portal, you can activate the effect of **just one** of these cards.

The effect is located at the bottom of the card.

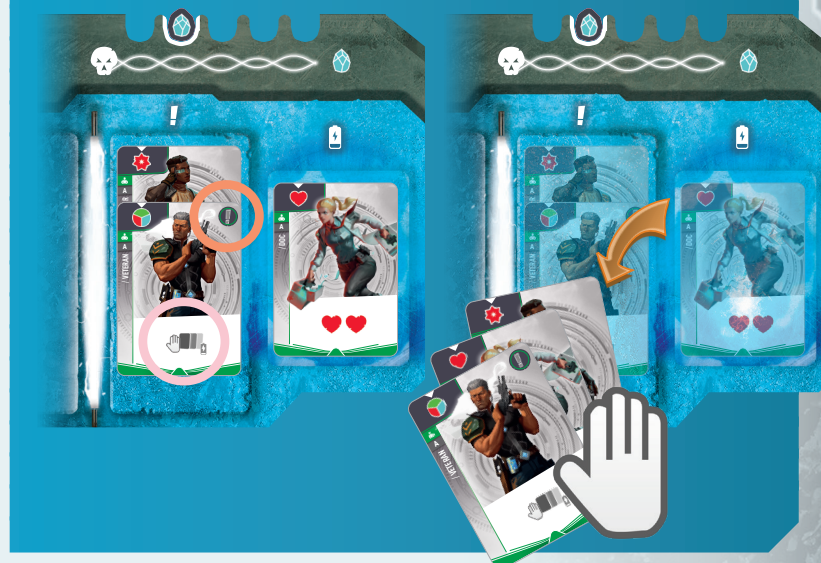


IMPORTANT RULE: A card displaying the ⚡ icon in the upper-right corner has a mandatory effect. This means **you must resolve its effect**. **You may not choose the effect of another card** present at the same time in the effect zone. If multiple mandatory effect cards are present in the effect zone, **resolve all of them!**

NOTE: Beware of cards placed in the same slot as a card with a mandatory effect ⚡, as they cannot be activated when they reach the effect zone.

Then place all cards in the effect zone in the rest zone ⚡ of the camp.

Example: Player B has advanced all the cards in their active zone by one in step 1b. They can now activate their effect zone, which contains the Veteran and the Recruiter. Player B cannot activate the Recruiter's effect, as the Veteran has a mandatory effect ⚡. Player B therefore activates this effect, which allows them to get all the cards of the camp back in their hand, including the Veteran and Recruiter.



NOTE: The above example shows the vital role of the **Veteran** in your team, as it **is the only card that allows you to get the cards of your camp back into your hand**. It's vital to use the Veteran at the right time, so you don't end up with an empty hand at the start of a turn. If this happens, you play 0 card this turn, but still complete the rest of the turn. Later on, you'll have other ways of getting your cards back into your hand, notably via the Reinforcement and Artifact cards.



1D) ATTACK THE ADVERSARIES (the term « Adversaries » includes enemies and bosses)

Take the  tokens you have generated this turn. You can add  tokens by taking 1  token per Energy spent from your Energy gauge.

Distribute these tokens on the Enemy cards above the Enemy board, or on the Boss card **if you are in its location**.

NOTE: When an Enemy comes into play, be sure to read its card's possible effects. Each effect can have an impact on your choices for the turn.

Some Enemies have Health and/or Energy defenses. These defenses cancel the first damage inflicted **each turn**.

Example: You want to place 3  tokens and 2  tokens on an Adversary, but he has a Health defense of value 2. He cancels 2 of your 3  tokens (discard them). It has no Energy defense. You place 1  and 2  on his card. Next turn, his defense will again cancel 2 .

IMPORTANT RULE: In 2-player games, collect all your   tokens in a common pool and decide together how to assign them to Adversaries. **Adversaries have 2 times more Health and Energy than in a 1-player game**, as indicated on their cards by the  icon. However, **enemy defenses  are not doubled in a 2-player game.**

To defeat an Adversary, you must inflict as many  and  as it has Health and Energy (**x2 at 2 players**). If so, you gain the reward shown in the top right-hand corner of its card, then discard the card. **With 2 players, choose which of you gets the reward (it cannot be shared).**

If the Adversary has not yet been defeated, leave the tokens on its card for the next turn.

Finally, tokens that have not been placed on an Adversary are discarded. You cannot keep them for the next turn.

2/ ACTIVATION OF THE ADVERSARIES.

2A) ACTIVATE THE ENEMIES

Activate the Enemies one at a time, from left to right, starting with the left-most slot. If several Enemies are on the same slot, activate them from top to bottom.

The Enemy inflicts the  damage and/or  damage indicated on its card. If you have generated any  this turn, cancel 1  or 1  for each  token discarded. Each  or  damage that is not cancelled causes you to lose 1 point of Health or Energy. Adjust your gauges accordingly.

If you lose the last point of either gauge, you die (see "Dying in Shifters", page 10).

In 2-player games, the Enemy inflicts damage on each player independently. It is not possible for a player to discard one of their  tokens to cancel the damage received by their teammate.

Example of an Enemy attack: Player A loses 2 Health points, Player B loses only 1 by spending 1  token.



In addition to damage, an Enemy may have a special effect on the lower part of its card. This effect must be taken into account. It also affects both players, independently.

Then, the next Enemy activates.

When all the Enemies have been activated, they move forward one step, starting from the right. If an Enemy was on slot **X1**, it is placed in the discard pile before you had time to destroy it (its reward is therefore lost).

IMPORTANT RULE: Some Enemies have a “flight” effect. If an effect reads “When (name) **flees**...”, it applies if the Enemy is alive when it slides from slot **X1** to the discard pile. You have delayed destroying it, you suffer the effect of its flight. If the Enemy is placed in the discard pile after having been destroyed, the flight effect does not apply. However, an effect stating “When (name) is **discarded**...” applies in both cases: whether the Enemy was destroyed or fled.

2B) ACTIVATE THE BOSS (only if you're in its location)

The Boss activates its first Action card. **Apply its effects to each player**, then place it in the Boss's discard pile.

Next, the Boss activates its second Action card if the Boss card has 2 actions per turn **2**. Apply its effects, then discard it too.

If you have any ♥ tokens generated this turn remaining, you can use them against the Boss's attacks.

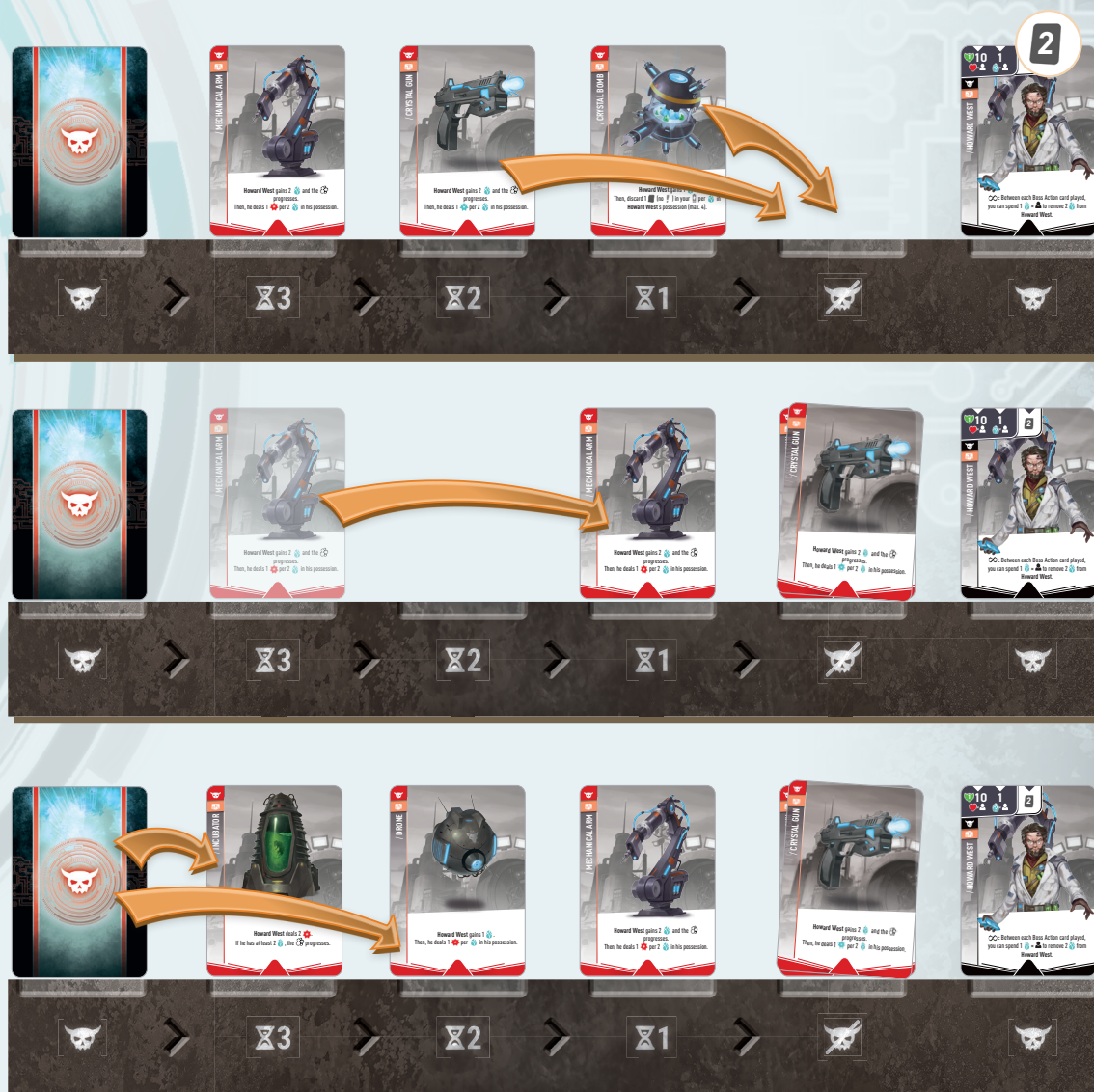
Finally, slide any Boss Action cards that have not been activated this turn as far to the right as possible, and draw new Boss Action cards so that there are always 3 visible. If the deck is empty, shuffle the discarded Boss Action cards to form a new deck.

The following picture details how the Boss Action cards work:

2 Cards are activated, then placed in the discard pile.

The non-activated card is slid as far to the right as possible.

New cards are drawn so that 3 cards are always visible.



IMPORTANT RULE: In some scenarios, Enemies 🧟 or other Adversaries may be present in the Boss's location. In such cases, **the Boss always plays last** during the Adversaries activation phase.

3/ END OF TURN

Discard any unused ❤️ tokens. You cannot keep them for the next turn.

END OF A SCENARIO

- You lose the scenario if your Health or Energy gauge drops to zero (**or if one of the 2 players' gauges drops to zero in 2-player games**). However, you can spend the "Last chance" token if you still have it to continue this scenario. Otherwise, the campaign is lost, and you can start another one from scenario 1.

- You pass the scenario if you defeat the Boss (even if Adversaries other than the Boss are still present in the location). Then, move on to the next scenario by referring to the paragraph "Important rule: Resetting the setup" (page 8) to find out what to do next.

Your ultimate goal is to reach scenario 5 and defeat Omega to win the campaign!

IMPORTANT DETAILS ABOUT CERTAIN SCENARIOS

SCENARIO 2 (RATS WORLD)

- If the plague is already in the camp and must "progress," nothing happens.

SCENARIO 3 (HIVE WORLD)

- During phase "2/Activation of the Adversaries" the Swarm cards activate after the Enemies and before the Boss.

SCENARIO 4 (COMICS WORLD)

- **Civilians** cards have a mandatory effect !, meaning they prevent **other cards** passing through the portal at the same time from activating their effect.

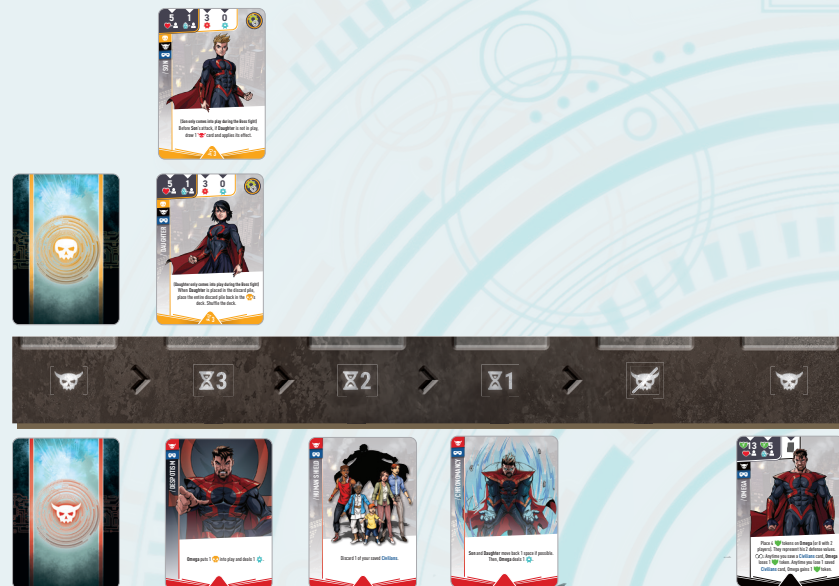
- During the battle against the Boss, the Boss will regularly summon Enemies. The setup is therefore different from other scenarios. Proceed as follows when you arrive at the Boss location:

Place the Boss card and Boss Action cards under the Enemy board instead of above it, under their usual respective slots.

Place the **Daughter** and **Son** Enemy cards on slot ⌚3 of the Enemy board. Place the 🧟 deck in its usual slot.

At the end of each of your turns, the Enemies attack you and then move forward one step. Next, activate the Boss Action card, then discard it and advance the others one space as usual.

The following picture shows the setup for the battle against the Boss in scenario 4:



WARNING : Only read the following page when you reach Scenario 5 to keep the surprise of how this final scenario unfolds!

SCENARIO 5 (OMEGA'S WORLD)

For this final battle, you can put away the Enemy board and the Academy deck, as you will no longer need them.

This scenario contains 4 Bosses, each with their own Boss Action cards and Enemy cards (except for Omega Mars, which has no Enemy cards). Place each Boss and their card decks in the corner of the world board corresponding to their universe (refer to the icons located in each corner of the world board and on the cards): 1 Middle-age  2 Future  3 Soviet Union  4 Antiquity 

The following picture shows the setup for the battle against the Bosses in scenario 5:



IF YOU WIN: As Omega's four incarnations collapse, time itself seems to hold its breath. The rifts that streaked across reality freeze, then close one by one. The four eras anchored by Omega's will disintegrate, freed from his grip, and the flow of time resumes its natural course. Omega is now nothing more than a memory, erased from the timelines he sought to enslave.

Across the multiverse, peoples who will never know your names nevertheless feel the change: a war that will never happen, a future finally free from invisible chains. History has been saved... because you were there. Your victory will not be celebrated with statues or recorded in books. But as long as time flows, your dedication will resonate in every moment preserved.

The multiverse owes you its future.

And time, for once, belongs to you.

Find our games and any updates on: laboitedejeu.fr



CREDITS

- **Game designer:** Jean-Philippe Sahut
- **Illustrators:** Toloma, Richard Nguyen, Anthony Jean, Rod Mendez, Gong studio
- **Graphic designers:** Benjamin Carayon, Jeanne Hervé-Maley, Jérôme Soleil
- **Publisher:** La Boîte de Jeu **Distributor:** Blackrock Games
- **Project manager:** Grégory Oliver
- **Developers:** Benoît Bannier, Grégory Oliver

ICONS GLOSSARY



Take all cards from the camp back into your hand.



Take 1 card from the camp back into your hand.



Damage



Energy Damage



Defense



Health



Cristal / Energy



Install 1 module of a specific type (in this case, a Health module) in any module slot.



Install 1 Module of any type, in any module slot



Any resource type, selected from:
★ / ♥ / ♦ / ♣



Mandatory effect



Card



Reinforcements



Reinforcements card



Hero



Enemy



Boss



Boss Action card



Academy



Rest zone, Camp



Aquatic world (Scenario 1)



Rats world (Scenario 2)



Plague (specific to Scenario 2)



Hive world (Scénario 3)



Swarm (specific to Scenario 3)



Comics world (Scenario 4)



Civilians (specific to Scenario 4)



Omega's world (Scenario 5)



Omega's subworld (Scenario 5) - Antiquity



Omega's subworld (Scenario 5) - Middle age



Omega's subworld (Scenario 5) - Soviet Union



Omega's subworld (Scenario 5) - Future



Enemies' timer



Artifact



Rotate an Artifact



Ready an Artifact



Hero upgrade



Permanent effect