

ICONOGRAPHY

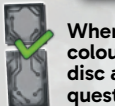
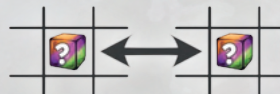
HARD DISCS AND DOCKING QUESTS

 Berries	 Golden plate	 Sand time particle	 Wood	 1 step on energy panels track	 1 victory point	 Critter of level 2 or 3	 Critter of level 2	 Critter of level 3	 Increase of a time portal by 1	 Build a portal of level 2 for free anywhere
 Place 1 dam marker on the dam following the standard rules for free.	 Place 2 dam markers on the dam following the standard rules for free.	 Berry of any season	 Berry of actual round - season (not affected by time portals)	 Berry affected also by time portals built	 Colour/Value hard disc quest. As a bonus on quests, gain the associated hard disc quest from the common offer without the bonus from the action space for free, then place it in your portal, gaining the usual placement bonus.	 Increase or decrease the value of a single die in your transmission portal by up to 2 pips.	 Take a mine action for free (without paying a green die).			
 Any season tile	 Die of any colour and any value from 1-6	 Take a bonus docking tile of level 1 from the common offer for free.	 Pay two blue berries, one red berry and one sand time particle.							

MAINBOARD

 Pay a green or orange die of value 1 or higher.	 Take 3 berries of any combination from the season of the <i>present time</i> or any season where you have a time portal.	 Space usable only in 3 and 4-player games	 Decrease level of a time portal by 1
--	---	--	---

PLAYERBOARD

 Space in "bonus triangle" where players place the pictured critter of level 1 after upgrading it.	 At the end of season, move EP tracker 1 step forward on each track.	 To upgrade a critter (from level 1 to level 2) it is necessary to pay 3 energy panels.	 Gain winter or spring docking quest from the common offer for free.
 Pay one of any berry to play a second action using your eagle critter, moving it to the spot of the new action.	 Play a second action using your eagle critter, moving it to the spot of the new action (no additional berry is paid).	 Gain a die of any colour and value less than or equal to 4 (from the supply).	 When you connect colour matching hard disc and docking quests/tiles...
 Gain a die of any colour and value less than or equal to 8 (from the supply).	 Place 2 dam markers on the dam following the standard rules for free.	 Place 2 dam markers on the dam following the standard rules for free and gain 2 VPs.	 Gain the bonus immediately and as income.
 Change the colour of 1 die in your transmission portal.	 Swap the location of any 2 dice in your transmission portal.	 Move a die in your transmission portal to any free space.	
 Pay a purple die of value 1-3 to build a time portal with value 1.	 Starting space of your marker on wood/sand time particle track.		

SOLO GAME

 The number and direction of steps of the neutral marker on the tiles/quests, or automa's steps on the dam.	 Letter (A or B) marks the action automa should play.	 Take a die with the highest value.	 Automa takes the mine action.	 Automa takes a Bonus docking tile action, leaving their critter in the corresponding action spot.	 Automa takes a Bonus docking tile action (no critter).
---	---	---	--	--	---

I

UPPER PART OF DOCKING TILES – IMMEDIATE EFFECT



After gaining this tile, gain 3 VPs and a golden plate immediately.

I

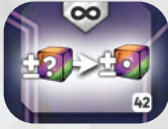
DOCKING TILES WITH PERMANENT EFFECT



Anytime, when completing a seasonal quest, one berry can be replaced with any other one.



Anytime, when placing a dam marker to the dam, gain 1 VP.



Anytime you adjust the number of pips on any die (using a gained bonus, golden plate or starting adjustment token) you can adjust it by 1 pip more or less.



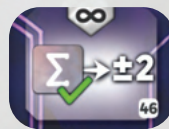
When fulfilling a colour hard disc quest, one of your dice can be any colour.



Whenever you put a mining tool in a mine space, you gain 3 VPs in addition to the usual bonus.



Anytime, when taking the Taking berries action, one of the berries taken can be from any season. Additionally gain 2 VPs.



When fulfilling a value hard disc quest, your dice can have a sum which is +/- 2 outside the range printed on the quest.



During income, gain 1 golden plate and 1 VP.



Anytime, when you connect matching completed quests/tiles on your transmission portal, gain an additional 2 VPs.



Anytime, when taking the Taking berries action, you gain one extra berry from the *present time* and 2 VPs. This berry cannot be affected by a time portal built.



Anytime, when taking the Choosing a die action, you can increase the level of one of your time portals already built and gain 1 VP.

II

DOCKING TILES WITH END SCORING



At the end of the game, gain 3 VPs for each docking tile in your supply, including this one.



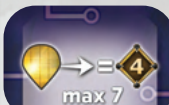
At the end of the game, gain 2 VPs for each of your dam markers on the dam.



At the end of the game, gain 15 VPs if you have unlocked the peacock critter.



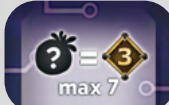
At the end of the game, gain 3 VPs for each of your mining tools in a mine.



At the end of the game, you can swap up to 7 golden plates for 4 VPs each. Spent golden plates are returned to the game box.



At the end of the game, gain 3 VPs for each completed hard disc quest on your transmission portal. Starting quests are not included.



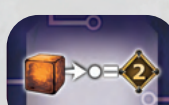
At the end of the game, gain 3 VPs for each berry still in your personal supply for up to 7 berries. Discard these used berries.



At the end of the game, choose 2 dice and earn 1 VP per pip on each die. These dice cannot be used to score any other bonus docking tiles.



At the end of the game, gain 5 VPs for each of your active critters of level 2 and 6 VPs for each of your active critters of level 3.



At the end of the game, choose 1 orange die and earn 2 VPs per pip on that die. This die cannot be used to score any other bonus docking tiles.



Gain 9 VPs instead of using the effect of the upper portion of the tile.

YEAR GOALS – TAKE THIS GOAL WHEN:



Have 4 or more bonus (violet) docking tiles in your player area.



Gain one of unchosen starting (violet) value hard disc quests and place it in your transmission portal.

Have 4 or more bonus (violet) docking tiles in your player area.

Immediately gain 1 golden plate, 1 energy panel and 5 VPs.



Have 3 or more dice of value 7 or higher in your transmission portal.

Immediately build a time portal of level 3 for free anywhere and gain 2 VPs.



Have at least 2 dice of value 8 or higher and 1 mining tool in your mine.



Have 3 critters of level 3.

Immediately place 1 dam marker on the dam and gain 1 golden plate and 6 VPs.



Have 2 critters of level 2 or higher and 1 critter of level 3.

Immediately gain a die of value 5 and of any colour (from the supply) and 3 VPs.



Complete 2 seasonal quests.

During income, gain 1 berry of the *present time* and 3 VPs.



Complete at least one seasonal docking quest of each season.

Immediately gain 10 VPs.