



## How to Play Teaching Guides:

# #22 Khronos

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #22 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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### The Hook - What the Game is About

*"Welcome to Khronos. You have a time machine and you and your time traveling sidekick are going to use it to make you rich. You will control two time travelers who will be bouncing from three different periods in time to try to assert your control in each of those three ages.*

*You will be trying to get rich by building building tiles, of three different types, orange military buildings, purple religious buildings and blue residential buildings. This board for this game has three copies of exact same land because we can affect the land at three different time periods. Of course if you build something in the earliest age, that building will ripple forward through time to the other two boards as well. Though players will be able to interact with all three boards so that throughout the game all three ages will look quite different. But you must always be wary that some meddlesome time traveler will change something in the past which will drastically affect the future.*

*You are trying to assert your dominance in the land in the three most significant time periods in its history. You will be doing this by building clusters of building tiles, called domains, and you will need to seek particular buildings to control those domains. The trick is that because of the significant changes in culture, each age has different wants in order for you to assert control of the domains during that time period, which is represent on one of those three boards.*

- 1. The earliest age, **The Age of Might**, was a barbaric time, those in control of the largest orange military building in a domain will be able to collect money from the blue residential buildings.*
- 2. In the middle age, **The Age of Faith**, the land was overcome with religious fervor, and those in control of the largest purple religious building in a domain will be able to collect money from the blue residential buildings.*
- 3. In the final age, **The Age of Reason**, the power of the land transferred to the Urban Centers, so whichever player controls the majority of the population in the blue residential buildings, will be able to collect taxes for the value of purple religious and orange military buildings within those domains*

*So your time travelers will jump between these three time periods looking for the best opportunities in each board to take control. Knowing that there are only two of you and three time periods, you will have to choose wisely about where you concert your efforts. At the end of the 4th and 7th turns you will collect taxes from areas in which you control and the richest time-traveler will win the game.*

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# The Meat - How to Play the Game

## How to Play a Turn

1. Review Goals; To control domains to be able to collect taxes
  - 1.1 Age of Might - Control is largest orange military - collect money based on the blue residential buildings
  - 1.2 Age of Faith - Control is largest purple building - collect money based on the blue residential buildings
  - 1.3 Age of Reason - Control is based on the blue residential buildings - collect money based on the orange and purple buildings
2. Playing your Construction Cards
  - 2.1 Heart of the turn is playing your four construction cards, cards are used for FIVE things, building, upgrading, demolishing, populating or renovating buildings.
  - 2.2 Pawn requirement
    - 2.2.1 Must have a pawn at the time period to play cards in that time period
    - 2.2.2 Each pawn can play two cards each in the age they are in
    - 2.2.3 Time travel to move pawn to another age for 1 Ecu
    - 2.2.4 Time travel at any point during the turn
  - 2.3 Building buildings - (Age of Might or Faith only)
    - 2.3.1 Play # of cards of color = to cost: 1 small, 2-3 medium 4-5 large
    - 2.3.2 If playing more than two cards must have both pawns there
    - 2.3.3 Mark purple/orange buildings **ONLY** with control cubes
    - 2.3.4 Recieve 1 money if you build in Age of Might
    - 2.3.5 Recieve 2 money if you build in Age of Faith
    - 2.3.6 Medium and Large buildings ripple - (Ruins in Age of Reason)
    - 2.3.7 Buildings **ARE** limited by available stock
  - 2.4 Upgrading buildings - (Age of Might or Faith only)
    - 2.4.1 Play difference to upgrade with correct color cards
    - 2.4.2 Recieve 1-2 money upgrade in age of might/faith respectively
    - 2.4.3 Ripple upgrades forward in time - (Ruins in Age of Reason)

- 2.5 Demolishing buildings - (Age of Might or Faith only)
  - 2.5.1 Only smallest size buildings (can't destroy preprinted)
  - 2.5.2 Costs 1 ECU and 1 card of color to be destroyed
- 2.6 Populating Buildings - (Age of Reason only)
  - 2.6.1 Way to get control of blue buildings in Age of Reason
  - 2.6.2 1 blue card per cube to put in a blue building
  - 2.6.3 Buildings can hold cubes = number on building
- 2.7 Renovating Buildings - (Age of Reason only)
  - 2.7.1 Only in Age of Reason
  - 2.7.2 Upgrade ruins to regular buildings by paying difference
  - 2.7.3 Do this to increase value of domains in age of reason
- 3. Review playing construction cards
  - 3.1 Play up to 4 cards per turn to do the 5 different actions
  - 3.2 Need pawn in an area to play in it
  - 3.3 Can play 2 cards per pawn
  - 3.4 Cards can be used for Building, Upgrading or Demolishing in Age of Might or Faith
  - 3.5 Cards can be used for Populating or Renovating in Age of Reason
- 4. Go Over 4 phases of a players turn
  - 4.1 Exchange some/all of cards - optional - 2 Ecus
  - 4.2 Action Phase - Play up to 4 cards and move time travelers
  - 4.3 Draw up to 4 cards (may discard cards from last turn)
  - 4.4 Collect Earnings (End of 4th and 7th turns only)



## **Building Rules**

- 1. Rule of Hierarchy
  - 1.1 Largest orange military or purple religious building in a domain must be unique
  - 1.2 In the first two ages this determines control of the domain
  - 1.3 May stop you from building a building in a domain
  - 1.4 May have to connect domains to take over a domain

## 2. Rule of Dominion

2.1 Can only connect domains with blue buildings

## 3. How to take over a domain

3.1 Build largest purple/orange building first

3.2 Overbuild largest purple/orange building

3.3 Connect two Domains

## 4. Connecting domains

4.1 Verify Rule of Hierarchy for largest orange then purple buildings

4.2 If Rule of Hierarchy is broken there is conflict

4.3 Resolving Conflict between connecting domains

4.3.1 If orange conflict, count orange building value on both sides

4.3.2 If tied, connecting player loses ties, if connecting player is not involved, he chooses who downsizes

4.3.3 Loser must downsize building in conflict - May place downsized building in square of choice in one of originating squares

## 5. Temporal Paradoxes

5.1 When building in past it can destroy buildings in future

5.2 This is why it is more risky to build in Age of Faith

5.3 When building in past it may not ripple if it doesn't follow rules of dominion and hierarchy

## 6. Geography Restrictions

6.1 Rivers may only be built on by medium and large **BLUE** buildings

6.2 Forests and Mountains cost extra cards with fewer players

## **Scoring - (Collecting Earnings)**

1. Occurs at end of 4th and 7th turns

2. Only get to collect money from two ages where you have pawns

3. Collect money from each domain you have control in those two ages

3.1 Age of Might: Largest orange building collects money = Total blue building value in the domain

3.2 Age of Faith: Largest purple building collects money = Total blue building value in the domain

3.3 Age of Reason: Most population cubes in blue buildings collects money = Total purple and orange building value in the domain

4. Scoring occurs at end of each player's turn not at end of all player's turns
5. Most money at the end of the 7th turn wins the game

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## **The Hamster - How to Win the Game**

1. Judiciously use your 28 cards to play throughout the game
2. Choose two ages to focus on
  - 2.1 Only able to score two ages
  - 2.2 Allows you to focus your limited actions
3. Beware of building in Age of Faith - building can be destroyed
4. Balance strong control of domains with building scoring buildings
5. Be aware of how rivers and other buildings may prevent you from upgrading
6. Look to take advantage of scoring buildings built by other players
7. Do what the other players aren't doing!
  - 7.1 Look to get into Ages other players aren't using
  - 7.2 Look to sections of board other players aren't using
8. Good Luck and Have Fun!

### Credits:

Game Design: Arnaud Urbon & Ludovic Vialla

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Teaching outline based upon How to Play Podcast Episode #22

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