


# Chrononauts

How to use the special features of this VASSAL module.


## **Players & Game Modes**

This module provides the standard game for 2-6 players, a multiplayer solitaire mode (1 player controls the hands of up to 6 players) and the Solonauts solo game described in the rules sheet.

## **Timeline**

The timeline automatically updates when players flip Linchpins - Ripplepoints are paradoxed or restored and Patches are nullified or restored. Players may indicate the Uberparadox using the  WW3 toolbar button.

## **Time Vortex, Discontinuity & New Mission**

These actions require cards to be swapped or redistributed. This can be achieved without revealing the cards using the  Swap Area.

**Time Vortex** : All players place their cards into the central deck. The player who played Time Vortex deals one card at a time to each player in the game, starting with themselves.

**Discontinuity** : Players place their cards into the deck bearing their number. The player who played Discontinuity states whether the hands will move clockwise or anticlockwise. Players pick up their new hands.

**New Mission** : Players who will swap Missions place them into the deck bearing their number then pick up the card left by the other player.