

 **Artifact**

A Knife

(with Koyen's
monogram)

 **Artifact**

**The
Emperor's
Star**

the Jewel of
the Empire

 **Artifact**

**Turkish
Delight**

the Emperor's
favorite

 **Artifact**

**Pre-
Historical
Cookbooks**

Yum!

 **Artifact**

**Renxi's
Medical
Records**

(he's the
Emperor's
only child)

 **Artifact**

**Badly-
Exposed
Hologram**

...of the
attack on the
Emperor

 **Artifact**

**A Black
Cloak**

(has a strange
acid odor)

 **Artifact**

**Radio-
Isotope
Assay**

from a sample
of canal water

 **Artifact**

Map of a Secret Stairway

from a canal landing up to the Palace

 **Artifact**

A Faked Astrology Chart

(the fortunes of the Empire)

 **Artifact**

Canister of Fire Accelerant

(handy for arson)

 **Artifact**

Code Names on Army Letterhead

(conspirators to mutiny?)

 **Artifact**

Dusty Old Love Letters

“To S, from your secret honeyzootle”

 **Artifact**

“How to travel 24 hours back in time”

(a copy of a copy of a copy of a document)

 **Artifact**

“How to travel 24 hours back in time”

(a copy of a copy of a document)

“This handwriting looks familiar...”

 **Artifact**

“How to travel 24 hours back in time”

(a copy)

“If only the original hadn't been crumbling to dust, we might have been able to travel back millennia.”



Timewarp

Rewind

Remove any card (except another Timewarp) from the discard pile, and immediately play it.



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Timewarp

Fast Forward

Immediately draw two more cards, put them in your hand, and play two cards.



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Fast Forward

Immediately draw two more cards, put them in your hand, and play two cards.



Timewarp

Quick Trip to the Future

Look through the draw pile and choose a card (other than a Timewarp). Reshuffle the deck (not including the discard pile) and then play the card.



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Timewarp

Memo from the Future

Play at *any time* to cancel a card as it's being played. The target card is discarded. (Using this card will reduce your hand size.)



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Inverter

Reverse Fate

Flip any Linchpin



Inverter

Reverse Fate

Flip any Linchpin



Inverter

Reverse Fate

Flip any Linchpin



Inverter

Reverse Fate

Flip any Linchpin



Inverter

Reverse Fate

Flip any Linchpin



Inverter

Reverse Fate

Flip any Linchpin

 **Inverter**

**Reverse
Fate**

Flip any Linchpin

 **Inverter**

**Reverse
Fate**

Flip any Linchpin

 **Inverter**

**Reverse
Fate**

Flip any Linchpin

 **Inverter**

**Restore
History**

Flip any PINK'
Linchpin to YELLOW

 **Inverter**

**Restore
History**

Flip any PINK'
Linchpin to YELLOW

 **Inverter**

**Restore
History**

Flip any PINK'
Linchpin to YELLOW

 **Inverter**

**Restore
History**

Flip any PINK'
Linchpin to YELLOW

 **Inverter**

Mutate History

Flip any YELLOW
Linchpin to PINK'

 **Inverter**

Mutate History

Flip any YELLOW
Linchpin to PINK'

 **Inverter**

Current of Time: Early Day

Reverse any Linchpin
between 10:00 and
14:30.

 **Inverter**

Current of Time: Late Day

Reverse any Linchpin
between 14:30 and
18:00.

 **Inverter**

Current of Time: Morning

Reverse any Linchpin
between 7:00 and
12:00.

 **Inverter**

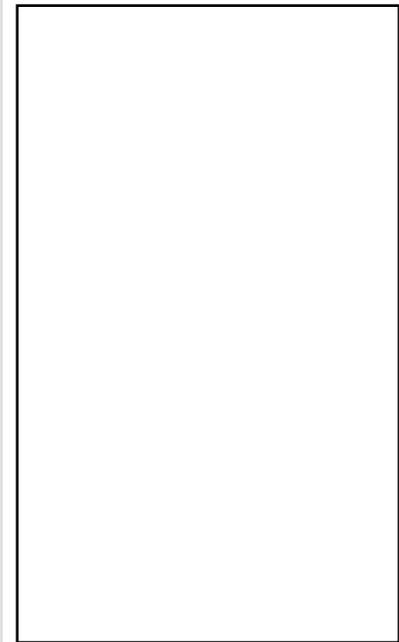
Current of Time: Afternoon

Reverse any Linchpin
between 12:00 and
16:00.

 **Inverter**

Current of Time: Evening

Reverse any Linchpin
between 16:00 and
24:00.



► **Action**

Get There First

Steal an Artifact that is face-up in front of another player..

(Go back in time to just before your opponent recovered an artifact, and collect it yourself.)

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(Go back in time to just before your opponent recovered an artifact, and collect it yourself.)

► **Action**

Get There First

Steal an Artifact that is face-up in front of another player.

(Go back in time to just before your opponent recovered an artifact, and collect it yourself.)

► **Action**

It Was Never Found

Discard an Artifact that is face-up in front of any one player.

("Where'd it go?"
"What?")

► **Action**

Discon-tinuity

Each player passes four cards from his hand to the player next to him. (If less than four cards, pass as many as possible.) You decide whether cards go left or right.

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► **Action**

Time Vortex

Gather up the cards from everyone's hands, shuffle them up, and deal each player as many cards as he had originally.

 **Action**

Pre-Emption

Take a card (at random) from another player's hand, and put it in your own hand.

("How'd he know what I was going to... oh.")

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Take a card (at random) from another player's hand, and put it in your own hand.

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 **Timewarp**

Three Places at Once

Set your hand aside. Draw three cards, play two of them, and discard the third. Then pick up your hand again.

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Three Places at Once

Set your hand aside. Draw three cards, play two of them, and discard the third. Then pick up your hand again.

 **Action**

Sell an Artifact

Discard one Artifact that is face-up in front of you. Then draw three cards.

("I suppose I could take it off your hands.")

 **Action**

Sell an Artifact

Discard one Artifact that is face-up in front of you. Then draw three cards.

("I suppose I could take it off your hands.")

 **Action**

Ahead of the Game

For you, this turn only, the number of victory points needed to win is reduced by two.

("I... am... the master!")

 **Action**

Temporal Trace

Name a Patch (give the time, and, for a Nexus patch, "a", "b", or "c"). Any other player who has that Patch in their hand must give it to you.