



THE HISTORY CHANNEL

Who was the greatest warrior of all time? The Anachronism™ moveable card game challenges you to find out for yourself. Assemble history's greatest warriors, arm them as you choose and pit them against each other in arena combat almost as quickly as you can read your cards and roll the dice.

Anachronism's unique turn sequence guarantees a lightning-fast game experience. You make the decisions on how and where to move, what to wield and when to attack.

Once you've tested your Anachronism warriors "out of the pack," customize them using gear and inspirations from throughout history. Hit hard, hit fast, and reduce your opponents to submission en route to victory.

[History.com](http://History.com)

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THE HISTORY CHANNEL

# ANACHRONISM™



## Basic Rulebook

Set 7



INTRODUCING

## ANACHRONISM™

THE MOVEABLE CARD GAME

TriKing Games® and The History Channel® invite you to test your strategy and tactics in a fast-paced action-packed game that takes just minutes to play!

**Anachronism** combines the best aspects of miniatures and trading card games, allowing you to collect and trade cards and keep them in a standard-size binder. It is also similar to a miniatures game. In the Arena, your cards move and change facing like tabletop miniatures. Range, speed, strength and special abilities all influence your tactics. Each card includes all the information you need to hit hard, hit fast and hit enough times to reduce your enemy to submission.

**Anachronism** is unlike any game you've ever played. You'll be taking your warrior into battle almost as quickly as you can read your cards and roll the dice. Once you've played, you'll keep coming back to the Arena to try new warriors, new combinations and new strategies en route to victory!

### ANACHRONISM TOURNAMENTS

**Anachronism** players can participate in officially sanctioned tournaments at stores and conventions.

Please visit [TriKingGames.com](http://TriKingGames.com) for details.

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## Card Types

There are two kinds of cards in Anachronism:

- **Warrior cards**, as pictured opposite on page 3. Warriors may never be used as Support cards.
- **Support cards**, which are made up of four types: *Inspiration cards* (page 4), *Weapon cards* (page 5), *Armor cards* (page 6), and *Special cards* (page 7).

## Card Abilities

Each card has a unique ability that instructs a player as to its impact on game play.

EXAMPLE: **Subbayi (i) – Action (ii):** Move two spaces (iii).

i) **Ability Name:** These have no effect on the game, but may be referenced by card abilities.

ii) **Ability Type:**

There are 3 different types of abilities:

a. An ability followed by the **Action** keyword can be used as one or more of the warrior's actions in the course of his or her turn.

EXAMPLE: **Rescue – Action:** Move to this card's space.

b. Abilities with the **Reveal** keyword after the ability name affect the game after the card is turned face-up at the start of the round, but before any warrior performs an action.

EXAMPLE: **Stalwart – Reveal:** Add +2 to your defensive rolls for this round.

c. Abilities without either of the above keywords will have text describing how and when they are used.

EXAMPLE: **Han dong shan feng:** You gain +1 speed for each of your face up support cards.

iii) **Game Text:** Everything after the colon explains what happens when the Card Ability is used.

## Warrior Card

Each player uses one warrior card per game. Warriors have strengths, which players utilize to ensure victory, and weaknesses that other players may exploit.

**1. Life:** A Warrior's life is represented by a numeric value. If a Warrior's life is reduced to 0 or below, he is defeated. Card Abilities may increase or decrease this number. A Warrior's life total may exceed the value listed on the card.

**2. Speed:** Determines the base number of Actions that a Warrior may perform each turn. Card Abilities can increase or decrease this number.

**3. Experience:** Experience is used to break ties. The Warrior with the higher Experience number wins a tied dice roll or Initiative. Card Abilities can increase or decrease Experience.

**4. Damage:** Damage is the impact of an Attack on an opposing Warrior's Life. This number is the amount of Damage the Warrior deals with a Basic Attack. Card Abilities can increase or decrease this amount of Damage.

**5. Name:** This is the card's Name.



**6. Attack Grid:** This Grid identifies the spaces into which a Warrior can Attack. Warrior and Weapon Grids do not stack. See "Attack Grids" (page 11) for more details.

**7. Element:** This icon shows a Warrior's elemental alignment. Certain cards have effects based on these Elements.

**8. Traits:** Warriors may have many Traits in addition to their culture. These are listed here. Other cards may reference these Traits in their Card Abilities.

**9. Card Ability:** Each Warrior's unique abilities are described here (see page 2).

**10. Flavor Text:** Flavor text adds an insight into each Warrior's place in history.

## Inspiration Card

An inspiration represents a warrior's guiding purpose.

**1. Initiative:** Initiative decides which Warrior takes the first turn in each round. The higher Initiative value goes first unless impacted by other cards in play.

**2. Element:** This icon shows the Inspiration's elemental alignment. Certain cards have effects based on elemental alignment.

**3. Name:** This is the card's name.

**4. Traits:** Inspirations may have many Traits in addition to their culture. These are listed here. Other cards may reference these Traits in their Card Abilities.

**5. Card Ability:** Each Inspiration's unique abilities are described here (see page 2).

**6. Flavor Text:** Flavor text adds an insight into each inspiration.



## Weapon Card

Weapon cards represent the traditional swords, spears, bows, axes and other tools of war. Warriors can wield any weapon from any culture.

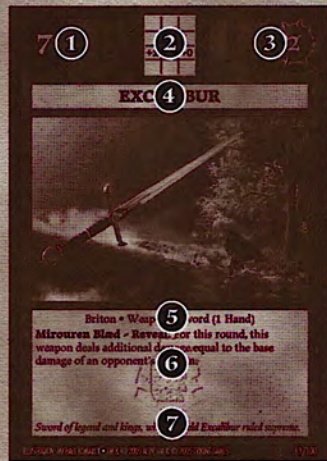
**1. Initiative:** Initiative decides which Warrior takes the first turn in each Round. The higher Initiative value goes first unless impacted by other cards in play.

**2. Attack Grid:** This Grid identifies the spaces into which a Weapon can Attack. Warrior and Weapon Grids do not stack. See "Attack Grids" (page 11) for more details.

**3. Damage:** Damage is the impact of an Attack on an opposing Warrior's Life. This number is the amount of Damage the Warrior deals with this Weapon when making a Weapon Attack. Card Abilities can increase or decrease this amount of Damage.

**4. Name:** This is the card's name.

**5. Traits:** Weapons may have many Traits in addition to their culture. These are listed here. Other cards may reference these Traits in their Card Abilities.



**6. Card Ability:** Each Weapon's unique abilities are described here (see page 2).

**7. Flavor Text:** Flavor text explains the Weapon and its use, or provides information about the Warrior who wielded it.

## Armor Card

Armor cards provide protection for your warrior.

**1. Initiative:** Initiative decides which Warrior takes the first Turn in each Round. The higher Initiative value goes first unless impacted by other cards in play.

**2. Name:** This is the card's name.

**3. Traits:** Armors may have many Traits in addition to their culture. These are listed here. Other cards may reference these Traits in their Card Abilities.

**4. Card Ability:** Each Armor's unique abilities are described here (see page 2).

**5. Flavor Text:** Flavor text explains about the Armor and its use, or provides information about the Warrior who wore it.



## Special Card

Special cards represent a unique ability, item, location or tactic that can make a difference.

**1. Initiative:** Initiative decides which Warrior takes the first Turn in each Round. The higher Initiative value goes first unless impacted by other cards in play.

**2. Name:** This is the card's name.

**3. Traits:** Specials may have many Traits in addition to their culture. These are listed here. Other cards may reference these Traits in their Card Abilities.

**4. Card Ability:** Each Special card's abilities are described here (see page 2).

**5. Flavor Text:** Flavor text explains a little about each Special card, or provides information about the Warrior who used it to his or her advantage.



## Elements



Aether



Earth



Fire



Metal



Water



Wind



Wood

## GAME RULES

### HOW TO PLAY

To play *Anachronism*, choose a Warrior and equip him or her with Inspiration, Weapon, Armor and Special cards to defeat your opponent in tactical battle.

### OBJECTIVE

There are two ways to win a game of *Anachronism*:

- Reduce your opponent's Life to 0 or less.
- Have more Life than your opponent after the end of the fifth Round.

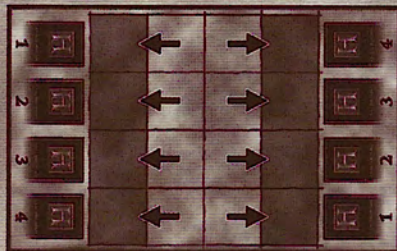
### GOLDEN RULES

- The text on cards always takes precedence over text in the rulebook.
- Face-down Support Cards have no effect on the game.
- A Card Ability that disallows a specific action overrides one that allows it.

### SET UP

To play *Anachronism*, each player needs a Warrior, four Support Cards and two six-sided dice.

- Each player's Starting Row is the row closest to him. Starting Rows are colored in a darker shade on the Arena Grid.
- To start the game, each player rolls two dice. Re-roll any ties until one player wins.



### SET UP (continued)

- First, the player who rolled the lower total reveals his Warrior and places it face-up in one of the spaces in his Starting Row on the Arena Grid.
- Then, the player who rolled the higher total places his Warrior face-up in his Starting Row.
- Each player then places his four Support Cards face-down from left to right below his Starting Row. Players choose the order in which they place their own cards.

### GAME PLAY

A game of Anachronism is divided into five Rounds. During each Round, each player takes one Turn.

- At the beginning of each Round, players simultaneously reveal their left-most face-down Support Card.
- Players check the legality of the cards they revealed this round, and discard cards if necessary (see *Card Restrictions*, page 14).
- If a player revealed a card with an ability that uses the **Reveal** keyword, that ability is used immediately. If both players have **Reveal** abilities to use, players use them in Initiative order. Players only use the **Reveal** Abilities of cards they revealed at the start of this phase unless a Card Ability says otherwise.
- Any effects that occur "at the start of a round" occur after **Reveal** abilities have been used. If both players have Card Abilities to use at this time, players use them in Initiative order.
- The player who reveals the higher Initiative number takes the first Turn of the Round.

### TURN SEQUENCE

During a player's Turn, that player's Warrior may perform a number of Actions up to the Speed listed on that player's Warrior Card. Card Abilities may affect the number of Actions a Warrior may perform.

- Warriors can spend their indicated number of Actions for a Turn to perform any of the following in any order:
  - o Move
  - o Attack
  - o Use an Ability labeled with the **Action** keyword
  - o Pass
- A player may use any of these Actions in any order or combination until he has used all of the Actions available to his Warrior for a turn.
- If the number of Actions the player has completed during the current turn equals or exceeds the Speed of his Warrior, the player's turn ends.
- When all players have completed a Turn, the Round is over and the next Round begins.

### MOVING

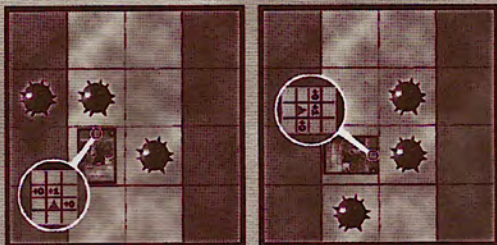
- A player may spend an Action to rotate his Warrior to face any direction.
- A player may spend an Action to move his Warrior one space along a column or row. After moving into a new space on the Arena Grid, he may rotate his Warrior to face any direction without spending an additional Action.
- Warriors may not move or face diagonally, unless specified by a Card Ability.
- A Warrior may not move into or through a square that contains another Warrior, unless specified by a Card Ability.
- If a Card Ability allows a player to move his Warrior, he may rotate his Warrior without spending an Action. If a player uses a Card Ability to move another player's Warrior, the displaced Warrior can not be rotated unless the Card Ability specifies otherwise.

### ATTACKING

- A Weapon may be used to Attack only once during each Turn. If you are allowed to have multiple Weapons in play, each Weapon may be used to Attack once during each Turn.
- Attacks without a weapon are called Basic Attacks. Basic Attacks are not limited to one per Turn.

## ATTACK GRIDS

Attack Grids appear at the top of Warrior and Weapon cards, and show the spaces on the Arena Grid where that Warrior Attack an opponent. They also show the Modifiers to the dice rolls when attacking an opponent in those spaces.



- The red triangle in the Attack Grid represents the direction a Warrior faces in the arena.
- As the Warrior changes direction, the Attack Grid(s) turn with the Warrior.
- An Attack can only be made if an opposing Warrior occupies a numbered space on the Attack Grid. That number modifies the Attack Roll by the specified amount.
- Use the Warrior card's Attack Grid for Basic Attacks and a Weapon card's Attack Grid for any Attacks made with that Weapon.
- Attack Grids may not be combined or interchanged.

## ATTACK ROLLS

- The Attacking and Defending players simultaneously roll two dice each.
- If a Card Ability allows a player to re-roll or modify any dice, players must wait to see all rolls before choosing whether to re-roll or modify any dice.
- Each player then applies any Modifiers to his dice roll from the Attack Grid and/or Card Abilities.
- Only the final result (after any Modifiers) determines whether an Attack hits or not. Card Abilities that do not modify a roll check against the final result of a dice roll, after all Modifiers have been applied.

- If the Attacker rolls a higher total, the Attack hits. If the Attack and Defense Rolls tie, see the section on Ties below.
- Weapon attacks deal Base Damage equal to the number on the Damage icon in the top right-hand corner of the Weapon card.
- Basic Attacks deal Base Damage equal to the number on the Damage icon on the Warrior card.
- If an Attack hits and the Attacker's dice are doubles, the result is a Critical Hit; double the Attack's Base Damage for that hit before applying any other Modifiers to the Damage.

## SIMULTANEOUS ABILITIES

If two players have a Card Ability reacting to the same event (for example, both players being able to re-roll one of the Attacker's or Defender's dice), the player whose turn it is (the Active Player) has the first option to use his Card Ability or to pass the option to use a Card Ability to the second player.

- If both players pass, then neither ability is used.
- If the Active Player uses his Card Ability, the second player may wait to see the result and then decide whether or not to use his.
- If the Active Player passes and then the second player uses his Card Ability, the Active Player may wait to see the result, and then choose to use his Card Ability after all.
- A player cannot choose to pass the option to use a Card Ability if they have a non-optional ability that has yet to be used.
- A Card Ability that specifies that a player 'can not' perform a certain Action overrides any game mechanic or Card Ability that allows that Action to occur.

## TIES

- If Initiative or die rolls tie, the Warrior with the higher Experience wins the tie.
- If the Warriors are also tied on Experience, each player rolls two dice. These rolls cannot be affected by Card Abilities or Modifiers. The higher roll wins the tie. If this roll is tied, players continue rolling until one player wins the roll.



### THE FIFTH ROUND

- If neither Warrior has been defeated after four Rounds, play continues into a fifth and final Round.
- In the fifth Round, because all Support Cards are revealed, both players' Initiative values are null and are tied. As with other ties, the Warrior with higher Experience wins the tie and therefore goes first.
- If both Warriors are undefeated at the end of the fifth round, the Warrior with more Life remaining wins.
- If life totals are tied, the Warrior with higher Experience wins the game.
- If a winner still cannot be determined, the result of the game is a draw.

### CARD COMBINATIONS

Players may combine cards from any cultures when selecting Support Cards for their Warriors. For example, a player could have a Norse Warrior wielding a Japanese Weapon, wearing Egyptian Armor, worshipping a Greek Inspiration and using a Roman Special card. Players are not restricted to using only one of each Support Card type. A player could have two Weapons and two Inspirations in the four Support Cards for his Warrior, though there are certain restrictions to be observed during actual game-play (see *Card Restrictions* below).

### CARD RESTRICTIONS

There are restrictions on what cards a player can have in play at any one time.

- If a player reveals a card that results in his Warrior exceeding one of these limits, that player must choose and discard an offending card. If this does not result in a legal combination, the player continues to choose and discard offending cards one by one until that player has returned to a legal combination. This happens after Initiative, but before **Reveal** abilities are resolved.
- If a situation ever arises where a player has an illegal combination of cards during a turn, that player must immediately choose and discard an offending card. If this does not result in a legal combination, the player continues to choose and discard offending cards one by one until that player has returned to a legal combination.

- A player may not have a duplicate of any given card in their selection of Support Cards.
- Each player may have only one of each type of Support Card face-up and in play at any time.

**EXAMPLE:** A player has a Weapon face-up and in play. At the start of the next Round, that player reveals another Weapon card. The Initiative for the newly revealed card is used for that Round. Then the player must decide which Weapon to keep. The player may discard either Weapon. Even if the newly revealed Weapon is discarded, the Initiative value for that card is still used for that round.

- A player may have only one card with any of the following traits face-up and in play at any time: *torso*, *head*, *leg*, *arm*, or *shield*.
- A warrior may use up to two "hands" worth of support cards (as designated on the card).

**EXAMPLE:** A player currently has face-up and in play a Weapon that requires 2 hands to use. The next card that player reveals is a shield, which requires 1 hand to use. The player must decide whether to discard the shield or the Weapon.

- Card Abilities may allow you to break one or more of these rules. A Card Ability may allow you to have 'another' card of a given type or Trait. All of these cards allow you to have face-up and in play one card of the specified type or Trait in addition to itself. Even if a Card Ability allows you to break one card restriction rule, you must still abide by other such rules.

**EXAMPLE:** A Card Ability reads, "You may have another Head card." This ability allows you to have a second card with the '**Head**' Trait in play, even if that card is of a type you already have in play.

## ADVANCED RULES

### WARRIOR DEFEAT AND ACTIONS IN PROGRESS

- In a two-player game, the game ends as soon as a Warrior is reduced to zero or less Life. Card Abilities that would take effect after the Action that defeats a Warrior are not processed.
- Any Card Abilities that were activated before the Warrior's defeat, or Actions that were in process (like an Attack), are completed before the Warrior is defeated.

### "EXTRA", "ADDITIONAL", AND "CREATED" ATTACKS

Several Card Abilities allow you to Attack more than once each turn with a Weapon, or even to Attack with your Weapon outside of your turn.

- Card Abilities that allow extra Attacks that specify "Basic" or "Weapon" Attacks only allow Attacks of that kind.
- If a Card Ability specifically creates an Attack with a Weapon, this Attack does not count against the "one Attack with a Weapon each turn" restriction.
- Card Abilities that create an Attack "immediately" do not cost an additional Action to use.
- Card Abilities that create an Attack made "at +X" can be made irrespective of the position of the Attacker and Defender. No other Modifiers of any kind can be applied to the Attack Roll.
- Card Abilities that create an Attack "if possible" restrict the free Attack to the appropriate Attack Grid and use all of the normal Modifiers for an Attack made using that Attack Grid.

### COSTS

Some Card Abilities require that a cost be paid before the beneficial part of the ability can occur.

EXAMPLE: "Reveal: Discard this card to..." is a cost.

- Costs usually appears in phrases like, "Do X to..." or, "You may do X. If you do..."

- If you fulfil the cost, then you carry out the remainder of the ability – whatever follows "to" or "if you do". Conversely, if you fail or choose not to fulfil the cost, then the remainder of the Card Ability is not carried out.

### ABILITY DURATIONS

- Many Card Abilities have effects that last for a certain duration. Phrases like "for this round", "until your next turn", and "your next attack" all specify the duration of the ability.
- If a Card Ability with such a duration is in effect, and the card that created the effect leaves play, the effect will still continue for the listed duration.
- If a Card Ability that does not specify a duration leaves play, the effects of that Card Ability end immediately.
- A Warrior's Life and Experience values may change often over the course of a game. Unless a Card Ability specifies a duration, all Life and Experience changes are permanent.

### ADDITIVE ABILITIES

- Most Card Abilities are additive and can work in conjunction with other abilities.  
EXAMPLE: Two different 'your attack rolls gain +1' Card Abilities could be applied to the same Attack Roll.
- However, Replacement Abilities that specify a distinct value, state, or quantity are not additive.  
EXAMPLE: A Card Ability that reads 'when you make attack rolls, roll one extra die' is additive, whereas 'when you make attack rolls, roll three dice' is a replacement ability.

- If two Replacement Abilities are trying to affect the same Action, the Active Player's Card Ability takes precedence. If multiple Card Abilities from the same player's cards are trying to affect an Action, that player chooses which Card Ability to apply.
- Replacement abilities involve the following phrases:
  - o 'You may use another <type> card.'
  - o 'You may attack with a weapon twice / a second time.'
  - o 'When you make a roll, roll <specific quantity> of dice.'

## USAGE RESTRICTIONS

- Some Card Abilities are limited in the number of times each round that they can be used.

EXAMPLE: Phrases like "once each round" specify how often a Card Ability can be used.

- Any ability that is limited in this way is optional; you are not required to use the Card Ability at the first opportunity to do so.

EXAMPLE: A Card Ability that reads, "Once each turn, after you make a defense roll, you may move one space" is optional, and you may use it after any Defense Roll you make, as long as you do not use the Ability more than once on any given turn.

- Card Abilities that do not have such restrictions may be used as often as you like.

EXAMPLE: A Card Ability that reads, "After you are missed, you may gain one life" may be used as many times each round as an opponent Attacks and misses you.

- A Card Ability that can only be used "Once each turn" may be used outside of any player's turn. These Card Abilities can be used exactly once during each situation where they are relevant.

EXAMPLE: A Card Ability that reads: "Once each turn, you may re-roll one die of an attack roll," can be used to affect an Attack Roll made as part of a **Reveal** Ability, but can only be used once during that roll. If there were other such Attacks made before the first player starts his turn, the re-roll could be used once for each of those Attack Rolls, as each is a different situation.

## TOURNAMENT RULES

### CHOOSING WARRIORS AND SUPPORT CARDS

Anachronism can be played as a Match, which is comprised of a series of Games. In tournament play, games are referred to as Games. Typically, a single Match will be fought as a best of three or five Games.

- For a three-Game series, a player will need to select three Warriors; for a five-Game series, a player will need to select five Warriors.
- All Warrior cards that a player selects must have different names – a player may not use any duplicate Warrior cards. A player may use Warriors from different cultures and/or sets.

Next, a player will need to select four Support Cards for each Warrior.

- As with his Warrior cards, a player cannot use duplicates of any particular Support Card. A player may use Support Cards from different cultures and/or sets.
- The Warrior and Support Cards a player has chosen are called a Tournament Stack.
- Players must have four Support Cards in their Tournament Stack for each Warrior. When a player has completed selecting all his cards, he will have either three Warriors and twelve Support Cards (for a total of fifteen cards), or five Warriors and twenty Support Cards (for a total of twenty-five cards).

### PLAYING A MATCH

When players start their first Game of the Match, they both select one Warrior.

- After rolling dice and choosing starting positions as usual, each player must select any four of the Support Cards from his Tournament Stack for use in this Game. Each player places them in a row, left to right, just as he would for a normal, single-Warrior game.
- The first Game plays out like a normal single-Warrior game.
- When the Game concludes, record the victor.

### PLAYING A MATCH (continued)

- All cards used in that Game, even those that were not turned face-up, are placed in a discard pile to the side of the arena. Players may not select any of these cards at the start of a future Game for the remainder of the Match.
- A player may examine his own Tournament Stack or either player's discard pile at any time, so long as doing so does not delay the game unnecessarily.
- At the start of the second and subsequent Games, whichever player won the previous Game will select, reveal and place his Warrior in his Starting Row first.
- Then, after having seen his opponent's Warrior selection, the player who lost the previous Game will select, reveal and place his Warrior.
- If the previous Game ended in a draw, the current Game is started with the same process as the first Game of the Match.
- Both players then choose four of the remaining Support Cards in their Tournament Stacks for their Warriors in this Game.
- Play proceeds until one player wins a majority of the Games in the Match (i.e. best two of three, or best three of five). That player wins the Match!
- Players may not change cards in their Tournament Stacks during a tournament.

## MULTIPLAYER RULES

Before the Game begins, each player will need a Warrior and four Support Cards as normal.

- In a multiplayer game, there are four Starting Rows instead of two. The four squares along each side of the Arena Grid comprise a Starting Row. This means that the Starting Rows overlap in the corners. To determine the order that players place their Warriors, each player rolls two dice as normal. Each player then reveals his Warrior card in order of lowest roll to highest by placing it in an unoccupied square in his Starting Row.
- In a team game, Warriors on the same team may choose to share a Starting Row.
- Warrior Cards and Support Cards may not be duplicated between teammates during the same Game. All cards used during a single Game by a single team must be different.

At the start of each round, all players reveal a Support Card as normal. Players take turns in order of highest Initiative to lowest. Ties in Initiative are broken as usual.

- Players can use a Card Ability that specifies "another warrior" on any Warrior but their own.
- Players can use a Card Ability that specifies an "opposing warrior" on any Warrior but their own or a teammate's.
- Players may not use a Card Ability that specifies "your warrior" on any Warrior but their own.
- When a Warrior is reduced to 0 or less Life, that Warrior is defeated and removed from the arena. Victory goes to the last Warrior left standing in the arena!

## GLOSSARY AND ADDITIONAL DEFINITION OF TERMS

**Active Player:** The player taking the current turn is considered the Active Player. Outside of a turn (such as with 'at the start of the round' abilities), the Active Player is the one who won Initiative for that round.

**Adjacent:** Two spaces in the arena are adjacent if they share a side or corner. Spaces that do not touch are not adjacent. A space is not considered to be adjacent or not adjacent to itself.

**"Attack at +X":** A card ability that creates an Attack "at +X" allows that attack to be made regardless of the positions of the Attacker and Defender. This Attack cannot gain Attack Roll Modifiers and must be made at the listed modifier. The Attack can be re-rolled or have other such Modifiers applied to it.

**Attacker:** The player making an Attack is referred to as the Attacker.

**Base Damage:** The number printed on a Weapon or Warrior card that specifies the amount of damage dealt by a Weapon Attack (from a Weapon) or a Basic Attack (from a Warrior).

**Bonus:** Any number that is added to another value or roll.

**Challenge:** Synonymous with 'Game'.

**Column:** Any 4 contiguous spaces that cross the arena in an up-and-down or side-to-side direction. Column is synonymous with "row" or "rank". None of the spaces on a Column are diagonally adjacent to another space in that Column.

**Consecutive:** Following one another in order. Two numbers are consecutive if the lower number plus one equals the higher number.

**Control:** A player is considered to control a card if they have it in play. Generally, all of the Support Cards you play during a Game or Match are cards you control.

**Critical Hit:** When an attack is made, if the attack roll is doubles and the attack hits, the attack is a Critical Hit. Critical Hits have their Base Damage doubled before Damage Modifiers are applied. Card Abilities may cause a hit to become or be considered Critical Hit.

**Damage:** Attacks and Card Abilities deal Damage. Warriors take Damage, which is deducted from the warrior's Life total.

**Defender:** When a player makes an Attack, the player being attacked is referred to as the Defender.

**Discard:** To remove a card from play. Cards that have been discarded do not normally have any further affect on the game.

**Discard Pile:** Your cards that have been discarded go into a Discard Pile to the side of the play area. Any player may examine the contents of any Discard Pile at any time. Some cards may have an effect on the game from the Discard Pile.

**Doubles:** Any roll of two dice where the dice both show the same value. Card Abilities may cause a roll to become or be considered doubles.

**Empty Space:** Any space in the arena without a card in it.

**Game:** One entire series of rounds in which players play against each other with one Warrior each. 'Game' is synonymous with 'Challenge'.

**Hit:** An Attack hits if the Attack Roll is higher than the Defense Roll. Damage caused by Card Abilities and not related to Attacks are not considered Hits.

**"If Possible":** Card Abilities that allow an immediate Attack "if possible" must still use normal Attack Grid rules and use any relevant Attack Roll Modifiers.

**"If you do":** If the optional Cost that comes before this phrase is met, then the effect following this phrase is carried out.

**Immediately:** Card Abilities that allow you to perform an effect "immediately" do not require you to spend an Action, even if you would normally be required to do so.

**Match:** A series of Games, such as are played during the rounds of a tournament.

**Miss:** Any Attack that does not hit is considered a Miss.

**Modifier:** Card Abilities and Attack Grids can change the value of a roll. Bonuses, penalties (called "negative modifiers"), changing the value of a die, setting a roll to a value, and re-rolls are all considered to be Modifiers to a roll.

**Moving:** When a Warrior changes their location in the arena. Rotating in place is not considered movement.

**Negative Numbers:** Any value less than zero is Negative. Card Abilities can make Life, Speed, Initiative and Experience values negative.

**Null:** Null is a non-existent value. Null is neither greater nor less than any other value and cannot have any number added to or subtracted from it.

**EXAMPLE:** Both players' Initiative values in the Fifth Round are null, because they did not reveal Support Cards in the Fifth Round.

**Otherwise:** If the effect that comes before this phrase is not carried out, the effect following this phrase is carried out.

**Ownership:** For the purposes of game play, a player 'owns' all of the cards he brings to the match or game.

**Rank:** See 'column'.

**Reduce:** To lower a value, usually Damage or the value of a die or roll. A value cannot be reduced to a higher value.

**Re-roll:** During a roll, Card Abilities may cause one or more dice of a roll to be re-rolled. The re-roll is not a new roll, but part of the original roll. The final result of the dice after the re-roll is always used.

**Roll:** Any instance of dice being rolled is considered a roll. A roll includes all re-rolls to that roll.

**Rotating:** Changing a Warrior's facing is called rotating that Warrior. Whenever you move your Warrior, you may rotate your Warrior in addition to or instead of the movement.

**Round:** One series of Turns. A game of Anachronism lasts a maximum of five Rounds.

**Row:** See 'column'.

**Setting a Roll:** Card Abilities may set a roll to a specified value. If the Card Ability sets a player's next roll, that player does not roll dice for that roll and applies any appropriate Modifiers to the set value. If a Card Ability sets a roll after it has been made, any Modifiers have already been applied and are not reapplied.

**Turn:** One player's set of Actions as part of a Round. Each player takes one Turn in each Round.

**Turn Face-Up/Face-Down:** Card Abilities can turn Support Cards face-up or face-down as part of their effects. **Reveal** Abilities are not played on Support Cards brought into play this way. After a Support Card is turned face-up, players must check to make sure they meet the Card Restrictions rules.

**Unoccupied:** A space in the arena is unoccupied if it has no Warrior in it.

**Zero:** Zero is not even or odd. Zero is greater than any negative number and less than any positive number.

**NOTES**

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