



# MULTIVERSE





## **LEGEND**

*Travelling between parallel worlds has perhaps never been easier. Just change one of the colours and you're in another universe where you can encounter alternate existences of other players. These encounters will be the purpose of your efforts, but each such event activates a quantum jump that can take the respective players elsewhere. The different colours correspond to different laws of nature. Imagine five rules of physics that may work in opposite ways in other worlds. Each of the 32 universes thus offers a unique experience, and it would be a shame not to go there, at least for a short visit.*

## **COMPONENTS**

1. 32 different worlds
2. 6 switch panels (including coloured tokens in the case of the travel edition of the game)
3. 5 coloured and 1 wooden scepter
4. 1 multi-cube
5. Rulebook (Collector's Edition only)

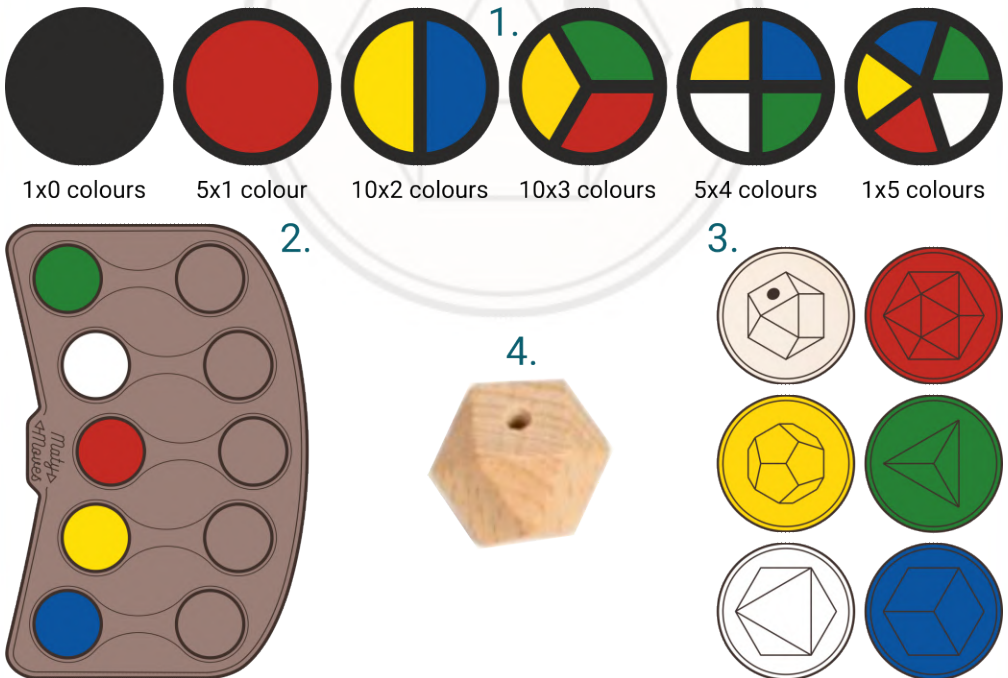


Figure 1 – List of game components (travel edition)

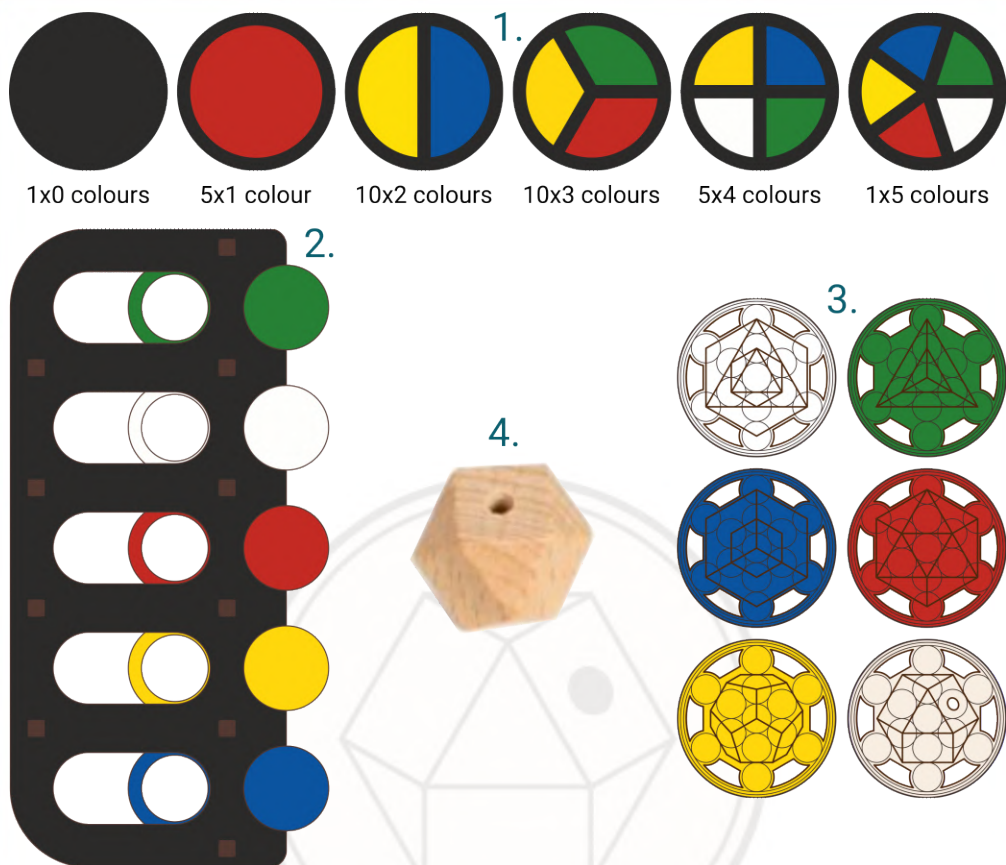


Figure 2 – List of game components (collector's edition)

### MULTI-CUBE

A multi-cube is neither a cube nor an octagon, but both simultaneously. A multi-cube roll can have three different results (an empty square is a **STABILITY**, and everything else is a **CHANGE**).

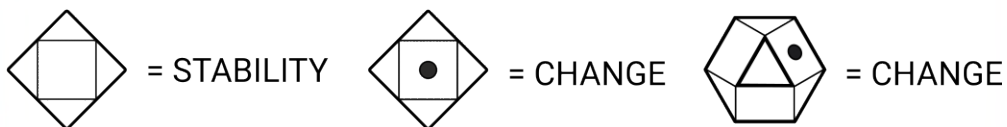


Figure 3 – Results of the multi-cube roll

## AIM OF THE GAME

The aim of the game is to encounter as many universal beings and alternate existences of the players in different parallel worlds (each encounter provides 1 victory point at the end of the game), and gradually reveal their true identities, so that the final encounter with the player himself can occur, which provides 3 victory points.

## GAME SETUP

1. Each player receives 1 switch panel to place in front of them.
2. For the collector's edition of the game, set the individual switches on the switch panel to the off position (all colours are hidden in the switch panel body). For the travel edition of the game, place five coloured tokens on the bottom row of the switch panel (off position) in the following order (from left to right): green, white, red, yellow and blue.
3. Each player sets the starting position of their switch panel as follows:
  - For each colour on your switch panel, roll a multi-cube (sequentially from left to right), thus everyone makes just 5 rolls.
  - If **STABILITY** is rolled, leave the colour on the switch panel in the off position.
  - If **CHANGE** is rolled, switch the colour on the switch panel to the on position.
4. Select a starting player – whoever last visited the observatory starts.
5. Randomly distribute all scepters among the players as follows:
  - The starting player always receives the wooden scepter.
  - In a two-player game, each player receives a total of 3 scepters.
  - In a three-player game, each player receives a total of 2 scepters.
  - In a game of four or more players, each player receives 1 scepter. If any scepters remain free (four or five-player game), they will be assigned to imaginary players (see next step).
6. All players place their scepters next to their switch panels to create 6 positions in an imaginary circle around the table with a clearly visible order. Place missing scepters (four or five-player game) on the positions of the imaginary players around the table to create the above-mentioned 6 positions for the correct circulation of scepters (see [Figure 4](#)).



The imaginary player has no influence on the game, he only represents an imaginary scepter owner.

7. Place all 32 world tokens, colour down, in the middle of the table.
8. All players simultaneously take 5 world tokens, keep one of them and pass the remaining 4 to the next player on their left hand, while also receiving 4 tokens from the player on their right hand. The selection is repeated in the same way (known as a draft) until there are no tokens left.
9. Each player looks at his five "drafted" tokens and forms an initial formation consisting of two rows. The front row contains three tokens face up, and the back row contains two "secret" tokens face down (see [Figure 4](#)).



These 5 tokens represent your alternate existences from other worlds and will serve as your lives in the game.

10. Finally, use the remaining world tokens to create similarly high columns, depending on the number of players, and flip them colour up - for a six-player game, create 1 column, for a five-player game 2 columns, for a four-player game 3 columns, for a three-player game 4 columns, and for a two-player game 5 columns.



Figure 4 – Game setup for 2 players (example)



## GAMEPLAY OVERVIEW

The owner of the wooden scepter with the multi-cube symbol starts the game. Only 1 action can be performed each turn. You can choose one of the following two options:

1. **SWITCH ONE COLOUR** (turn it on or off) on your switch panel. This action may be immediately compromised by the owner of the scepter in that color by declaring "Just roll!" and having you confirm the color switch with a multi-cube roll. The result of the roll has the following effects:

- If **STABILITY** is rolled, leave the colour in the new position. You were successful.
- If **CHANGE** is rolled, return the colour to its original position. You were unsuccessful.



The owner of the wooden scepter has the advantage of repeating the multi-cube roll one time during his turn (on the confirmation roll during the action described above or during the quantum jump described in the chapter [Quantum Jump](#), page 9).



If an imaginary player owns a scepter in the corresponding colour, no cancellation of this action is possible.

2. **SWITCH ALL COLOURS**: turn on or off all the colors on your switch panel. This action cannot be compromised.

If the exact colours (and no others) that correspond to any of your opponent's lives (token formation) or the top token of any column are switched on in your switch panel at any time during your turn (before or after the action), you may visit that world and a mutual encounter occurs.

As a result of the encounter, you capture the coloured token and keep it face down in front of you. Each captured token is worth one victory point and cannot be lost in any way.

Each time you score this way, you must subsequently perform a quantum jump in all the colours you have currently switched on in the switch panel (the combination corresponding to the token you have just captured). Please refer to the chapter [Quantum Jump](#), page 9).



It is possible to score more times per turn. Only the player on the turn scores points.

A turn ends when a player does not have the colour combination needed for the encounter on his/her switch panel after taking an action. It is the next player's turn clockwise.



If the **turn of the owner of the wooden scepter** has ended, the scepter rotation effect is initiated (refer to the chapter [Scepters Rotation](#), page 8).

## CAPTURING PLAYER TOKENS

If you capture a token from the first row of your opponent's formation, this will access the token(s) on their second row as follows (see [Figure 5](#)):

- Capturing the outermost token in the first row of the formation unlocks the outermost token in the second row.
- Capturing the middle token in the front row of the formation unlocks both tokens in the second row.
- Turn the unlocked tokens coloured side up. These worlds are now revealed and can also be visited by either player.

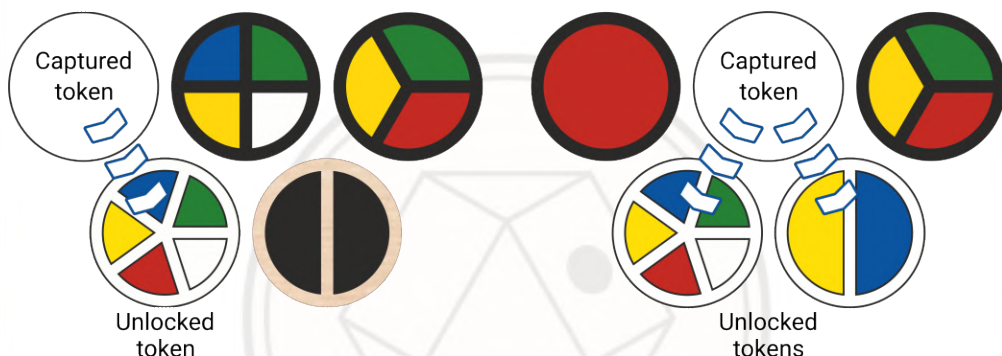


Figure 5 – Capturing and unlocking player tokens

## IDENTITY REVEAL AND GAME END

If you capture the last token of an opponent's formation, representing his/her last alternate existence, you reveal the player's true identity, initiating the final phase of the game in which you can meet the player directly and reveal his/her true identity.

However, the required colour combination, in this case, is variable, as it corresponds to the current switch panel setting of the revealed player. Over time, the true identities of other players may also be revealed.

The end of the game occurs when, **during your turn**, you set the colours on the switch panel to match the switch panel of one of the revealed players or take a turn in that position, causing you to encounter the player himself. As a reward for this encounter, you capture this player's switch panel, which is worth three points. Finally, hug the player whose true identity you've just managed to find in so many different universes.



## SCEPTERS ROTATION

Each time the owner of a wooden scepter with the multi-cube symbol ends his/her turn, the scepters move one position counter-clockwise (see [Figure 6](#)). You will always pass **one** of your scepters to the player on your right hand (this player can be imaginary) and receive another from the left.

If the wooden scepter with the multi-cube symbol moves to the position of the imaginary player, it is all right. When this imaginary owner of the wooden scepter is on the turn, he performs his imaginary turn, in which only the scepters rotate, and thus their circulation never gets stuck.

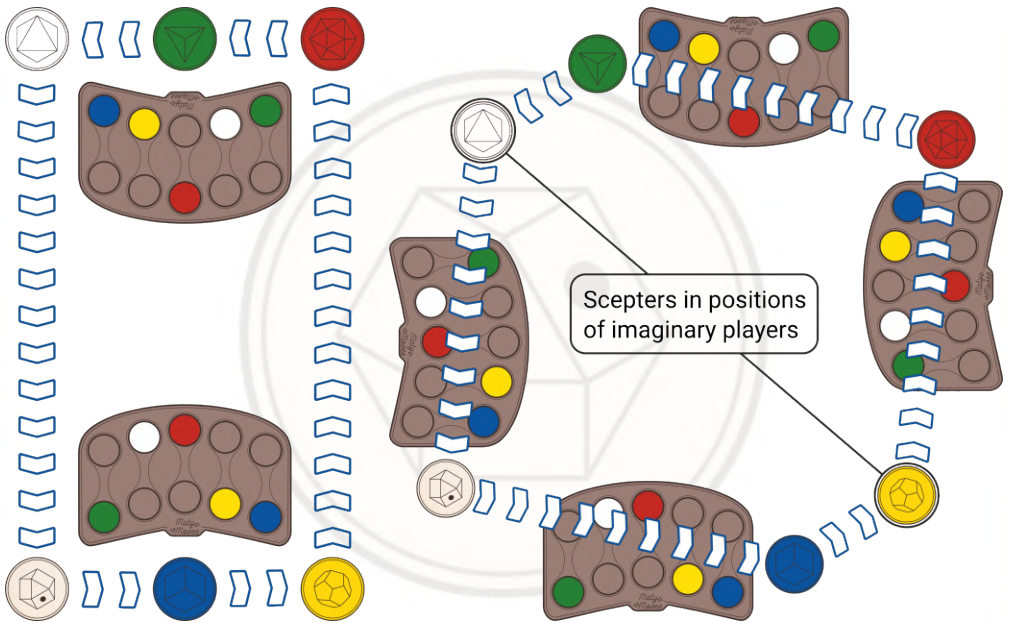


Figure 6 – Position of 6 scepters in a circle in a 2-player (left) and 4-player (right) game

## QUANTUM JUMP

Perform a multi-cube roll sequentially for all colours of the world in which the encounter occurred (all colours switched on in the switch panel of the player on the turn).

Only the player on the turn always rolls, as the result of the roll affects all participants in the encounter equally.

If you have captured a player's token, the subsequent quantum jump affects you and the player you just encountered.

If you have captured the top token from any column in the middle of the table, the subsequent quantum jump affects all players (you have encountered a universal being).

The result of a multi-cube roll during a quantum jump has the following effects:

- If **STABILITY** is rolled, it doesn't affect anyone.
- If **CHANGE** is rolled, all participants in the encounter switch the colour on the switch panel to the opposite position.



Remember that the owner of the wooden scepter can repeat the multi-cube roll **1 time during his/her turn**. If the player did not use this option during playing the action, he/she may reroll the multi-cube roll for one of the colours during the quantum jump.



The reroll is performed immediately, not after all rolls for the quantum jump are completed.

The quantum jump can take you to another universe by changing one or more colours on the switch panel. If the resulting colour combination on your switch panel, **after the entire quantum jump is resolved**, corresponds to some other available token, another encounter and thus another quantum jump occurs etc. (see the following chapter [Example of one turn](#)).



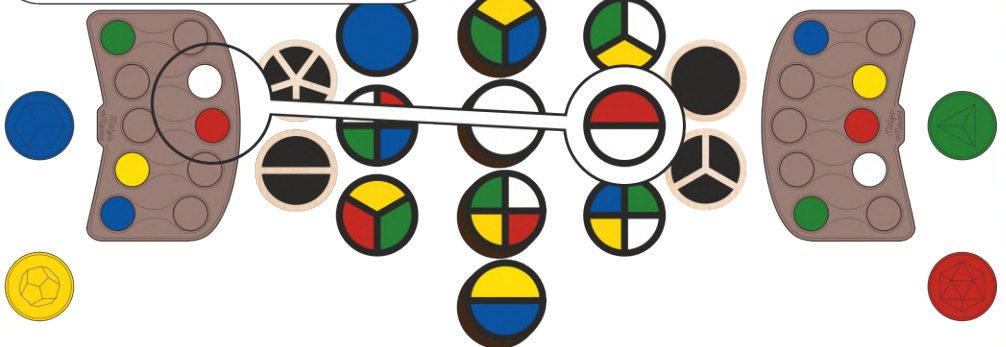
## EXAMPLE OF ONE TURN



The following figures show an example of one player's turn in a 2-player game.



The owner of the wooden scepter starts the game. First he/she looks to see if his/her switch panel configuration allows any encounters. It does - so he/she can score immediately!



Since the encounter has just occurred, a quantum jump follows in all switched-on colours of the player on the turn, i.e. white and red, respectively.

For  cube =  STABILITY



For  cube =  CHANGE



Captured token

The player places the captured token face down in his stack.

This unlocks both of the opponent's tokens on the second row.

The quantum jump results in a change to the red switch, performed by both players on their switch panels.

For  cube =  STABILITY

For  cube =  CHANGE

The quantum jump took the player on the turn to the universe corresponding to the white colour. Since exactly such a token is available, another encounter and quantum jump in white occurs.

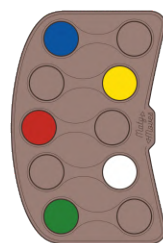
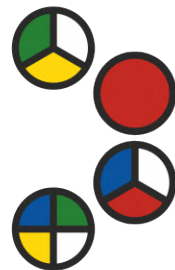
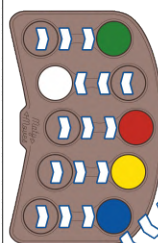
For  cube =  STABILITY

This time the quantum jump changes nothing.

The player places the captured token face down in his stack.



Now the player can perform one action.  
He decides to switch all the colours, which  
again creates a colour combination leading  
to the capture of an available token.

For  cube =  STABILITY



The captured token is  
placed in the stack.

Since the encounter has just occurred,  
a quantum jump follows in all  
switched-on colours of the player on  
the turn.

For  cube =  CHANGE

For  cube =  STABILITY



For  cube =  CHANGE

For  cube =  STABILITY

This does not suit the owner of the  
wooden scepter, so he decides to roll for blue again.

The second roll for  is  CHANGE.

After resolving all the changes  
caused by the quantum jump,  
the encounter occurs again.

For  cube =  CHANGE

For  cube =  STABILITY

For  cube =  CHANGE

For  cube =  STABILITY



This does not suit the owner of the  
wooden scepter, so he decides to roll for blue again.

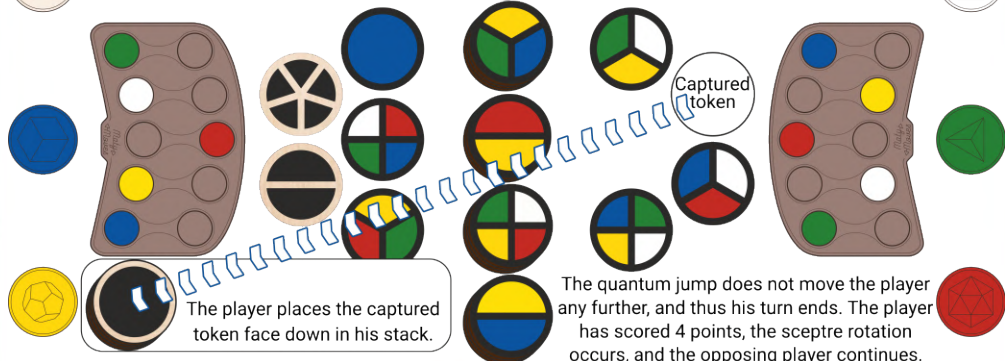
The second roll for  is  CHANGE.





Since another encounter has occurred,  
another quantum jump follows.  
This time only in red.

For  cube =  STABILITY



## CREDITS

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