

SINGULARITY

INSTRUCTION MANUAL

2-4 PLAYERS | AGES 14+ | 60-90 MIN

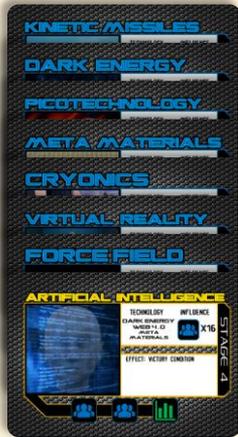
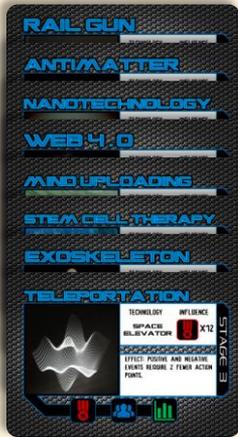
BACKGROUND

No one knows how; no one knows why. Time travel was discovered during a dark matter accident in the late 21st century. This breakthrough in science was revered as a great milestone in humanity's technological achievement, but evolved into disaster. The temporal impact of our timeline since the discovery became chaotic and uncontrollable; world powers outlawed the technology within months. However, giant technology corporations, able to use their influence and power, continued to secretly send mercenaries across time to change the evolution of technology to get them closer to developing the singularity. The singularity, the point at which artificial intelligence becomes self-improving beyond the capacity of human intellect, marks a revolution of intelligence that will change the world, and earn the creator control of society.

OVERVIEW

In Singularity, players take the role of technology corporations in pursuit of Artificial Intelligence, the technological singularity. Each turn players will expend action points and use three different types of influence (Military, Social, and Economic) to develop technologies and play events, which generates more influence, action points, and special abilities. During play, players can improve their own technology tree or sabotage others through a unique time travel mechanic that can drastically change timelines. The game is won by developing artificial intelligence, accomplishing hidden objectives, or accumulating the most influence in all categories late game.

COMPONENTS



8 OBJECTIVE CARDS

112 TECHNOLOGY CARDS



4 TIME TRAVEL CARDS



38 EVENT CARDS



8 CORPORATION MATS



60 HEX INFLUENCE CHITS

150 CIRCLE INFLUENCE CHITS

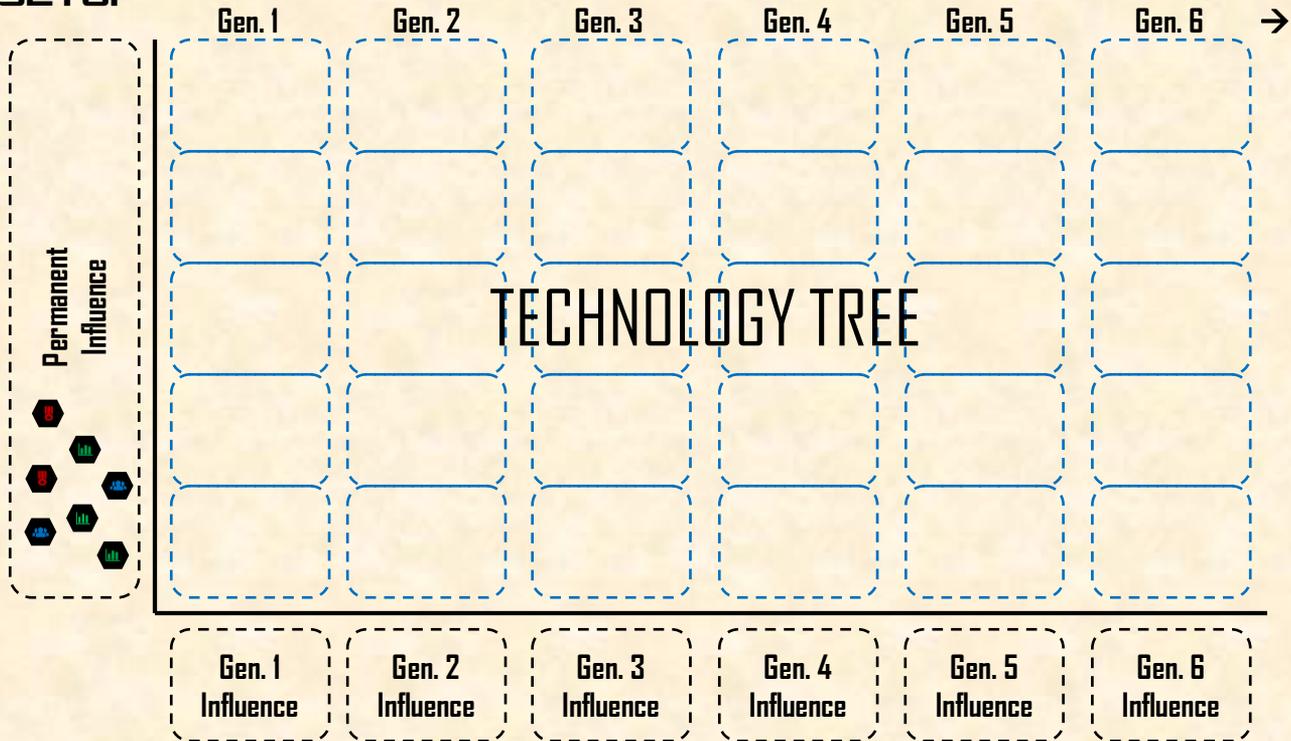


1 INSTRUCTION MANUAL

8 YELLOW PAWNS



SETUP



- 1) Players may choose 1 corporation mat and receive 2 pawns to track action points.
- 2) Separate the objective cards and time travel cards from the rest of the cards (technologies and events) and distribute two objective cards face down, and one time travel card face up to each player. Players may view their own objective cards before the permanent influence draft.
- 3) Choose a player to begin the permanent influence draft. Following a counter-clockwise pattern, each player chooses one hex chit (permanent influence) at a time until each player has 7 hex chits. The remaining hex chits are placed off to the side.
- 4) Shuffle the rest of the cards (technologies and events) and distribute 7 cards face down to each player.
- 5) The player that chose the final attribute begins the game following a clockwise pattern.

VICTORY CONDITIONS

Three victory conditions exist in Singularity. A player can win the game by:

Developing Artificial Intelligence;

Completing both of their hidden objectives; or

Have the highest Military, Social, and Economic Influence when stage 3 technologies requiring Military, Social and Economic influence (three technologies) have been developed by any player or combination of players.

GAMEPLAY DETAILS

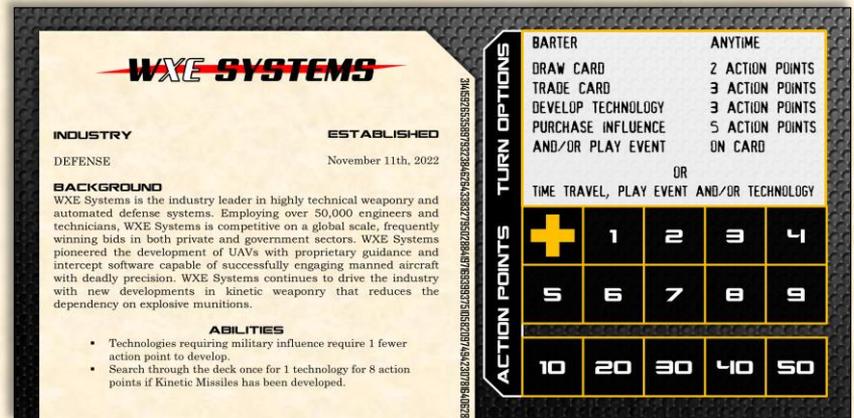
Action Points



Action points are an in game currency that dictates a player's turn options. A player receives 5 action points per turn. This number may increase as a result of technology and event effects. Action points are required to perform various actions in a game such as drawing, trading, purchasing permanent influence, developing technologies, playing events and time traveling. A player is not required to use all available action points during a turn. Action points can be saved for future turns up to a maximum of 59 points.

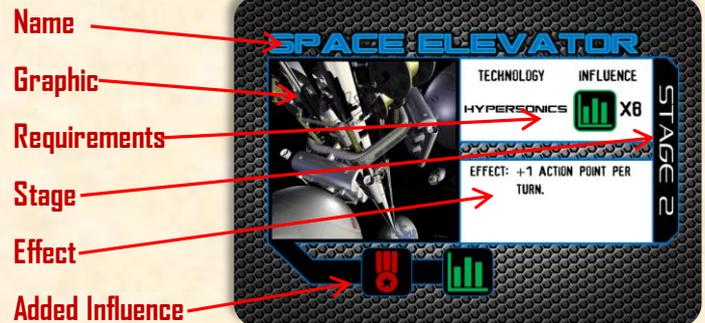
Corporation Mat

Players represent technology corporations which are represented by mats. Each mat conveniently provides turn options, an action point tracker, corporation name, background, and unique effects.



Technology cards

Technologies provide a means of reaching various victory conditions. They also provide a player with influence and useful effects. Every technology requires a specific level of influence to be developed. Other than Stage 0 technologies that start a player's technology tree, all technologies will require certain technologies to be developed. Developing a technology (placing a technology in a player's technology tree) requires 3 action points.



Stages

A stage is an indication of the level of evolution of a technology (not the technology tree, although they are important for planning your tree). Stage 1 technologies require stage 0 technologies to be developed; Stage 2 technologies require stage 1 technologies to be developed and so on. Stages DO NOT have to coincide with generations, as they are not related. A stage is a representation of the evolution of technology.

Technology Tree

The technology tree is an ideal way to track a player's progress towards the various victory conditions. As shown in the diagram from SETUP, technologies begin in generation 1 and are developed left to right. Each generation of the technology tree has its own accumulated influence, which is accumulated under the generation. Permanent influence is accumulated to the left of the technology tree.

Generations

A generation is a level of a player's technology tree. A new generation occurs whenever a technology is developed that requires a lower stage technology which has been played in the current generation. For example, in the first generation, a player can develop as many stage 0 technologies without having to develop a new generation because none of the technologies require a lower stage technology. However, if a player plays a stage 1 technology, a new generation is formed. The newest generation is always the current generation. Therefore, if a player now wants to develop another stage 0 technology, it is developed in the second generation. Generations are not related to stages, as it is possible to develop a stage 0 technology in the third or fourth generations depending on how a player's technology tree is formed.

Influence



Influence is a general requirement for all technologies. It can also be a requirement for time travel, events, and objectives. There are three different types of influence; Military, Social, and Economic. Influence is accumulated, not spent. To develop a technology, play an event, time travel or satisfy an objective, a player only needs to have accumulated a minimum amount of influence. Influence is classified into two forms, Generational and Permanent. When a player time travels to a previous generation, the accumulated influence for the target generation consists of all permanent influence and all generational influence from generations up to and including the target generation.

Generational

Generational influence refers to the influence generated by technologies and effects. This influence is accumulated under the corresponding generation in a player's technology tree and is represented by circle chits. When technologies are removed or events are played, this form of influence is adjusted.



Permanent

Permanent influence refers to influence that is drafted at the beginning of the game and is subsequently purchased during the game. It is represented by Hex chits. A player always retains permanent influence regardless of the current generation. In other words, it is timeless and is always used for calculation of influence in all generations. Some effects may reduce permanent influence.



Event cards



Name

Graphic

Requirements

Type

Effect

Events can affect a player's or target's (another player's) technology tree, influence and action points when played. All events require the use of action points, and may have additional requirements. There are Positive and Negative events.

Positive events usually aid the player using them. They are identified by their green color. Negative events usually adversely affect a target. They are identified by their red color.

“One Use” vs. “Continuous”

Events that are labeled “one use” provide a one-time effect in the generation it is played in, either a player's or target's technology tree. They are put in the discard pile after the end of the turn.

Events that are labeled “continuous” provide an effect that's constant in the generation it is played and may affect future generations in either a player's or target's technology tree.

Time Travel cards

Time travel cards provide the requirements a player must satisfy to travel backwards in time to a previous generation to play one technology or event, either in their own or another player's technology tree. Each player receives one time travel card and is used as reference for each time a player wishes to time travel. Time travel requires action points, and may require influence. Time travel can occur at any time during a player's turn, but is the only action a player may take if they choose to time travel. In other words, if a player wants to time travel and play one event or technology, that is the only action they may take on their turn. Influence requirements refer to the current generation's accumulated total of the player time travelling, not the target generation.



Objective cards

Objectives provide an alternative victory condition that is unique to each player. Each player receives two objective cards that remain hidden from other players until the end of the game. When both objectives are met, a player wins the game.



HOW TO PLAY

General Rules

- Cards that are discarded as a result of card effects are sent to the discard pile.
- When the discard pile is larger than the deck, shuffle the discard pile into the deck.
- If and when a card effect contradicts this instruction manual, the card effect takes priority.
- Technologies cannot be removed by player discretion.
- A player cannot research two of the same technology in their technology tree.
- A player's turn ends when either all action points have been used or at the player's discretion.

During a Turn

A player begins their turn by increasing their action points by 5 (this number may vary because of card effects) followed by drawing one card from the deck. A player may then use available action points to perform any of the following actions:

Draw: Draw an additional card for 2 action points. Hand size is limited to 10 cards at the end of the turn. Discard accordingly.

Trade: Trade a card for 3 action points. Trading a card is performed by randomly choosing one card from another player's hand followed by giving that player one card from your hand. A player may look at the chosen card before giving one card from their hand.

Develop: Develop a technology for 3 action points.

Purchase: Purchase permanent influence for 5 action points.

Play an event: The action points required to play the event are provided on the event cards.

Time Travel: Action points required are determined by how many generations a player is traveling back in time which is provided on the time travel cards.

Barter: During a turn, a player may barter technologies and events with other players. They may mutually trade without requiring action points. A player's available action points and permanent influence may be given to another player while bartering to increase the value of a trade.

Turn Limitations

A player can perform any of the turn options listed in the previous section any number of times given enough action points are available. The only limitation to the above actions is if a player decides to time travel. If a player time travels, they are only allowed to play either a technology or event in the target generation, and are limited to those actions for their turn.

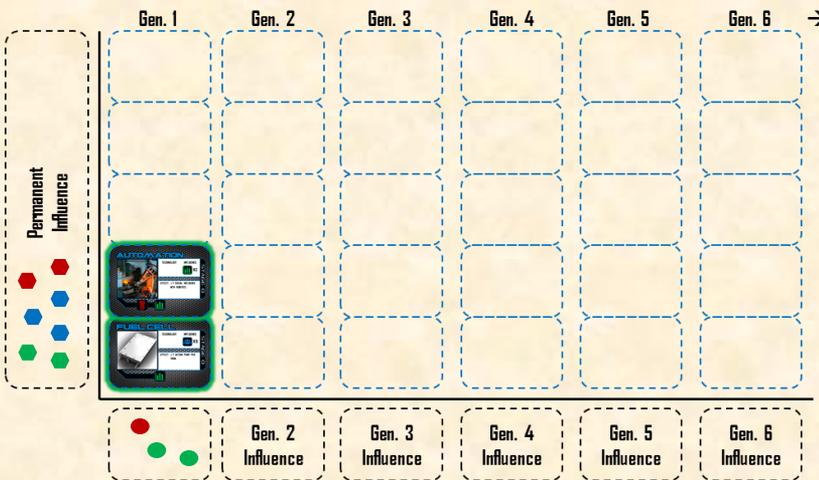
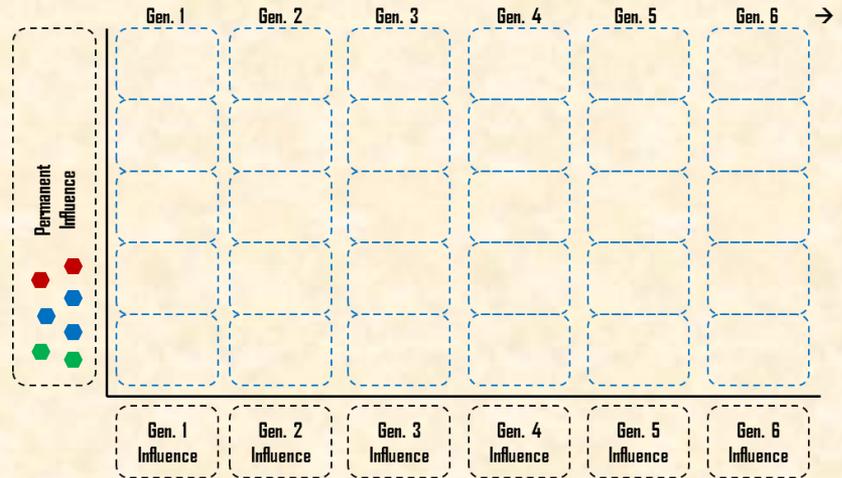
Consequences of Time Travel

Time travel is a unique mechanic that allows a player to access their own or another player's previous generations to develop additional technologies or play events. Some events and technologies may impact a technology tree by causing technology requirements to no longer be satisfied (this may occur if a technology that supports other technologies is removed from the technology tree or if the accumulated influence of a generation does not satisfy influence requirements of a technology or event). If any of a player's technologies' or events' requirements are no longer met as a result of an event or technology played during time travel, those technologies are returned to a player's hand and those events are sent to the discard pile (all influence provided by removed technologies and events are also removed). A player is allowed to keep a hand larger than 10 cards as a result of such an outcome until the end of their next turn. Generations are lost if all technologies in a generation are removed.

WALKTHROUGH

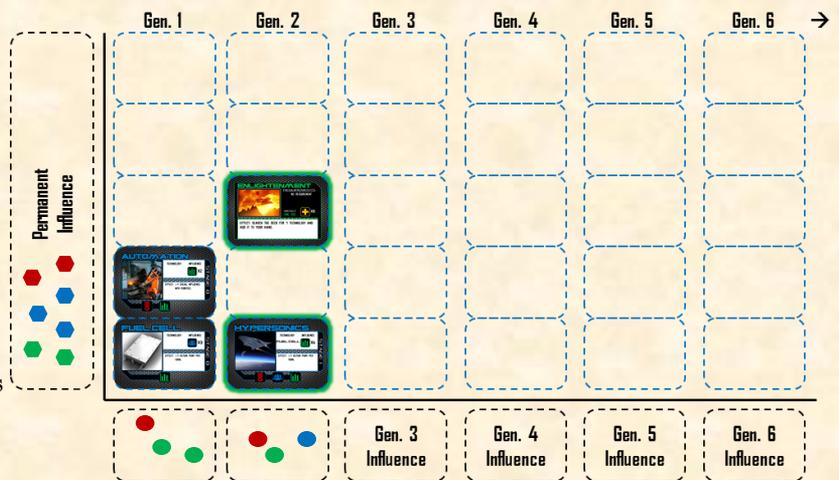
Researching Technologies and playing positive events

Players begin the game with permanent influence acquired from the influence draft. This allows a player to have enough influence to meet the influence requirements of Stage 0 technologies. Player 1 chooses to start with 2 economic, 3 social, and 2 military influence. For this example, player 1 will start the game with 10 action points (normally the game is started with 5 action points).

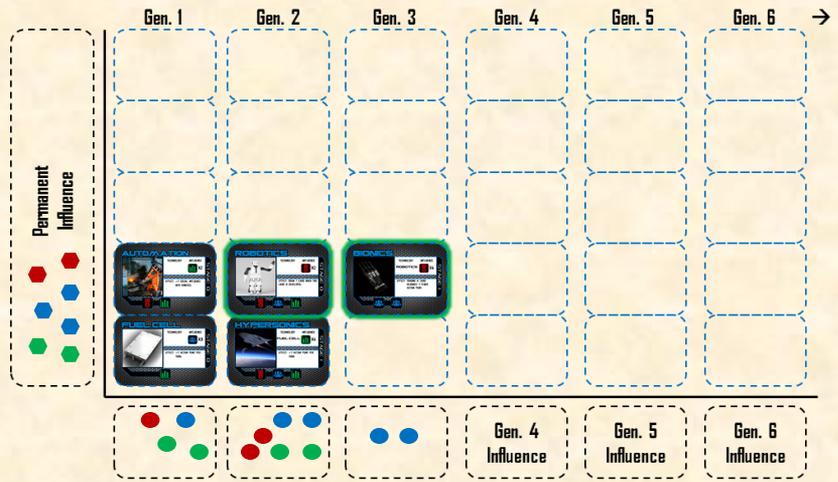


Stage 0 technologies do not require other technologies to be developed. They generally begin a player's technology tree. Player 1 decides to develop two stage 0 technologies (Fuel Cell and Automation) in the first generation for 6 action points. The two stage 0 technologies produce influence, which is tracked by circle chips below the generation. Technologies also have effects that are active once a technology is developed.

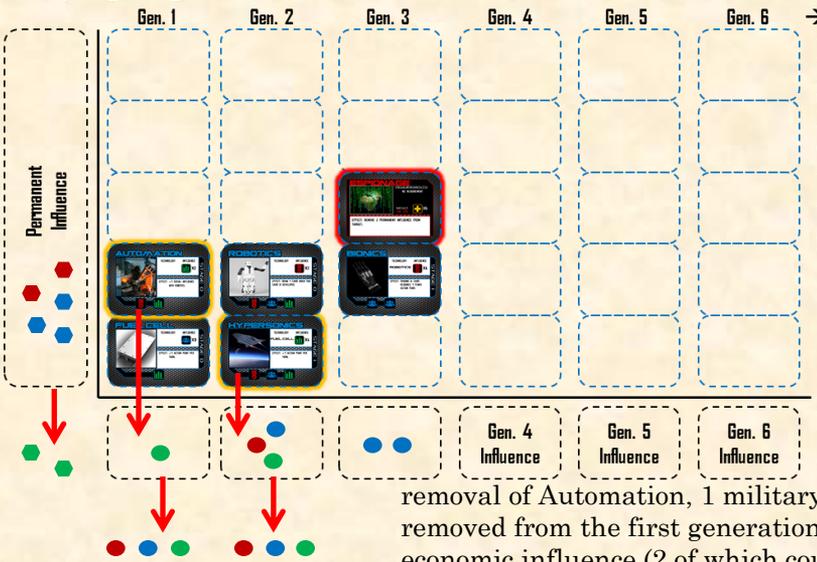
A few turns later, Player 1, decides to develop a stage 1 technology (Hypersonics) for 3 action points that requires one of the technologies developed in the first generation. This creates a new generation (second generation) and additional influence. During the same turn, player 1 decides to play a positive event (Enlightenment) for 8 action points, which occurs in the current generation (second generation). Note that the order of player 1's actions is significant. If player 1 had played their event first, the event would have been associated with the first generation rather than the second generation.



During player 1's next turn, player 1 develops a stage 0 technology (Robotics) for 3 action points in the current generation, which is the second generation (player 1 must play technologies in the current generation, regardless of their stage unless time travel is used). Automation's effect is now valid, and influence is increased. During the same turn, Player 1 then decides to develop a stage 1 technology (Bionics) for 3 action points that requires a stage 0 technology played in the second generation. This action creates a third generation. Note that a stage 1 technology has created a third generation. Stages and generations are not related and do not have to coincide. Influence is increased.



Playing Negative events

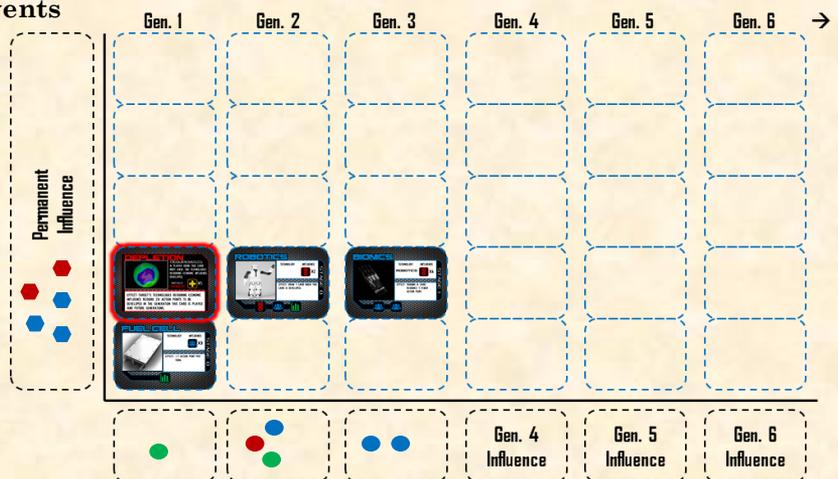


During player 2's next turn, player 2 decides to play a negative event (Espionage) for 6 action points. The negative event is played in the current generation of player 1's technology tree, which happens to be the third generation. Due to the event's affect, 2 economic permanent influence are removed. Unfortunately for player 1, this results in the removal of Automation and Hypersonics. The first generation has only 2 accumulated economic influence after the event, but only 1 counts towards Automation's influence requirement because the other is generated by Automation. Automation's requirements are no longer met. With the removal of Automation, 1 military, 1 economic and 1 social (from card effect) are removed from the first generation. The second generation has only 3 accumulated economic influence (2 of which count towards Hypersonic's requirement).

Hypersonic's requirements are no longer met. With the removal of Hypersonics, 1 economic, 1 social, and 1 military influence is removed from the second generation. All technologies removed are sent back to player 1's hand. Note from the example that when a technology is removed, all influence provided by that technology (and although not shown, any technology supported by it) are also removed.

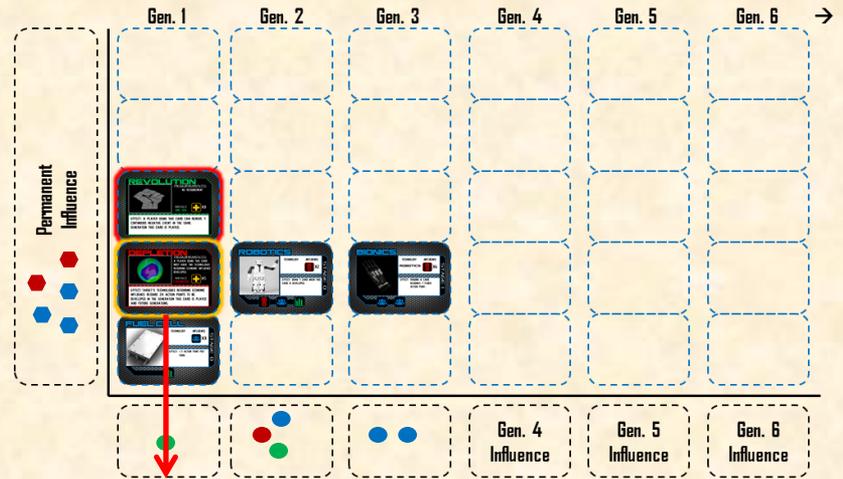
Time Traveling and playing negative events

A few turns later, player 2 decides to time travel back to player 1's first generation and play a negative event (Depletion). Player 2 must use action points for both time traveling and playing the event. The significance of this event is that it affects both the generation it is played in and all future generations. Since player 2 played Depletion in the first generation, it will affect the first generation and all generations afterwards.



Time Traveling and playing positive events or researching technologies

During Player 1's next turn, they decide to time travel back to the first generation and play a positive event on their turn. Player 1 must use action points to time travel and play the event. This action removes the negative event. Alternatively, Player 1 could have developed a technology rather than play an event in the first generation.



FAQ

Can a player play a negative event on themselves?

Yes. A player has the option of using a negative event in their own technology tree.

Can a player play a positive event on another player?

Yes. A player has the option to play a positive event on another player.

Can I time travel before the first generation?

No. The first generation cannot be impacted by previous events or technologies.

Are generations lost if a technology is removed?

Generations are only lost if all technologies in a generation are removed. Events in generations without technologies are sent to the discard pile.

Can I remove an unwanted technology?

Possibly. A player cannot discard a technology at whim. They can however play a negative event to forcibly remove a technology from their technology tree.

What happens if my influence drops as a result of a card effect/losing a technology?

If influence is removed as a result of a card effect or losing a technology that provides it, it is possible that other technologies in your technology tree may no longer meet their influence requirements. If this occurs, all technologies no longer meeting influence requirements are sent back to a player's hand. Technologies supported by removed technologies are also removed.

What about if permanent influence is lost?

The loss of permanent influence has a similar effect as losing influence as a result of card effects or losing technologies. However, the loss of permanent influence will affect all generations in a player's technology tree which has the potential to be much more destructive than losing generational influence. Also, the loss of permanent influence can affect previous generations without the use of time travel, which creates an alternative to time travel when attempting to change previous generations.

The SETUP diagram shows 5 slots per generation and 6 generations, is that the maximum?

No, there is no limit to how many technologies are developed in a generation (other than only developing only one of each technology) or how many generations are created. The diagram was designed to show how to set up a player's technology tree and does not represent the maximum.

Does a technology's provided influence count towards its own requirements?

No. When determining whether a generation's accumulated influence satisfies a technology's influence requirement, influence provided by that technology is ignored in the determination of accumulated influence.

SINGULARITY

STAGE 0

FUEL CELL

TECHNOLOGY INFLUENCE
 X3

EFFECT: +1 ACTION POINT PER TURN

AUTOMATION

TECHNOLOGY INFLUENCE
 X2

EFFECT: +1 SOCIAL INFLUENCE WITH ROBOTICS.

FISSION

TECHNOLOGY INFLUENCE
 X2

EFFECT: TIME TRAVEL REQUIRES 1 FEWER ACTION POINT.

LASER

TECHNOLOGY INFLUENCE
 X3

EFFECT: +1 MILITARY INFLUENCE WITH ROBOTICS.

STAGE 1

HYPERSOUNDS

TECHNOLOGY INFLUENCE
 FUEL CELL X4

EFFECT: +1 ACTION POINT PER TURN

DRONES

TECHNOLOGY INFLUENCE
 FUEL CELL X4
 AUTOMATION

EFFECT: +2 MILITARY INFLUENCE WITH LASER.

FUSION

TECHNOLOGY INFLUENCE
 HYPERSOUNDS X4
 LASER

EFFECT: TIME TRAVEL REQUIRES FEWER ACTION POINT.

STAGE 2

SPACE ELEVATOR

TECHNOLOGY INFLUENCE
 HYPERSOUNDS X8

EFFECT: +1 ACTION POINT PER TURN

RAIL GUN

TECHNOLOGY INFLUENCE
 HYPERSOUNDS X8

EFFECT: PERMANENT MILITARY INFLUENCE COSTS 1 FEWER ACTION POINT TO PURCHASE.

ANTIMATTER

TECHNOLOGY INFLUENCE
 FUSION X8

EFFECT: TIME TRAVEL REQUIRES FEWER ACTION POINT.

NANOTECHNOLOGY

TECHNOLOGY INFLUENCE
 QUANTUM COMPUTING X8

EFFECT: PERMANENT INFLUENCE COSTS 1 FEWER ACTION POINT TO PURCHASE.

STAGE 3

TELEPORTATION

TECHNOLOGY INFLUENCE
 SPACE ELEVATOR X12

EFFECT: POSITIVE AND NEGATIVE EVENTS REQUIRE 2 FEWER ACTION POINTS.

KINETIC MISSILES

TECHNOLOGY INFLUENCE
 RAILGUN X11

EFFECT: PERMANENT MILITARY INFLUENCE COSTS 1 FEWER ACTION POINT TO PURCHASE.

DARK ENERGY

TECHNOLOGY INFLUENCE
 ANTIMATTER X12

EFFECT: TIME TRAVEL ONCE FOR 1 FEWER ACTION POINTS.

PICOTECHNOLOGY

TECHNOLOGY INFLUENCE
 NANO-TECHNOLOGY X12

EFFECT: DRAW 3 CARDS WHEN THE CARD IS DEVELOPED.

STAGE 4

ARTIFICIAL INTELLIGENCE

TECHNOLOGY INFLUENCE
 DARK ENERGY X16
 MATERIALS

EFFECT: VICTORY CONDITION

FORCE FIELD

TECHNOLOGY INFLUENCE
 DARK ENERGY X15
 TECHNOLOGY

EFFECT: REAL ARTIFICIAL INTELLIGENCE (IF IN ANY TARGET'S HAND) ON SEARCH FOR IT IN THE BICK AND ADD TO YOUR HAND.

TECHNOLOGY TREE

WEB 2.0

TECHNOLOGY INFLUENCE

STAGE 0

EFFECT: NEGATIVE EVENTS PLAYED DURING OR AFTER THIS GENERATION REQUIRE +1 ACTION POINT.

ROBOTICS

TECHNOLOGY INFLUENCE

STAGE 0

EFFECT: DRAW 1 CARD WHEN THIS CARD IS DEVELOPED.

GENOME SEQUENCING

TECHNOLOGY INFLUENCE

STAGE 0

EFFECT: +3 ACTION POINTS WHEN THIS CARD IS DEVELOPED.

DIGITAL CURRENCY

TECHNOLOGY INFLUENCE

STAGE 0

EFFECT: +1 ECONOMIC INFLUENCE WITH AUTOMATION.

QUANTUM COMPUTING

TECHNOLOGY INFLUENCE

STAGE 1

EFFECT: DRAW 1 CARD WHEN THIS CARD IS DEVELOPED.

BIONICS

TECHNOLOGY INFLUENCE

STAGE 1

EFFECT: TRADING A CARD REQUIRES 1 FEMER ACTION POINT.

ARTIFICIAL ORGANS

TECHNOLOGY INFLUENCE

STAGE 1

EFFECT: +5 ACTION POINTS WHEN THIS CARD IS DEVELOPED.

GLOBAL CURRENCY

TECHNOLOGY INFLUENCE

STAGE 1

EFFECT: +2 ECONOMIC INFLUENCE WITH ROBOTICS.

WEB 4.0

TECHNOLOGY INFLUENCE

STAGE 2

EFFECT: NEGATIVE EVENTS PLAYED DURING OR AFTER THIS GENERATION REQUIRE +2 ACTION POINTS.

MIND UPLOADING

TECHNOLOGY INFLUENCE

STAGE 2

EFFECT: POSITIVE EVENTS PLAYED DURING OR AFTER THIS GENERATION REQUIRE 2 FEMER ACTION POINTS.

STEM CELL THERAPY

TECHNOLOGY INFLUENCE

STAGE 2

EFFECT: +8 ACTION POINTS WHEN THIS CARD IS DEVELOPED.

EXOSKELETON

TECHNOLOGY INFLUENCE

STAGE 2

EFFECT: +2 MILITARY INFLUENCE WITH REAL GUN.

META MATERIALS

TECHNOLOGY INFLUENCE

STAGE 3

EFFECT: PERMANENT INFLUENCE COSTS 1 FEMER ACTION POINT TO PURCHASE.

VIRTUAL REALITY

TECHNOLOGY INFLUENCE

STAGE 3

EFFECT: POSITIVE EVENTS PLAYED DURING OR AFTER THIS GENERATION REQUIRE NO ACTION POINTS.

CRYONICS

TECHNOLOGY INFLUENCE

STAGE 3

EFFECT: +10 ACTION POINTS WHEN THIS CARD IS DEVELOPED.

PHOTO CREDITS

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