



SEEKER

CHRONICLES

Rulebook



The year is 2043, and humanity has made significant strides in science and technology. Above all, the S.E.E.K.E.R. program has fueled a revolution in science, through the use of specialized machines that empower research. However, this invention has merely reinforced the growing need for a deeper understanding of our universe. To meet this need, a new groundbreaking sport has emerged:

You are an elite scientist, leading a team of Seekers in a high-stakes competition to achieve new breakthroughs. Step into the arena and face off in an epic race to expand the human knowledge.

OVERVIEW

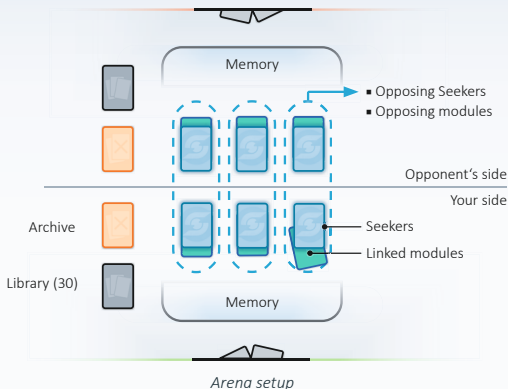
Welcome to Seeker Chronicles, where epic and strategic duels await. As a Scientist, you have a *library* of cards available. Your goal is to move cards from your library into your *archive*, which you do by *researching* with your Seekers. To win the game, be the first to cycle through your library three times, which completes the three stages of science:

1. *Formulate a hypothesis.*
2. *Gather evidence.*
3. *Reach a conclusion.*



Use these stage cards to indicate which stage you are in.

This is the arena, where you challenge your opponent and hone your skills. Learn the basics of the game from this rulebook or discover more at seeker-chronicles.com/rules



CORE MECHANICS

In Seeker Chronicles there are two types of cards:

Modules and **Seekers**.

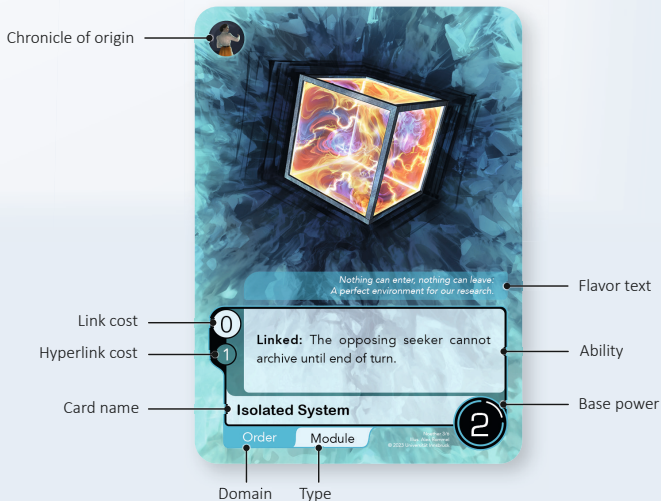
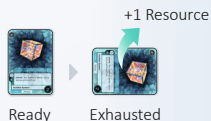
Seekers

Seekers do research for you and challenge your opponent to slow them down. Command them to awaken the powers of your modules (see next page) and activate new Seekers at your side (see p. 5).



Modules

Modules are the core element of the game. Each turn, you can play one module from your hand *ready* into your memory. Each module in your memory can be *exhausted* to produce one resource, which can be used to link or hyperlink other modules to your Seekers (see next page).



Linking & Hyperlinking

Modules can be assigned to any of your active Seekers. When you do, their power is transferred to the Seeker and their ability is resolved. To assign a module, you can:

- **link** it (if it is ready in your memory)
- **hyperlink** it (directly from your hand)

This is how linking and hyperlinking work step by step:

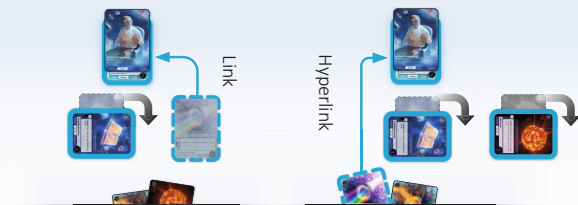
1. **Pay Cost** — Linking and hyperlinking each have separate costs, which represent the number of resources you need to pay.
A module is hyperlinkable if it has a hyperlink cost.
2. **Assign Module** — Move the module under the Seeker. The module is now considered *linked*, no matter if it was linked or hyperlinked.



Link cost



Hyperlink cost

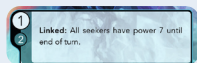


Ultraviolet Filter can be linked (left) and hyperlinked (right) by paying the corresponding costs.

3. **Add Power** — Add the module's power to that of the Seeker.
*Check if you can activate your next Seeker (see next page).
If you can, activate your Seeker now!*



4. **Resolve Ability** — Resolve any linked ability that is written on the module.



Activating Seekers & Seeker-modules

During a game, you have three Seekers at your command. Each Seeker comes with a unique Seeker-module, and the capacity to assimilate the power of all your modules. The first time your first or second Seeker reaches total power 7 (ignoring modifiers), immediately activate your next Seeker.

You choose which Seeker is activated next. When you activate a Seeker, add their Seeker-module to your hand and place the Seeker next to the last one you activated.



Seeker-module indicator



When a Seeker (here: Feynman) reaches power 7 or more, choose and activate your next Seeker (here: Newton) and add their Seeker-module to your hand.

BEFORE YOU START

Form 6 piles of cards corresponding to the 6 Seekers and their Chronicles.

Each Chronicle contains 1x Seeker-module (see p. 5) and 10x modules (see p. 3), which can be identified by the image of the Seeker in the upper left corner.



Draft your Seekers

Roll a die. Starting with the winner of the roll, players take turns picking one pile until both players have picked 3 Seekers with their Chronicles.

On the backside of each Seeker card you can find additional information about their strengths and weaknesses.



First Game

If this is your first game, a great way to get started is by playing with **Feynman, Newton and Maxwell** vs **Noether, Wu and Hawking** in that order.

HOW TO PLAY

Preparation

The starting player is chosen by the player who was second during the draft (see p. 6). Before you start the match, prepare as follows (your opponent does the same):

1. **Activate** one of your **Seekers**. Then, put their **Seeker-module** into your memory.
2. Set aside your two remaining Seekers and Seeker-modules. Shuffle the other 30 modules.
3. **Draw** 2 cards from you library.
Mulligan — Once per game, you may now reshuffle your hand into your library and draw a new opening hand.
4. If you don't start this match, draw one additional card.



This is how your area (left) and the arena (right) look before the match starts (when you are the starting player).

Turn structure

Seeker Chronicles is a turn-based card game where players race to research. During your turn, you may play one module, link modules, and research.

Each turn consists of the following 4 phases in order.

Starting phase

1. **Ready** all modules in your memory.
2. **Draw 1** card.

Before the main phase begins, all exhausted modules you control are turned into the upright position (they become ready).



Main phase

In this phase you prepare to research. You can:

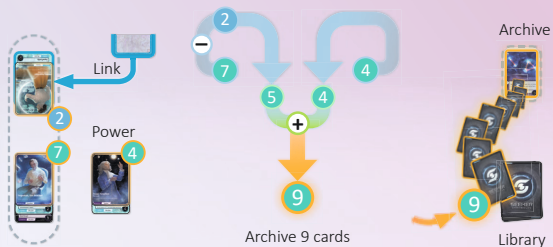
- **Produce resources** by exhausting modules in your memory.
To produce 1 resource, exhaust a module by turning it into a horizontal position.
- **Play** up to **1 module** from your hand into your **memory**.
Modules enter your memory ready. They can immediately produce resources or be linked to Seekers.
- **Link** or **hyperlink** any number of modules.
This is when linked abilities resolve (see p. 4).

Research phase

In this phase, all your Seekers research at once. You can also choose to skip this phase. If you choose to research, follow the steps below in order:

1. **Challenge:** Your opponent can respond by producing resources to **link** or **hyperlink** any number of modules. Their abilities resolve normally (see p. 4).
2. Each of your Seekers with power greater than their opposing Seeker **archives a number of cards** equal to the difference in power.

When your library is empty, shuffle your archive and place it back as your new library. The third time it is empty, you win the game.



Left: While you research, your opponent challenges you and responds by linking a card.

Middle: Sum the number of cards that would be archived by each Seeker.

Right: Archived cards are moved from the top of your library faceup into the archive.

End phase

- **All resources** that were produced but not used **expire**.
- **Terminate all effects** that last until end of turn.

SPECIAL MECHANICS

Now that you have discovered the basics of the game, it's time to go through some special abilities!



Linking vs Hyperlinking – Hyperlinking and linking are two different ways to assign modules to Seekers. If an ability influences one of the two, the other is not influenced!



Unlink – Links between modules and Seekers can be broken. Unlinked modules return to their controller's memory *exhausted*.



Play vs Move into your memory – You can only *play* 1 module per turn. However, some abilities let you *move* modules into your memory: this effect doesn't count towards the limit of 1 play per turn!



(Modified) **power vs Base power** – Only the base power of a linked module helps you reach the threshold 7 to activate a Seeker. Modifiers do not count for the activation.

CONSTRUCTED DECKS

To spice things up, you can also modify the deck that you drafted (see p. 6).

You need two base games to play this mode.

Construct your own deck

To play constructed, your deck must include:

1. 30 cards from your three chosen Chronicles (0-3 copies of each card).
2. 1 copy of each of your Seeker-modules (set-aside).



Free constructed

Feel free to also explore other game modes: For example, instead of drafting, choose any three Chronicles and construct your own deck using the rules above!

KEYWORDS

Keyword	Pages	Reminder
Exhaust	3, 8	Rotate a module in your memory into a horizontal position to produce 1 resource. Exhausted modules cannot be linked.
Ready	3, 8	Rotate a module in your memory into a vertical position. Ready modules produce resources and can be linked.
Play	3, 8	Place a card from your hand into your memory, ready. You can play up to 1 module every turn.
Link/Hyperlink	4, 8, 9	Move a module from your memory/hand to a Seeker, transfer its power to that Seeker and resolve its ability. You can (hyper-) link as many modules as you like by paying their costs.
Unlink	10	Return a module that is linked to a Seeker to its controller's memory, already exhausted.
Opposing	1	For every Seeker you control, the opponent's Seeker on the opposite side is referred to as the <i>opposing Seeker</i> . Your linked modules and your opponent's linked modules are also opposing.
Memory	1, 3, 8	The area into which you play modules from your hand. Modules in the memory produce resources and can be linked.
Archive	1, 9	The area where cards are placed when your research is successful, when they are destroyed, or when they are discarded from hand. If a card would be put into an archive from anywhere, it is put into its owner's archive.
(to) Archive	9	Move a card from the top of your library into your archive.
Activate	5	Put a set-aside Seeker into play, next to the last Seeker you activated. Make sure that they are opposing a Seeker if your opponent had more active Seekers than you.
Challenge	9	The moment during your research phase when your opponent gets to respond by linking and hyperlinking.

Content



Credits

A game by Lea M. Trenkwalder, Hendrik Poulsen Nautrup, Fulvio Flaminio

Illustrations: Alex Rommel, Janna Sophia, Simon Seene, Roman Kuteynikov, David Fesl

Scientific advisors: Andrea López Incera, Mario A. Ciampini

Lead playtesters: Sebastian Koppetz, Alexander Schlögl, Alexis Roux

For FAQs and more information about all cards, as well as a list of our amazing playtesters, visit us at www.seeker-chronicles.com.

© 2023 Universität Innsbruck

