



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:

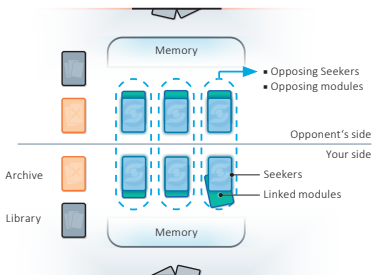


Use these stage cards to indicate which stage you are in.

You follow the scientific method:

I) Formulate a hypothesis, II) Gather evidence, III) Reach a conclusion.

The first part of this rulebook (until p. 11) introduces Seeker Chronicles to new players. The second part presents rules for customizing the experience and an extensive Glossary, with examples and clarifications. Discover more at WiseWizardGames.com/seeker!



This is the arena, where you challenge your opponent.

CARD ANATOMY

Take on the role of an elite scientist, guiding advanced artificial intelligences known as S.E.E.K.E.R.s — Scientist Emulators Enhancing Knowledge, Experiments, and Research. This core set includes six decks (Chronicles), one for each Seeker.

In Seeker Chronicles there are two types of cards: Seekers and Modules. Each card belongs to one of three domains of knowledge: Quantum, Order and Cosmos.

Seekers

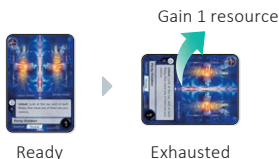
Seekers do research for you and challenge your opponent to slow them down. Each player chooses three Seekers to stand by their side, then activates them one by one as the game unfolds (see p. 9). Seekers obtain power from your linked modules and trigger the modules' abilities (see next page and p. 8).



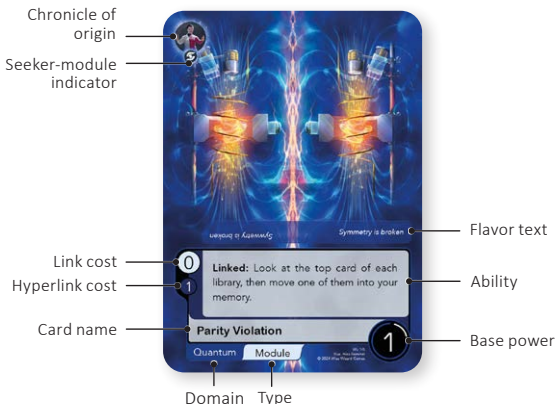
Modules

Modules are the core element of the game.

Each turn, you can play one module from your hand *ready* into your memory. You can *exhaust* any ready module in your memory to gain one **resource**.



Resources can be used to **link** or **hyperlink** other modules to your Seekers (see p. 8). Linked modules transfer their power to a Seeker, allowing them to research for you.



HOW TO PLAY

Seeker Chronicles is a deck drafting game, where you draft entire decks from a shared pool and shuffle them together to form your library. This core edition contains 6 decks, each featuring one Seeker and their Chronicle.

Each Chronicle contains 10x modules and 1x Seeker-module (see pp. 3 and 9). The Chronicle of origin can be identified by the image of the Seeker in the upper left corner.



Draft your Seekers

At the beginning of the game, form 6 piles of cards corresponding to the 6 Seekers and their Chronicles. Starting with the player who last heard a cool scientific fact, players take turns picking one pile until both players have picked 3 Seekers with their Chronicles.

Tip: On the backside of each Seeker card you can find additional information about the strengths and weaknesses of their Chronicles!




First Game

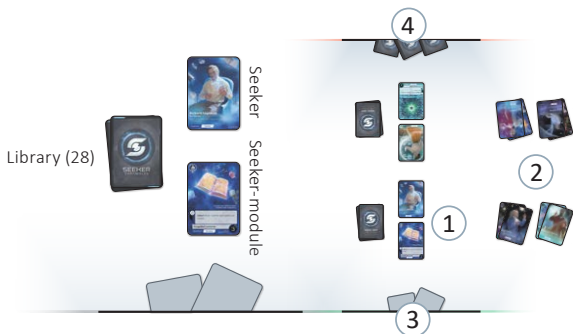
If this is your first game, a great way to get started is by playing with **Feynman**, **Newton** and **Maxwell** vs **Noether**, **Wu** and **Hawking** in that order.

Preparation

The starting player is chosen by the player who was second during the draft (see p. 4).

Each player prepares for the match as follows:

1. **Activate** one of your **Seekers** (that is, put it into your play area). Then, put their **Seeker-module** into your memory. 
2. **Set aside** your two remaining Seekers and their Seeker-modules. Shuffle the other 30 modules to form your library (your draw pile).
3. **Draw** 2 cards from your library.
Mulligan — You may now reshuffle your hand into your library and draw a new opening hand.
4. If you go second, draw one additional card.



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

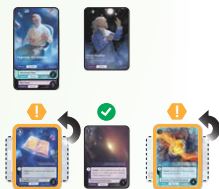
Turn structure

Seeker Chronicles is a turn-based card game where players race to research. Each turn consists of the following 4 phases in order (see pp. 10-11 for an example).

Starting phase

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

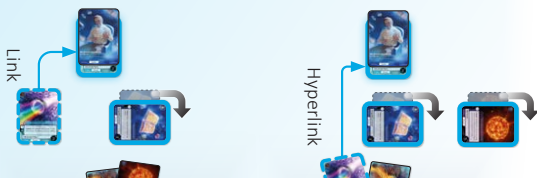
A module in your memory is ready when it is in an upright position.



Main phase

Here you prepare to research. You can (in any order):

- **Play** up to **1 module** from your hand ready into your **memory**.
Ready modules can immediately produce resources or be linked to Seekers.
- **Gain resources** by exhausting modules in your memory.
To gain 1 resource, exhaust a module by turning it into a horizontal position. Use your resources to link modules to your Seekers.
- **Link** or **hyperlink** any number of modules to your Seekers.
Linking and hyperlinking is how you give Seekers power to research, trigger abilities and activate new Seekers (see pp. 8-9).



Ultraviolet Filter can be linked (left) and hyperlinked (right).

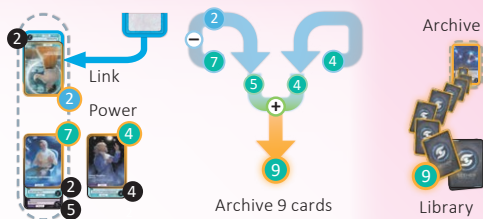
Research phase

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. Your opponent may **link** or **hyperlink** any number of modules (exhausting other modules to gain resources if needed). Their abilities resolve normally (see p. 8).
2. Each of your Seekers with power greater than their opposing Seeker **archives a number of cards** equal to the difference in power. Move that many cards from the top of your library into your archive.

*As soon as your library is empty, immediately shuffle your archive and place it back as your new library. If you are still allowed to archive cards, continue from the top of the new library. The third time the library is empty, **you win the game!***

If any of your Seekers has power lower than or equal to that of their opposing Seeker, neither of them archives cards.



- Left:** While you research, your opponent responds by linking a module.
Middle: Sum the number of cards that will be archived by your Seekers.
Right: Archived cards are moved from the top of your library face up into the archive.

End phase

- All unused **resources expire**.
- **Terminate all effects** that last until end of turn.

CORE MECHANICS

Linking & Hyperlinking

A module can be assigned to any of your Seekers in play. When you do, its power is transferred to the Seeker and its ability resolves. To assign a module, you can:

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



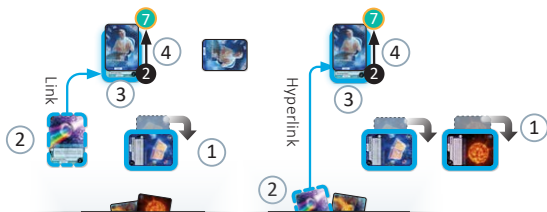
This is how linking and hyperlinking work step by step:

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*.

Link cost



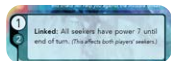
Hyperlink cost



Ultraviolet Filter can be linked from memory (left) or hyperlinked from hand (right).

3. **Add Power** — Add the module's base power to that of the Seeker. If you can activate your next Seeker (see next page), do it now!
4. **Resolve Ability** — Resolve any linked ability.

Base power




Only modules that are not exhausted can be linked. Modules can be linked in the same turn they enter play. Effects may let you **unlink** a module from a Seeker. When you do, move the module *exhausted* back into its controller's memory!

Activating Seekers & Seeker-modules

When you add the base power of a module as you link it or hyperlink it (see p. 8, step 3), you might also get to activate a new Seeker as follows:

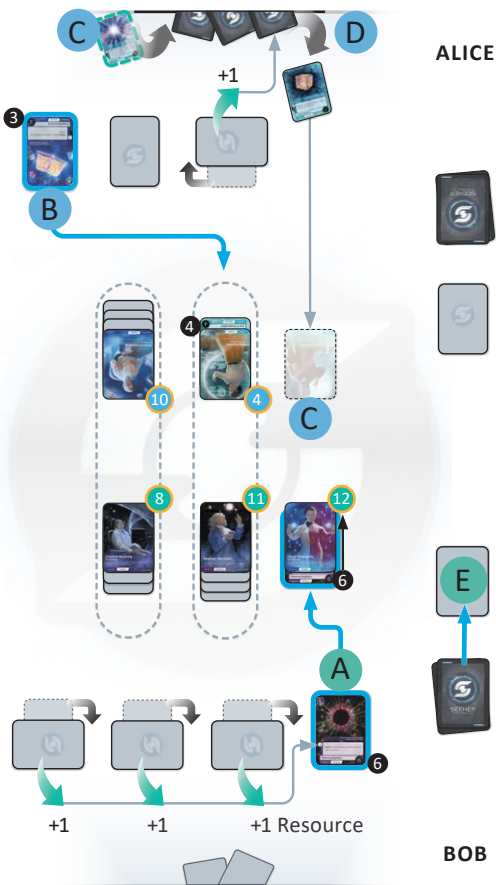
1. Check if the total base power of your last activated Seeker is 7 or more (ignoring modifiers). If so, do the following:
2. Choose one of your set-aside Seekers and put it into play (it is now active).
It must be opposite of a Seeker your opponent controls if they controlled more Seekers than you.
3. Move the Seeker-module of the activated Seeker into your hand.



 indicates
Seeker-module



(1) When one of your Seekers (here: Feynman) reaches power 7 or more, (2) choose and activate your next Seeker (here: Newton) and (3) add their Seeker-module to your hand.



TURN EXAMPLE

Alice and Bob are playing a game. It's Bob's turn! Bob has just drawn a card from his library and played one module in his memory. What is his plan?

- A** He exhausts three modules to pay the cost (3 resources) to link Hawking Radiation to his rightmost Seeker, Wu (where Alice does not have an active Seeker yet), to maximize the impact of his research. He then enters his research phase: With the current state of the board, Bob would archive $0 + (11-4) + (12-0) = 19$ cards.
- B** Alice has an ace up her sleeves. She responds by linking Forgotten Lectures to her second Seeker, Noether. Once the link cost is paid (0), she immediately checks Noether's new total power, which is now $4+3=7$.
- C** Before she resolves Forgotten Lectures, she immediately activates Maxwell and adds Speed of Light to her hand.

Now Maxwell is opposing Wu!

Alice can now resolve Forgotten Lectures and draws 3 cards.
- D** This was part of Alice's plan. Now, she exhausts one module to gain one resource, which she uses to hyperlink Isolated System from her hand to Maxwell. When its ability resolves, Maxwell's opposing Seeker, Wu, cannot archive any cards until end of turn!
- E** Since Alice does not take any other action, Bob can now count how many cards he will archive as a result of his research: $0 + (11-7) + 0 = 4$. This is way less than Bob had anticipated.

After the research phase, all unused resources expire and effects end.

When her next turn starts, Alice has now many new options to build up her board!



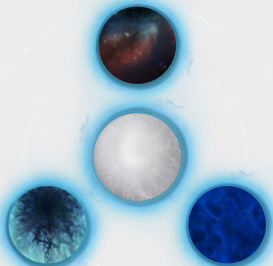
LORE & ADVANCED RULES

True mastery lies not just in the battles but in the paths that are chosen. Each Chronicle is a fragment of humanity's understanding, a domain brimming with potential.

*Explore **Cosmos**, where astrophysics and cosmology reveal the mysteries of space and time. Harness **Order**, rooted in thermodynamics and electrodynamics, to master the forces that define the structure of the universe. Command **Quantum**, where the principles of quantum mechanics turn uncertainty into a power that shapes reality.*

But what happens when these forces converge? Only the daring Scientists, unafraid to combine them, will unlock the potential within the cards. There are no limits to what you can achieve and strategies you can devise.

Are you ready to shape the future? The next great discovery awaits!



AN EXPANDING UNIVERSE

Seeker Chronicles invites you to explore a universe brimming with scientific marvels. S.E.E.K.E.R.s are entities that emulate the genius of ancient scientists:



Amalie Emmy Noether revolutionized mathematics with her Laws of Conservation and symmetry, transforming our understanding of nature.

Richard P. Feynman inspired generations with his Lectures, profoundly influencing our understanding of the world.



Chien-Shiung Wu (吴健雄) proved Parity Violation, challenging fundamental assumptions in particle physics.

Sir Isaac Newton unveiled the secrets of light and color with his pioneering work on the Optical Prism.



Stephen W. Hawking revolutionized the physics of black holes with his prediction of Hawking Radiation, bridging the theories of relativity and quantum mechanics.

James Clerk Maxwell showed that electric and magnetic fields travel as waves at the Speed of Light, paving the way for Einstein's future works.



Each expansion introduces new Seekers and their Chronicles, ready to play out of the box and offering further options for customization (see next page).

CONSTRUCTED DECKS

To spice things up, you can also modify the deck that you drafted (see p. 4).

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!

GLOSSARY & EXAMPLES

Ability – Text on a module describing the *effect* it would have on the game when you *link* it or *hyperlink* it to a Seeker.



(to) **Activate** – Put a set-aside Seeker *into play* next to the last one that entered play under your control. Make sure they are on the opposite side of a Seeker if your opponent had more active Seekers than you (see *Opposing*).

- If a linked module lets you activate a Seeker, this Seeker comes into play before the linked ability resolves.
- Only the *base power* (the value printed on the module) helps you reach the threshold 7 to activate a Seeker.



Archive – The area where cards are placed when they are destroyed or as a result of a successful *research*.

- Cards are placed into their owner's archive face up, so everyone can check it at any time.
- The order of cards in an archive is not relevant.



(to) **Archive** – Move a card from the top of your *library* face up into your *archive* (see *Win condition*).

Base power – The *power* value printed on the card.

Chronicle – Set of cards associated with each Seeker, consisting of 5 unique cards (each in two copies in this edition) and 1 *Seeker-module*.



(to) **Control** – You control all cards in your *memory*, all your active Seekers, and all modules linked to them. The controller of a module can *exhaust* it to gain 1 resource, *link* it or make decisions for it.

Cost – See *Link / Hyperlink cost*.



(to) **Destroy** – Move a card in play into its owner's *archive*.

Duality – Quantum ability. See *Effect* and *Modifiers*.



Effect – The result of a linked ability after it resolves. Effects that last until end of turn do not terminate if the corresponding module leaves *play* (for example, if it is *destroyed*) or if it is *unlinked*. They also apply to modules and Seekers that enter play after the effect has resolved.



Entropy – Order ability. See *(to) Archive* and *Library*.

Exchange – See *Move*.

(to) **Exhaust** – Rotate a module in your *memory* from a vertical into a horizontal position (see *Resources*).



Gravity X – Cosmos ability. When a module with Gravity X is linked to a Seeker (for example, Noether), you may choose a *ready* module in your *memory* with *link cost* X or less. If you do, link that module for free to the same Seeker (“here” in this case refers to Noether) and resolve also its linked ability.



(to) **Hyperlink** – See *(to) Link / Hyperlink*.

Hyperlink cost – See *Link / Hyperlink cost*.

Library – Face-down draw pile built from three *Chronicles*.



- Cards in a library can be counted at any time.
- As soon as the library is empty, immediately shuffle the *archive* and place it back as your new library, then flip the stage card to the next stage (see *Win condition*).
- Looking at cards in a library as part of an effect does not empty it.
- If you would *archive* or draw more cards than there are in your library, instead archive or draw the entire library, then shuffle the archive to form your new library and continue to archive or draw the remaining cards from there.



(to) **Link / Hyperlink** – Move a module from your *memory* (link) or hand (hyperlink) to a Seeker, transfer its power to that Seeker, check for *activation* and then resolve the *ability*.



- You can (hyper-)link as many modules per turn as you like by paying their *cost*.
- Linking and hyperlinking are two different ways to assign modules to Seekers. If an *effect* influences one of the two, the other one is not influenced!
- *Exhausted* modules cannot be linked.
- Modules can be linked even if their ability has no target.
- Modules can be linked to any Seeker you *control*.
- Modules can be linked in the same turn they enter play.
- A module is considered linked regardless of whether it has been linked or hyperlinked.



Link / Hyperlink cost – The number of *resources* you have to pay to (hyper-)link a module.

- If an *effect* modifies the link cost of a module, its hyperlink cost is unaffected (and vice versa).
- If a cost would be reduced below 0, it becomes 0 instead.



Memory – The area into which you *play* modules from your hand to *link* them and gain *resources*. There is no limit to the number of modules in a memory.



Modifiers – Some abilities let you modify the *base power* or *costs* of a module (the values actually printed on the card).

- If multiple modifiers affect the same card, apply them in the order they resolved.
- If an *effect* refers to the power of a module or Seeker, it looks at their updated power, including modifiers.
- Modifiers do not count for *activating* Seekers.

Module – Card type. See p. 3 and *Link / Hyperlink*.



(to) **Move** – Some abilities let you move modules between areas (e.g., see *Exchange* and *Unlink*). This action does not count towards the limit of 1 *play* per turn. Modules enter *play* in the *memory* in the *ready* position.



- (1) *Superfluidity* (blue) lets you exchange one module in your memory (magenta) for a module in your opponent's memory (green).
- (2) To do so, *move* both modules as shown. (3) Exhausted modules remain exhausted as they move between memories.



Opposing – For every Seeker, the opponent’s Seeker on the opposite side is referred to as the opposing Seeker. Your linked modules and your opponent’s linked modules along the same lane are also opposing.



(1) Linking LIGO lets you destroy two modules that are opposing each other. (2) To do so, first choose another linked module you *control* (that is, any module linked to your Seekers other than LIGO), then choose a module that is opposed to it (here both in magenta).

Owner – The owner of a card is the player who started the game with the card in their *Chronicles*.

(to) **Play** – Place a card from your hand into your *memory ready*. You can play up to 1 module per turn.



(in) **Play** – The area of the board consisting of memories, linked modules and Seekers. The archives, libraries, hand cards, and set-aside cards are not considered in-play.



Power – Whenever an ability refers to the power of a module, it refers to its updated value, including *modifiers*. However, only the *base power* of a module (the value printed on the card) helps you reach the threshold 7 to *activate* a Seeker: Modifiers do not count for the activation.

Random – Some abilities involve making a random choice among cards in a certain area. There are various ways to do so, for example, you can resolve them step by step:



1. pick all cards in that area;
2. among them, select all cards that match the description;
3. randomly choose a card among them, for example by using a die or by shuffling them face down;
4. complete the resolution of the ability;
5. return the remaining cards to their original area.



Ready – Ready modules in your *memory* (those in vertical position) can be linked or exhausted to gain 1 *resource*.

(to) **Ready** – Rotate a module in your *memory* into a vertical position to make it *ready*.



Researching – A player is researching when they have chosen to enter the research phase during their turn (see p. 7).

(Gain a) **Resource** – Players gain resources through (a) effects or by (b) exhausting modules:



- a) Keep track of the number of resources you have available, for example using a die.
- b) You can *exhaust* any *ready* module in your *memory* (whenever you can link or hyperlink a module) to produce 1 resource (this value is not printed on the card). Resources can be used to pay *costs*. Modules can be exhausted in the same turn the enter play.

Seeker – Card type. Seekers do research and challenge your opponent's progress (see p. 2 and *Activate*).



Seeker-module – Each Seeker comes with one Seeker-module (marked with a Seeker logo in the top-left corner).

One Seeker-module starts the game in your *memory*, together with your 1st active Seeker. When you *activate* your 2nd or 3rd Seeker, add their set-aside module to your hand. From that point on, these Seeker-modules behave like normal modules (for example, they can be destroyed, shuffled into the library or linked to any Seeker you control).



(to) **Unlink** – Modules unlinked from a Seeker are moved, *exhausted*, into its controller's *memory*. Only linked modules can be unlinked.

Win condition – Cycle through your *library* three times!

Content



Credits

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For FAQs and more information about all cards, as well as a list of our amazing playtesters, visit us at WiseWizardGames.com/seeker!
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