

# CHRONONAUTS PDF, EPUB, EBOOK



Mark Millar | 120 pages | 22 Sep 2015 | Image Comics | 9781632154064 | English | Fullerton, United States

## **Chrononauts | Image Comics**

These should be placed in chronological order, with each player then receiving one random secret ID card. This will detail the back story for the player, along with the reality from which they are from. Each player then should also be given one random secret mission which will detail certain artifices, such as The Cure for Cancer or The Videotape of the Creation of the Universe. Chrononauts has several win conditions which allow you to customise your own strategy as time progresses and more manipulation takes place. Once you meet one of these conditions you can declare you have met one of the win conditions on your turn. If at any point in the game 13 or more paradoxes exist, time is ripped in half shattering reality and destroying all creation.

The game of Chrononauts is an exciting one which has used the concept of time manipulation, which is known as a difficult concept to construct due to the nature of decisions made early in the game being affected by future decisions. Chrononauts is game which as managed to deliver this challenging task by having set ripple points, which cause paradoxes which can then be repaired. Also, as part of the game they have added true historical events which could be used to an extent as a learning tool, plus the game has a lot of funny colloquial references such as the creation of the universe on Betamax tape. The game does have a degree of complexity when you first start playing, as you try to understand how inverters, gadgets and time warps work in a practical setting. Overall, Chrononauts is a game which can be added to your regular game pool. If you are looking for a fun game which plays within a short amount of time and can accommodate a range of people from , I would recommend buying this game.

Good prices but they scrapped keyforge. Quickly delivered abroad , well packed. Great shop never any problems. Another successful purchase from Zatu if I had one reservation about the website it would be to put the player count for the games yet again thanks for hours of fun. Prompt response and delivery apart from one order of Adventures of Robin Hood placed in may and yet to be delivered. My go to place for LCG purchases.

Really happy with the service. Easy to learn, difficult to master. Each playthrough requires adaptive skill as it unfolds. The game arrived in a timely fashion and was in good condition. Third time using Zatu, very happy with their work. Super competitive prices, great delivery time, and when I have needed to speak to a human, they have always been super helpful! I definitely will shop here again! Shop By Brand Cardfight!! My Account Basket. Zed's Subscription Box Zed has hand-picked an exciting and varied selection of games in his subscription box. [Subscribe Now »](#).

New Releases Box Looking for the latest new releases? One Off Mystery Boxes Our two new Mystery Box offerings will help you pick up some of the latest top of the range games and exclusive goodies, but at a much lower price! [Order Now »](#). Home Board Games Chrononauts. Restock Item Notice Please note restock expected items will typically arrive within the next 2 months, however, in some instances they may take longer. To win, you must change history at key points called Linchpins, so that history transforms into the Alternate Reality your character calls hom. ...

Share this. The games' theme. The word play humour. Ability to win in multiple ways. A quick game. The lack of player interaction. Word play humour. Key historical events being changed could upset individuals, e. Playing Chrononauts Set-Up The game starts by laying out the 32 event cards, starting from to , in an eight by four grid. How to Win Chrononauts has several win conditions which allow you to customise your own strategy as time progresses and more manipulation takes place. Maybe you want to collect the Mona Lisa and a little dinosaur pet named Alice, or maybe your goal is to prevent major assassinations throughout history.

The game board is a series of two-sided cards, each detailing an event that actually happened in our history, with a different possibility on the reverse. By using Reversals, you can flip them over, sending ripples throughout the timeline and flipping a series of future event cards. Patch cards then allow you to rewrite history based on these new possibilities. Each game, you choose from a unique character and a unique goal. Each totally bizarre character needs to modify and patch the timeline twice, and each goal requires you to have a collection of three Artifacts. All of these patches and artifacts are in the action deck, which also give you access to gadgets and other wild effects. On the other hand, if you can ever manage to get a hold of ten cards at once, you are considered so powerful that the other travelers give up.

With three very different win conditions, this little game actually has a great deal of strategy involved. One significant problem with this game is that each character is looking for very specific cards in the deck. However, game play is interesting enough that you can have fun just messing with time, even without getting close to victory. Since patching the timeline lets you draw from the deck, changing the game is definitely helpful to whichever strategy you choose. Whether or not I win, getting to save the Hindenburg or start World War Three and cause endless paradoxes always keeps it interesting. I would recommend Chrononauts to anyone looking for a fun, random game, but needs more structure than Munchkin or Fluxx. This is not a pure strategy game in any sense, but it is a ton of FUN!

Chrononauts is a quick playing light game. Chrononauts is an entirely card based game, but before we get into how it plays, I will talk about the different type of cards. These date cards essentially make up your game board. ID Cards: At the start of the game you are given one of these, if you complete your ID Card by successfully changing history you will win the game immediately. Inverter: These cards simply take a date card and flip them to their other side. That means that by reversing one card you may reverse a number of other cards at the same time. The prevent assassination card is used for specific historical dates where someone was assassinated and is used to reverse that and return the card to its original side. Timewarp cards are action cards that can be played at any time, they let you do something specific and often make it very easy to win.

Gadget: These cards stay in front of you when played and allow you to do more than just your basic action of draw 1 card and play one card every turn. Action: These cards let you perform a single powerful action, after they have been resolved they are discarded. At the start of the game players draw 5 cards, 1 ID card and 1 Mission Card. Every turn players will draw 1 card and play 1 card, they may only play additional cards or draw additional cards if they play a card that allows them to do so.

Players may also discard 2 cards to draw 1 new one every turn. Casual Gamers: Because of the random luck, very simple mechanics and quick play time, Chrononauts is best served to casual gamers who want to play to unwind and relax, or perhaps before playing an in depth strategy game. All that aside, Chrononauts is a great little game and gets better the more players you add in. I would recommend Chrononauts to a group that has people and needs something to play between longer games or just wants a lighter game. Lets begin by saying I really enjoy this game. I love the idea that you can screw with the timestream so much that existence itself collapses. I enjoy that each player gets two paths to victory. The game play is simple enough that you can have a new player up and running pretty quickly. My experience however has been that you have to have an audience for Chrononauts.

There are some games that you can just sit down with just about anyone. Chrononauts is simply not one of them. This is in truth a fair criticism

## **Chrononauts Official Rules**

**Chrononauts Chrononauts Synopsis :** Ebook popular zip new Chrononauts Chrononauts Corbin Quinn and Danny Reilly are two red-blooded American guys who also happen to be scientific geniuses. With the whole world watching, they embark on the world's first time-travel experiment. But when their planned routine goes off-course, they're left to fend for themselves - leading to an era-hopping adventure! From ancient Rome to the roaring twenties to the s music scene, Corbin and Danny wreak havoc with the time stream, score front-row seats to the world's wildest events, and get into hijinks with history's scariest villains. But is it worth the price, when they have unresolved problems to address back home in the present day - and a team of angry bosses ready to do whatever it takes to rein them in?

Search this site. This means they won't necessarily fit, and may be nullified without the accompanying closure of the Paradox. Therefore, when playing a Patch, be careful to double-check the icons listed under "Playable If", to make sure the Patch won't immediately be Nullified. World War 3 creates a special situation we call the UberParadox. As long as the ' Patch is in play on the TimeLine, nothing beyond it is accessible. Well, nothing except the world of the distant future that a super-evolved cockroach calls home. To emphasize this, all of the TimeLine cards after should be moved down an inch or so on the table, to remind the players that they are unreachable. If all three years listed on your ID pre-date , you can still win by going home, but you're stuck if your home reality depends on any events after Unless you are Squa Trant.

You also cannot collect Artifacts from the Future during an UberParadox. Players may only play their cards during their own turns, with one exception: the Memo From Your Future Self. This card can be played at any time, to negate a card being played by someone else. Note that playing a Memo just cancels and discards the card being played; it doesn't change whose turn it is. Remember that a Memo must be used to stop a card as it's being played.

Obviously it takes a little bit of time to absorb another player's action and decide to use the Memo on it, but you also can't let too much time go by and still expect to have the Memo honored. Since certain cards allow you to play more than one card in a row, it must be noted that a Memo only cancels the most recently played card. If you play a Memo as soon as another player reveals a Fast Forward, then the entire Fast Forward is canceled; however, if you wait until the player has revealed one of the cards being played as a result of the Fast Forward, then it is only the new card that is canceled.

The Memo cannot be used to cancel an ID or Mission card. Once a player declares victory by revealing one of these cards, it's too late to use a Memo to cancel the card they used to achieve that victory. Given this, though, etiquette and coolness suggests a good solid pause after making a play that's going to let you win, to make sure no one wants to use a Memo on you, before revealing your ID or Mission and doing the Chrononauts Victory Dance. If the character you get is someone you've just played, or someone you've gotten too many times, or just someone you really don't care for, you can try again. But no whining the second time! Going Home: You win if your character can return to the alternate reality listed on your ID card. To do this, the 3 key events must appear on the TimeLine exactly as they do on your ID card, when your turn ends.

Completing Your Mission: The three Artifacts listed on your Mission card must be on the table in front of you at the end of your turn for you to win by completing your Mission. Achieving Power and Success: If, after you've completed your turn, you have 10 cards in your hand not counting your ID or Mission you win! Here's a representative section of a generic TimeLine, consisting of three Linchpins and three Ripplepoints. At the start, all TimeLine are set to true history. Notice that all three Ripplepoints are dependent on the Linchpin , and that Year 5 also depends on another event Linchpin , as does Year 6 linked to Linchpin.

Here's the same section of TimeLine after someone has used an Inverter card to change history at Year 1. Linchpin has been turned over, revealing the alternate outcome for that event. The Year 2 and Year 5 cards have also been flipped as a result, since they depend on Linchpin. Year 6 is unflipped because it shares an AND dependency with and that event has not yet been inverted. It has been placed askew, as some players prefer, to note the partial paradox. Here's the same section of TimeLine at a later stage in the game. Two Patch cards have now been used to repair the Paradoxes at Years 2 and 5. Note also that Linchpin has now been inverted, causing Year 6 to be fully paradoxed. Notice that the Patch cards are simply placed atop the Paradox cards; the basic TimeLine cards are never removed from the table, only flipped from one side to the other and back again. Here's the TimeLine once more, still later on. Notice that Linchpin has now been flipped back to the purple side.

## **Chrononauts - Wikipedia**

Perhaps you've been instructed to gather up some live dinosaurs, or fetch some stuff from the Future, or grab a few long-gone items just before they were destroyed, for inclusion in some museum devoted to that sort of thing. Whatever the reason, you've been asked to travel through Time to collect three items, and your second goal is to accomplish that task. Finally, you've got Paradox repair work to do. Time Travel is tricky business; when someone changes history, there are almost always ripples and repercussions somewhere down the TimeLine, which tear holes in the fabric of the Time-Space Continuum.

These holes, called Paradoxes, are created whenever someone changes a significant event. These Paradoxes must be repaired, lest they start a chain reaction that could destroy the entire Universe. So, as a Temporal Mechanic working for the Time Repair Agency, you've been trained to patch up these holes. This game is one big adventure made up of several different stories that are all going on at the same time. These stories are primarily about one of two things: either changing history, or using time travel to bring stuff forwards or backwards through Time.

These two basic game elements can actually be separated, making for a pair of related, less complicated games. This means there are three different games you can play with these cards:. What follows are the rules for the whole game. Instructions for playing Artifiax and Solonauts appear towards the end of this booklet. Time Travel First-Timers may want to start off with a few rounds of Artifiax before advancing to the complete game.

Moreover, while your gaming group is doing that, you that's right, you, the person who actually reads the rules might want to use the rest of the cards to play a game of Solonauts , so that you can learn your way around the TimeLine and thus be ready to act as TimeKeeper see below when your group starts playing the full game. The TimeLine of Alterable History is a special set of 32 cards that are dealt onto the table in a 4x8 grid that

functions rather like a gameboard. Think of the TimeLine as being like a huge Mission-Control-style status board at Time Repair Agency Headquarters TRAHQ, located somewhere outside the normal flow of Time, where scanners can track all the active chrononauts and the Paradoxes they are continually causing.

Go ahead and deal out the TimeLine right now assuming you have time and table space available. This is particularly useful if the TimeLine cards get mixed up. As you will note from looking at the cards, the TimeLine consists of Linchpins and Ripplepoints. Each Linchpin shows a key historical event, with the flipside showing in red another way that event could have gone. Ripplepoints are historical events that are affected by changes to these Linchpins; their flip sides depict a gaping hole in the timestream, called a Paradox.

At the start of the game, all Linchpins should be placed purple side up, and all Ripplepoints blue side up, so that the TimeLine reflects the way things actually were. We call this arrangement the True History setup. Although a time machine allows you to travel backwards or forwards to any point in history you choose, history can only be changed in this game, anyway at 13 pivotal moments in recent history, times when the world changed overnight because of an event that a time traveler could easily reshape. We call these key events the Linchpins of History, and there's a special symbol for each one.

Notice that large versions of these icons appear on the Linchpin cards, while smaller versions of them appear, often in combination, on the Ripplepoint cards. Notice also that both the year and the icon on the backside of the Linchpin cards are marked with an accent mark, or apostrophe, which is read as "prime". This distinction denotes the difference between an event that happened as our history books record it, and an event that has been changed by a chrononaut. These symbols are used in the game to keep track of how history has been changed and restored by the players. If a Ripplepoint has just one Linchpin symbol, it becomes Paradoxed whenever its Linchpin is flipped to the alternate red' side.

If that Linchpin is flipped back to True History, the Paradox vanishes, and the Ripplepoint is flipped back to normal. In the first case, the year becomes Paradoxed if either of the Linchpins shown are turned red'-side-up. The "AND" case is trickier: the Ripplepoint will stay intact until both of the Linchpins indicated are turned red'-side-up, and it's restored if either Linchpin is changed back. Let's take a look at a specific example. Assuming that you have the TimeLine properly arranged on the table, take a look at , "Kennedy Assassinated". Note: in order to do this, you need the right card, in this case either a Prevent Assassination or the general-purpose Reverse Fate Flip OK, let's assume someone has just changed history in this way.

Instead of being killed that dark day in November, JFK was only wounded and thus went on to create a different history than the one we all remember. How was it different? That's a good question. To find out, we must first detect, and then repair, several Paradoxes. Flip Look further along the TimeLine, at in particular. The unholy trinity of '60s assassinations are interconnected; changing the first event causes ripples through Time that change the other two. What happens instead isn't immediately obvious; right now, there's just a big hole in the universe where used to be Flip Next, look at It is dependent on two events: JFK's assassination and the successful launch of Sputnik This is an OR case; flipping either of these Linchpins will cause to go differently.

The Space Race started with Sputnik and was driven by America's desire to fulfill the dream of their fallen president, by landing a man on the moon before Don't Flip Lastly, look at This year also has two dependencies, but this time it's an AND case. To flip, both of the linchpins shown must be flipped. What is the connection between these killings and the events of? To answer that question, you must play the ' patch Optionally Mark You might find it useful to place a token a penny, go stone, small icehouse piece, etc. You can also just give the card a 45 degree tilt. But it's not really necessary To Sum Up: Whenever a Linchpin is flipped, you need to look ahead along the TimeLine to see what other changes may occur, flipping Ripplepoints one way or another, as needed.

To make it easier to find all the connected Ripplepoints, each Linchpin has a list, on the left-hand side, of the years that may or may not be impacted when the Linchpin in question is turned over. The game of Chrononauts consists of cards in two decks. The Timeline deck black bordered contains 32 Timeline cards 13 Linchpins and 19 Ripplepoints along with 10 Missions and 14 Identities. The 80 card play deck white bordered contains 20 Inverters, 21 Patches, 15 Artifacts, 10 Timewarps, and 14 Actions.

Linchpin: As described above, Linchpins are part of the TimeLine and represent great historical moments whose outcome can be changed by chrononauts. Ripplepoint: Ripplepoints are also part of the TimeLine, but these events cannot be changed by the direct action of a Chrononaut. Instead, Ripplepoints are changed, or changed back again, by the flipping of the Linchpins. When Ripplepoints are turned over, they become Paradoxes. Inverter: Inverters are used to reverse Linchpins. When you play an Inverter, just discard it, flip the target Linchpin, and adjust all affected Ripplepoints as described above.

Patch: Patches are used to repair Paradoxes. Patches can only be played onto their corresponding spaces on the TimeLine as indicated by the card's year and Time Index, and then only when the Ripplepoint at that place in Time has been turned to the Paradox side. To Patch a year, simply place the Patch card over the appropriate Paradox. You then get to draw a bonus card! Some Patches, specifically and, have special properties; see "Temporal Anomalies" below. Patches are Nullified i. Artifact: Artifact cards represent various amazing items from the past or future, which only a time traveler could acquire. When you play one, you just set it out on the table in front of you, for others to see, perhaps bragging a bit about how you managed to acquire it. Action: Actions are single-use event cards that each have their own special instructions. Just follow the directions on the card. Timewarp: Certain very powerful actions are classified as "Timewarps" because they distort actual game time and are therefore subject to certain restrictions.

The Memo can be played out of turn; Fast Forward lets you take two extra turns in a row; and the last two let you steal cards from the past or future and play them in the present. None of these cards may be harvested with the Rewind or the Quick Trip. Again, follow the directions on the card. Your ID card issued to you randomly at the start of the game tells you how to get your character back to your version of reality, and thus win see How to Win. To win, you must change history at key points called Linchpins, so that history transforms into the Alternate Reality your character calls home. You can also win by collecting a specific set of Artifacts, such as a live dinosaur, the Mona Lisa, and an unpublished

Shakespearean play. But be careful - if you create too many paradoxes, you could destroy the entire universe!

Have you longed to be a time traveller, and travel through the vortex to remediate key events known as linchpins in time; such as the assassination of President Lincoln, or the prevent the sinking of the Titanic? Then what are you waiting for strap on your time vortex manipulator and join us as a time agent, just remember that messing with history can its consequences. Chrononauts is a great game for gamers and non-gamers alike, and is a must buy for your game collection as it works well solo as well as in a group. The game starts by laying out the 32 event cards, starting from to , in an eight by four grid. These should be placed in chronological order, with each player then receiving one random secret ID card. This will detail the back story for the player, along with the reality from which they are from.

Each player then should also be given one random secret mission which will detail certain artifices, such as The Cure for Cancer or The Videotape of the Ceation of the Universe. Chrononauts has several win conditions which allow you to customise your own strategy as time progresses and more manipulation takes place. Once you meet one of these conditions you can declare you have met one of the win conditions on your turn. If at any point in the game 13 or more paradoxes exist, time is ripped in half shattering reality and destroying all creation.

The game of Chrononauts is an exciting one which has used the concept of time manipulation, which is known as a difficult concept to construct due to the nature of decisions made early in the game being affected by future decisions. Chrononauts is game which as managed to deliver this challenging task by having set ripple points, which cause paradoxes which can then be repaired. Also, as part of the game they have added true historical events which could be used to an extent as a learning tool, plus the game has a lot of funny colloquial references such as the creation of the universe on Betamax tape. The game does have a degree of complexity when you first start playing, as you try to understand how inverters, gadgets and time warps work in a practical setting.

Overall, Chrononauts is a game which can be added to your regular game pool. If you are looking for a fun game which plays within a short amount of time and can accommodate a range of people from , I would recommend buying this game. Good prices but they scrapped keyforge. Quickly delivered abroad , well packed. Great shop never any problems. Another successful purchase from Zatu if I had one reservation about the website it would be to put the player count for the games yet again thanks for hours of fun. Prompt response and delivery apart from one order of Adventures of Robin Hood placed in may and yet to be delivered.

My go to place for LCG purchases. Really happy with the service. Easy to learn, difficult to master. Each playthrough requires adaptive skill as it unfolds. The game arrived in a timely fashion and was in good condition. Third time using Zatu, very happy with their work. Once a player declares victory by revealing one of these cards, it's too late to use a Memo to cancel the card they used to achieve that victory. Given this, though, etiquette and coolness suggests a good solid pause after making a play that's going to let you win, to make sure no one wants to use a Memo on you, before revealing your ID or Mission and doing the Chrononauts Victory Dance.

If the character you get is someone you've just played, or someone you've gotten too many times, or just someone you really don't care for, you can try again. But no whining the second time! Going Home: You win if your character can return to the alternate reality listed on your ID card. To do this, the 3 key events must appear on the TimeLine exactly as they do on your ID card, when your turn ends. Completing Your Mission: The three Artifacts listed on your Mission card must be on the table in front of you at the end of your turn for you to win by completing your Mission. Achieving Power and Success: If, after you've completed your turn, you have 10 cards in your hand not counting your ID or Mission you win! Here's a representative section of a generic TimeLine, consisting of three Linchpins and three Ripplepoints.

At the start, all TimeLine are set to true history. Notice that all three Ripplepoints are dependent on the Linchpin , and that Year 5 also depends on another event Linchpin , as does Year 6 linked to Linchpin. Here's the same section of TimeLine after someone has used an Inverter card to change history at Year 1. Linchpin has been turned over, revealing the alternate outcome for that event.

The Year 2 and Year 5 cards have also been flipped as a result, since they depend on Linchpin. Year 6 is unflipped because it shares an AND dependency with and that event has not yet been inverted. It has been placed askew, as some players prefer, to note the partial paradox. Here's the same section of TimeLine at a later stage in the game. Two Patch cards have now been used to repair the Paradoxes at Years 2 and 5. Note also that Linchpin has now been inverted, causing Year 6 to be fully paradoxed. Notice that the Patch cards are simply placed atop the Paradox cards; the basic TimeLine cards are never removed from the table, only flipped from one side to the other and back again.

Here's the TimeLine once more, still later on. Notice that Linchpin has now been flipped back to the purple side. This has caused Year 2 to revert, which has both discarded the Year 2 patch, and flipped the underlying Ripplepoint back to blue. Notice also that the Year 5 Patch is still intact, even though Linchpin is now black Lastly, note that Year 6 is halfway paradoxed again, this time because Linchpin has flipped. A complete stand-alone game with a TimeLine stretching from !

## **Chrononauts | Looney Labs**

The three ways to win provide for several different plotlines and layers of action, but you can also split the game up into two less complicated games: Solonauts The Solitaire Game of Changing History and Artifaxx The Fluxx-style Game of Collecting Amazing Stuff. The Gore Years Expansion : The early years of the 21st century have been known as the Bush years, but to some time travelers, they were actually called the Gore years Find out what might have happened if the election had gone a different way! The Gore Years has five new timeline cards, three patches, and three new Identities that depend upon the new events. Expand your travels through time! Gore Years Card List. Lost Identities Expansion : This Chrononauts expansion pack contains 13 new Identity cards, plus a new Mission, to mix into your game. These word character sketches for the new ID cards were chosen from nearly fascinating fan-written entries submitted to our Nanofiction-writing contest.

Card List. Skip to main content. Our Games. Find us on social media! Buy Now. Expansions The Gore Years Expansion : The early years of the 21st century have been known as the Bush years, but to some time travelers, they were actually called the Gore years Reviews Board Game

Quest. Chrononauts Review. Chrononauts: Already glad I bought it. BoardGameGeek Ender's Game. Travel through time, and create alternate histories in this fun card game. Category Description for Chrononauts Card Game :. Primary Subject. Grade Start. Brand Name. Powered by TurnTo. Questions that need answers My Posts.

Start typing your question and we'll check if it was already asked and answered. Learn More. Do not include HTML, links, references to other stores, pricing or contact info. Browse 1 question Browse 1 question and 3 answers. Why did you choose this? Rainbow Resource Center Store. This game is a hit. I have played many times with kids and adults and it still keeps up my interest. Eron D on Jan 28, We have Early American Chrononauts and really enjoy it, my 8 year old son loves the game. It involves luck and logic. Karen G on Mar 6, I have played this game before and it was very engaging and fun to play with a small group of friends.

Elizabeth S on Dec 2, Questions For Similar Products. Review More Purchases My Posts. There are no reviews for this item. Write Review. Reviews for Similar Products. Item Continue Shopping Proceed to Wish List. A "package" is made up of two or more items sold as a set, often for a reduced price. A listing of individual items that make up a package is provided on the package item's product detail page along with real-time item availability of those items. Any item sold as a package on our website is identified by a unique alpha-numeric item number such as "APH1AB". Although packages are sets, items are not physically bundled together..

Because most package items or components are also sold separately and may be components of multiple packages, these items may not have the same inventory availability at any point in time. When you order a package, you are charged one price for all package items. In-stock components will ship according to our normal shipping time. Any backordered components will ship separately as they become available. On your packing slip, package components are picked and packed individually and are identified with the code "PKGCOMP" in the price column. The package item number is also listed at the bottom of your packing slip for reference. Please note that if your order ships in multiple boxes, package components may not all be in the same box. Package content is not flexible and cannot be modified. Packages are returnable if all package items are returned, but individual items purchased as part of a package are returned, they may be refunded for less than the individual purchase price of that item, as they were purchased as part of a discounted package.

[Business Analysis Methodology Book download pdf](#)

[Love with a Chance of Drowning free book](#)