

- **Voxim:** The Emperor's cousin, and thus third in the line of succession. Tall, red-haired, handsome. (Red-haired is always handsome on Mars.) Young still; but already well-known in the influential private chambers of Old Town, not just the back-street dance temples. Likes fudge.

Your private thoughts:

Morixa, your sister, has always supported you; but you are unsure about her new allegiance to Astrologer Pyramid. The mercantile are a rising threat to the ancient influence of your family, and they have close ties to the Magistracy of Canals. The military are traditionally loyal to the Illuminated, and do not interfere in the chambers of Old Town.

Your secrets:

Naturally, you daydream about being called to the Throne, should something happen to both the Emperor Illuminated and his infant son. Realistically, your position is quite secure: you have friends in the Confluent and in the Magistracy of Justice, and you might well be appointed Magister before you are too much older.

The beginning:

A rough hand shakes you — “Wake up.” You flinch back into the sheets, squinting in the pre-dawn darkness. Who — in your private rooms —

The figure snaps a handlight, and its face is your own. “Listen, don’t speak. I cannot hold here for long.”

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that he holds out, and try to absorb his hasty whispering without question. Wonder can wait.

“I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

“All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor’s life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

“Every faction in Xi City is trying to take its advantage. The Families, the military, the Astrologers, the mercantile — you can imagine it. You *must* ensure that you seize the high ground. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. Will you take it?”

You nod, and your other self begins whispering what he has learned of the coming day. You listen fiercely. And as you do, his form shimmers and fades. Yes: your determination to change the future has already changed his past. His timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

(Voxim)

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

11:15': Emperor whispers Voxim's name on deathbed
(9:25' and 9:30')

13:30^a: Voxim (Emperor's oldest living relative) named Regent
(9:30' and 12:30)

23:00: Dinghy taken to Magistry of Justice
(19:40 and 21:00)

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:
 - 19:00':** Merchants learning their proper place, nods Lord Orxino
(11:30' or 18:40')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Black cloak; Renxi's Medical Records; Badly-Exposed Hologram**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

12:10^a: Orxino invokes hereditary right of privilege
(8:10 and 9:05')

18:50': Old Town families hiring more private guards
(14:00' or 17:50')

23:10: Poisoned candy traced to Morixa's nascent candy business
(20:45)

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

13:10': Old Town moothalls speak out against repeated military threats
(12:55')

17:25: Magistracy of Justice takes over Canal Security
(11:05 and 16:10)

23:15^b: Security police declare extended emergency
(19:55' and 21:15)

You remain alive if:

20:40: Lord Orxino denounces Voxim as a disgrace to his blood
(9:10 or 14:15)

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

- **Morixa:** Voxim's bratty younger sister. Fourth in succession. Takes many interests, although perhaps not as seriously as she might. Recently she has enjoined as Apprentice in the Pyramid of Astrologes, and this may settle her down — or not. Likes liquorice.

Your private thoughts:

Voxim, your brother, believes inherently in the right of the Old Families to guide the course of the Empire. You don't disagree, but the secrets of the Astrologes are fascinating as well, and you think you might be able to co-opt their weakened position for Family benefit. The mercantile are a rising threat to the ancient influence of your family, and they have close ties to the Magistracy of Canals. The military are traditionally loyal to the Illuminated; they do not interfere in the chambers of Old Town.

Your secrets:

The Astrologes were a great power in the Empire, centuries ago. But most today view them as an anachronistic remnant. If they are to be of any use, the public eye must be drawn back to Astrologe Pyramid. You have been searching the scrolls of ancient wisdom for some event, some pronouncement dramatic enough to make the impact you need.

But if the Astrologe's art cannot provide such a spectacle... you may have to arrange one by your own wits. Nothing too dangerous, of course. You are certain even your master Noulin would not object to such a minor exaggeration of the Art, if it were to the benefit of all Astrologes.

The beginning:

A rough hand shakes you — "Wake up." You flinch back into the sheets, squinting in the pre-dawn darkness. Who — in your private room —

The figure snaps a handlight, and its face is your own. "Listen, don't speak. I cannot hold here for long."

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that she holds out, and try to absorb her hasty whispering without question. Wonder can wait.

"I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

"All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor's life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

"Every faction in Xi City is trying to take its advantage. The Families, the military, the Astrologes, the mercantile — you can imagine it. You *must* ensure that you seize the high ground. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. Will you take it?"

You nod, and your other self begins whispering what she has learned of the coming day. You listen fiercely. And as you do, her form shimmers and fades. Yes: your determination to change the future has already changed her past. Her timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

12:50: Morixa tapped for funeral oration
(8:00 and 9:25)

13:30^a: Voxim (Emperor's oldest living relative) named Regent
(9:30' and 12:30)

15:15': Candy shop opens on Olympus Square
(14:40')

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:
17:10': Morixa tries ancient eel-tail candy recipe
(15:30' and 16:45')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
 - Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part
-

(Morixa)

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Turkish Delight; Map of Secret Stairway; Faked Astrology Chart**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

15:45: Morixa claims proof that Renxi was of the mercantile caste
(9:05 or 12:35)

22:50^a: Chief Astrologe Noulin dies in sleep
(19:10 and 21:35')

23:10': Contaminated candy equipment traced
(20:45')

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

9:45': Morixa invests herself Magister of Moons
(8:15' and 9:10')

14:50: Bargeload of candy discovered stashed in concealed canal siding
(12:15 or 14:15)

23:15^c: Popular uprising occupies government buildings
(18:15' and 19:55)

You remain alive if:

18:45' — Patch or Paradox
(15:20' or 16:10')

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

• **Seranst**, the Magister of Canals: A powerful woman in a powerful office. As Magister she is sworn to “neutrality of the blade” — this means she's never caught taking bribes. Theoretically her neutrality applies to feuds of succession, as well. Likes peanut brittle.

Your private thoughts:

You and Farlen Mait work well together; you've both used your positions wisely. The military take no interest in commerce, of course, but the Confluent often finds itself caught between the Army's fiscal needs and the economic good of the Empire. The Old Families, whose influence descends from lineage and nothing else, are approaching the irrelevance they deserve — though not fast enough.

Your secrets:

Farlen Mait is sometimes a comfortable rival, sometimes a dangerous ally. He thinks too narrowly; again and again, through the years, you've had to rein him in to keep the prosperity of trade in balance. And, of course, your own prosperity. Mait's gratitude is solid, and in hard cash, no matter whose idea the policy was.

Activity on the canals sometimes draws the attention of the Magistracy of Justice, as well — their views are just as narrow as Mait's, though in a different way. Smuggling, you have always understood, is just another stream of trade to be regulated. Over decades, you have slowly built up your department of Canal Security, until it's the primary police force in charge of boats and shipping. Before you die, you hope to have Justice's mandate formally annulled in your domain.

The beginning:

A rough hand shakes you — “Wake up.” You flinch back into the sheets, squinting in the pre-dawn darkness. Who — in your private room —

The figure snaps a handlight, and its face is your own. “Listen, don't speak. I cannot hold here for long.”

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that she holds out, and try to absorb her hasty whispering without question. Wonder can wait.

“I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

“All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor's life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

“Every faction in Xi City is trying to take its advantage. The Families, the military, the Confluent, the mercantile — you can imagine it. You *must* ensure that you seize the high ground. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. Will you take it?”

You nod, and your other self begins whispering what she has learned of the coming day. You listen fiercely. And as you do, her form shimmers and fades. Yes: your determination to change the future has already changed her past. Her timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

(Seranst)

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

13:30^b: Seranst (Magister of Canals) named Regent
(9:30 and 13:00')

14:10': Canal Drayers get profit-sharing plan
(11:30' and 13:00')

20:05: Seranst triples canal security patrols, investigatory boats
(16:30 and 19:40)

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:
 - 10:00':** Canal security chief interviewing witnesses
(8:00' and 9:25')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
 - Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part
-

(Seranst)

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Map of Secret Stairway; Radio-Isotope Assay, Canister of Fire Accelerant**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

18:05': Fire near docks
(15:10')

19:30: Financial leaders protests new tax policies
(14:00 or 19:10)

12:10^b: Magistracy of Canals demands role in knife investigation
(8:10' and 10:15)

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

(Seranst)

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

8:40: Seranst orders Xi City canals closed to passenger traffic
(8:15)

17:35': Seranst makes deal with Justice
(11:05' and 16:10')

23:15^b: Security police declare extended emergency
(19:55' and 21:15)

You remain alive if:

20:10' — Patch or Paradox
(12:55' or 14:15')

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

• **Farlen Mait**, called “the Emperor of Barges” (although he never says so himself, as the epithet is technically treason against the Illuminated). The most famous man in the mercantile; his boats run every kind of goods on every canal. Fifth richest man on Mars. Likes jelly beans.

Your private thoughts:

Seranst is your best ally in government. You have done your best to encourage her to policies that favor your business; your history together has been profitable. The military take no interest in commerce, of course, but the Confluent often finds itself caught between the Army’s fiscal needs and the economic good of the Empire. The Old Families, whose influence descends from lineage and nothing else, are approaching the irrelevance they deserve — though not fast enough.

Your secrets:

Truly, the only secret is to seize opportunity when you catch a glimpse of it. You have run a hard course between the Magister of Canals, the canal unions, the Confluent’s tax-farmers, the other mercantile chiefs, and your own ship-captains and workers. That course has been to the benefit of all involved, and you are on top of the pyramid because you ran it more skilfully than anyone else.

You will be most pleased if the balance remains as you have hung it. Unless, of course, you see a new angle to tilt it.

The beginning:

A rough hand shakes you — “Wake up.” You flinch back into the silken sheets, squinting in the pre-dawn darkness. Who — in your private chambers —

The figure snaps a handlight, and its face is your own. “Listen, don’t speak. I cannot hold here for long.”

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that he holds out, and try to absorb his hasty whispering without question. Wonder can wait.

“I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

“All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor’s life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

“Every faction in Xi City is trying to take its advantage. The Families, the military, the Confluent, the mercantile — you can imagine it. You *must* ensure that you seize the high ground. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. Will you take it?”

You nod, and your other self begins whispering what he has learned of the coming day. You listen fiercely. And as you do, his form shimmers and fades. Yes: your determination to change the future has already changed his past. His timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

13:30^b: Seranst (Magister of Canals) named Regent
(9:30 and 13:00')

14:10: Union of Drayers calls strike
(11:30 or 13:00)

18:00': Candy market booms
(14:40' and 16:45')

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:
22:10': Farlen Mait to supply imported guardgnarls for Army
(21:00')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
 - Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part
-

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Renxi's Medical Records; Knife; Dusty Love Letters**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

13:40': Farlen Mait fires dozens from barge crews
(8:10' or 13:15')

18:05': Farlen Mait blames unions for theft, petty sabotage
(15:10)

22:50^b: Freighter captain uncovers plutonium-smuggling ring
(17:50' and 21:35)

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

8:40': Canal gondola lines raise passenger fares
(8:15')

13:35: Xi City once again threatened with nuclear destruction
(12:15 and 12:55)

23:15^a: Government submits to nuclear threat
(18:15 and 21:15')

You remain alive if:

22:00: Six canal workers dead as barge collides with dinghy
(10:10 or 11:05)

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

• **Zendibar**, the Great Gamer — the title means Chief Strategist of the Imperial Army of the Skies. Old, cranky; he was called brilliant in his day, and his day may not be over. Likes gumdrops.

Your private thoughts:

Koyen is a public hero, which makes him an excellent figurehead. Your own work continues. The mercantile are necessary, of course, but they've never understood their duty to support the Empire in taxes as well as service. The Old Families, whose influence descends from lineage and nothing else, are rapidly approaching the irrelevance they deserve.

Your secrets:

The tension inside the military has been building ever since the last true war. Even the Phobos crisis did not dissipate it. Much of the current generation of officers does not understand war; it is their ideal. They do not understand you.

You, yourself, are nothing. The misunderstanding is the danger. For fools to inherit the arm of force would be disastrous — for the Army, for the Empire. They would think war an end, a game to be played with lives; and that is a mistake you have never made.

So you have made your moves, in secret. If you play your pieces right, the danger will be a signal flare for even fools to see. The military will have to reshape itself, into an arm that the Empire can bear long after your death. And no one will have to die. If you play perfectly.

The beginning:

A rough hand shakes you — “Wake up.” You flinch back into the sheets, squinting in the pre-dawn darkness. Who — in your private quarters —

The figure snaps a handlight, and its face is your own. “Listen, don't speak. I cannot hold here for long.”

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that he holds out, and absorb his hasty whispering without question. Wonder can wait.

“I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

“All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor's life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

“Every faction in Xi City is trying to take its advantage. The Families, the Confluent, the Astrologes, the mercantile — you can imagine it. You *must* ensure that you seize the center square. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. You must take it.”

You nod, and your other self begins whispering what he has learned of the coming day. You listen fiercely. And as you do, his form shimmers and fades. Yes: your determination to change the future has already changed his past. His timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

(Zendibar)

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

8:45': Zendibar calls for strategic analysis of future governance
(8:00')

13:30^c: Koyen (the Hero of Phobos) named Regent
(12:30' and 13:00)

21:45: Confluent debates military budget in late session
(21:00 and (12:30 or 18:40))

(Special note: the 13:30^c patch requires 12:30', but the 21:45 goal mentions 12:30 — an apparent contradiction. Fear not! The 21:45 requirement is complex, and contains an “or”. You can satisfy both goals by setting the following linchpins: 12:30', 18:40, and 21:00.)
(Yes, it's confusing. Zendibar likes this sort of sneaky stuff. Blame him.)

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:
20:35': Barge captain vanishes
(14:40' or 19:40')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

(Zendibar)

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Radio-Isotope Assay; Black cloak; Code Names**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

14:30': Koyen named Bearer of the Imperial Sigil
(11:00')

21:10: Zendibar says he will try to divert military forces
(10:15 or 13:15)

22:50^f: Nuclear weapon nearly detonated within Xi City
(17:50 and 19:10')

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

11:45: Magistracy of Justice demands police responsibilities on military property
(9:10 or 11:05)

15:55': Military once again holds possibility of nuclear devastation over Xi City
(12:15' and 12:55')

23:15^a: Government submits to nuclear threat
(18:15 and 21:15')

You remain alive if:

19:20' — Patch or Paradox
(8:15' or 10:10')

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —

- **Koyen**, the Hero of Phobos. His conduct in that crisis earned him a captaincy, and a place in the public eye which may be worth more than any Army rank. Likes cayenne chocolate truffles.

Your private thoughts:

Zendibar, as your nominal supreme commander, deserves your loyalty; but you are not quite sure of his. He has worked his entire life to make the Army an unparalleled force, but he never has just one game on the table. The mercantile are necessary, of course, but they've never understood their duty to support the Empire in taxes as well as service. The Old Families, whose influence descends from lineage and nothing else, are rapidly approaching the irrelevance they deserve.

Your secrets:

The Imperial Army of the Skies has been a good home to you. Until Phobos, you truly thought your life would be a careful climb up the ranks, a campaign run by the book. But Phobos ran by no rulebook; and since then, you have begun to wonder whether other opportunities might avail you to give service to the Empire — better service, deeper service, and more quickly.

The public recognition you have earned is a valuable tactical asset. It may serve you in the military, or outside it.

The beginning:

A rough hand shakes you — “Wake up.” You flinch back into the sheets, squinting in the pre-dawn darkness. Who — in your private quarters —

The figure snaps a handlight, and its face is your own. “Listen, don't speak. I cannot hold here for long.”

No trick; that doubt is impossible, staring into your own eyes. And who else on Mars could you trust? You take the hand-scribbled paper that he holds out, and try to absorb his hasty whispering without question. Wonder can wait.

“I have travelled back nearly a day. That is all I can manage; the meditations written down here only allow one to move 24 hours through time. I found this paper — no, not now; I am nearly spent.

“All Mars hangs in the balance. In a few hours, an attempt will be made on the Emperor's life. *Hush!* I have not been able to discover who is responsible. The attempt may succeed or fail; you — we — now have a chance to influence that. And other events as well.

“Every faction in Xi City is trying to take its advantage. The Families, the Confluent, the Astrologes, the mercantile — you can imagine it. You *must* ensure that you hold the high ground. Touch key events of the day; observe the results, jump back, try again. I have been trying all day, time and again, and I have not yet achieved perfection. But I am exhausted; I no longer have strength for the time-protocols. Now the task is yours. Will you take it?”

You nod, and your other self begins whispering what he has learned of the coming day. You listen fiercely. And as you do, his form shimmers and fades. Yes: your determination to change the future has already changed his past. His timeline will no longer come to be. And within 24 hours you, too, must hand this knowledge to your younger self, and erase yourself from Time — unless you can succeed in shaping the history of your desires.

(Koyen)

Day 1: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

13:30^f: Koyen (the Hero of Phobos) named Regent
(12:30' and 13:00)

21:45': Koyen speaks before Confluent
(21:00' or (12:30' and 18:40'))

22:40: Knife found when dredging canal near army HQ
(10:45 and 21:00)

(Special note: the 22:40 goal requires 21:00, but the 21:45' patch mentions 21:00' — an apparent contradiction. Fear not! The 21:45' requirement is complex, and contains an “or”. You can satisfy both goals by setting the following linchpins: 12:30', 18:40', and 21:00.)
(Yes, it's confusing. Sorry about that.)

Victory points: any combination of these, adding to 5:

- Artifacts: 1 VP per Artifact on table in front of you
- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- 1 VP for the Patch:

16:00': Army prepares for Festival parade
(9:25' or 15:30')

Bonus points for day 1: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 1
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

(Koyen)

Day 2: Win by completing your Artifact goal *and* having 5 VP. You must have both at the same time, at the end of your turn.

Artifacts: **Knife; Turkish Delight; The Emperor's Star**

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Timeline: 5 VP for all three parts of your Timeline goal; 3 VP for two parts; 1 VP for just one part.

12:10^e: Knife investigation mired in politics
(9:05 and 10:15')

14:30: Army debates expanding Strategy Council
(11:00)

17:20': Hero of Phobos alludes to democratist ideas
(12:35' or 16:40')

Bonus points for day 2: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 2
- Artifacts: 2 BP for each Artifact in your possession which is part of your Artifact goal; 1 BP for each other Artifact in your possession.

Day 3: Win by completing your Timeline goal *and* having 5 VP. You must have both at the same time, at the end of your turn. You must also be alive (according to the Timeline) in order to win.

10:50: Koyen walks out of Army HQ
(8:15 and 9:10)

16:30': Rallies clash in Olympus Square
(16:10')

23:15^c: Popular uprising occupies government buildings
(18:15' and 19:55)

You remain alive if:

21:40: Koyen leads horde of ecstatic followers in "victory parade"
(12:15 or 15:20)

23:50' — any Patch
(14:15' or 18:15' or 22:30')

Victory points: any combination of these, adding to 5:

- Cards: 1/2 VP per card in hand (rounded down)
- Favor tokens: +1 or -1 VP per token
- Artifacts: 1 VP for certain Artifacts; 3 VP for certain complete trios

Artifacts worth 1 VP each:

- Prehistoric cookbooks, time travel documents

Artifact trios, worth 3 VP if you have all three of the trio:

- Knife, black cloak, canister
- Turkish Delight, isotope assay, dusty letters
- Codenames, holofilm, astrology chart
- Medical records, secret map, the Emperor's Star

Bonus points for day 3: (BPs do not count towards winning the day's game; they are computed after the day ends)

- Victory: 2 BP if you are the player who wins Day 3
- Death: -4 BP if you are dead, according to the Timeline
- Timeline: 5 BP for achieving all three parts of your Timeline goal; 3 BP for achieving two parts; 1 BP for just one part

— — — — —