# Setup

* Deal History deck from right to left into market
* Deal 3 Time Warp cards to center of clock track
* 1 Time Crystal per player
* 4 Itineraries per player: select 1 on top of face-down remainder

# Turn Sequence

* Player order is from earliest to latest on clock board (ties: top down)
* Take a History card (or use Time Warp card ability)
	+ Advance your clock token
	+ Collect benefits (from both card & card’s space)
	+ Place earned tokens toward top of Itinerary track
	+ Unplaced tokens are lost
	+ Shift (to right) & refill card market
* Spend Crystals to discount clock movement (1 minimum, not zero)
* If card taken is earlier than last in trek, then end current trek (stack old treks face down and alternating orientation) then start a new trek.
* Stop on 12 o’clock (if exact, get punctuality bonus)

# Round End

Round ends when all players reach 12 o’clock

* Replace Time Warp card
* Replace and refill market with next History deck
* Discard Itineraries and their tokens and select a replacement
* Keep current trek

# Scoring

* Score each trek by length (see reference on the board)
* Tie breaker: longest trek, then next longest trek, etc.