

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.