



A HORDE LARP

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TIME TRAVEL



REVIEW BOARD

INTRODUCTION

In the early 22nd century, practical time travel was discovered. Not invented, discovered.

Employees of Oak Brook Technology Group report hearing a loud noise from behind a wall, in an underground room they did not previously realize existed. When they managed to tunnel through the wall, they found themselves in a secret laboratory of which no record existed. In it, they found a working time machine, along with a manual for how to operate it.

The United Nations Security Council, realizing the massively destructive potential of this innovation, quickly formed an agreement between the world's superpowers that limited the technology's use.

Each of the Security Council's permanent member states would convene an annual committee to review proposals for time trips. These committees would have sole regulatory oversight over all time travel to be performed in their respective countries.

In the United States, the National Science Foundation convened a Time Travel Review Board (TTRB) to fulfill this role.

RUNNING THIS GAME

This is a horde LARP. That means that the players will be split up into two groups: cast and horde members. Cast members will be given characters at the start of the game and will stay as that character (with some exceptions) throughout the whole game. Horde members will cycle in and out of the game, quickly switching between small roles handed to them by GMs.

In this particular game, cast members make up the Time Travel Review Board, and horde members are mostly applicants for permission to travel through time.

We recommend using a team of three GMs working together with specific roles designated for each of them. You'll need a floor GM, a timeline GM, and a horde GM. We've written separate manuals for each GM in the pages that follow.

You may find it helpful to add a fourth GM to the team, to aid inter-GM communication and run pieces of paper around as needed. Adding a fifth GM would probably be superfluous. It is also theoretically possible to consider running the game with two GMs instead of three, combining the roles of the timeline GM and the horde GM, but this should probably be reserved for teams that have already run this game once before and know the mechanics well.

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SHOPPING AND PRINTING

These are the "standard office supply" items you'll need to run this game. We assume you have this stuff already.

- Enough paper and toner to print this entire PDF (color isn't necessary but can improve the appearance of some pages)
- Masking tape
- At least 80 US #10 envelopes
- At least 2 pens or pencils

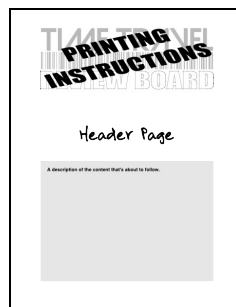
Here's a list of all the additional things you'll need to run this game, along with estimated prices. Estimated prices are from Staples and Walgreens, but any similar chain stores should do.

- 3 sheets of blank 22x28" posterboard (\$2 for a 3-pack at Staples)
- 2 plastic letter trays (\$3 for a 2-pack at Staples)
- 15 pennies (\$0.15, unless something has gone horribly wrong)
- A flashlight and batteries for it (\$2.29 for the flashlight at Staples, \$3.99 for the batteries at Walgreens because Staples only sells large quantities of batteries)
- Colored sticky dots, a.k.a. "color coding labels", in at least 3 colors (\$2.79 at Staples)
- A box of small, individual foodstuffs - cookies, clementines, candy, etc. - **but not pickles** - for the X!Pickle vendor to sell (\$0.99 for a box of generic cookies at Walgreens)

That's a grand total of \$15.21. There are also some optional items that will add to the game, but which aren't strictly necessary:

- Some assorted clothing bits for the costume seller to try to pawn off
- Fake money (such as from Monopoly) for the moneychangers
- Small notebooks and pens for the reporters
- An Elvis wig and/or a Hitler moustache (for you-know-who)
- Other assorted props and/or clothing for horde players to grab

OK, now that you have all the things you need, you'll need to print this game. To do that, just print one copy of this entire PDF. At the start of each section of the book, you'll see a page that looks like this:



Just go through the book in order and follow the instructions on each of these pages.

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Gm manuals

Following are the three GM manuals - one for the floor GM, one for the horde GM, and one for the timeline GM. These manuals should be given to the appropriate GMs ahead of time and absorbed thoroughly. They should also be kept on hand during the actual run of the game, for reference.

After the manuals is a script for game briefing, which should be read at the start of game.

TIME TRAVEL



REVIEW BOARD

HELLO, FLOOR GM

Of the GM team, you have the most "traditional LARP GM"-like role. It's your job to perform several duties:

- Answer player questions during the game
- Supervise the game area to ensure that things are going well
- Put up and announce new timeline pages and footnotes
- Make triggered game space changes
- Intervene if players try to cheat (for example, by using the time machine without board approval)
- Run combat
- Swap Elvis/Hitler characters
- Anything else that might come up

THE TIME MACHINE

The time machine is fairly simple to run: basically, you need to have an application for time travel submitted in advance in order to use it, and the board needs to vote to approve your application before the time machine will turn on for you. This is all DNA-locked, so no cheating is possible.

Applications for time travel are special horde character sheets. They say "APPLICATION FOR TIME TRAVEL" across the top and look like a government form.

The only person who can use the time machine without an application is Steve Okazaki. He is the inventor of time travel. However, he still needs board approval before the machine will turn on for him. You'll know who Steve is, because he will be carrying a character sheet that says "Steve Okazaki." :)

COMBAT

"Time Travel Review Board" includes a fully fleshed-out, GM-driven LARP combat mechanic. It is very simple:

- To declare combat, a player must shout "COMBAT!"
- As soon as they do that, the police guards who are watching the room will drag them away and beat them. (Please don't actually drag your players away physically.)

TIMELINE CHANGES

Sooner or later (probably sooner *and* later), some idiot is going to change history. When this happens, the timeline GM will hand you a new bit of the timeline to tape up. Usually, this will supersede an existing event on the same year. Don't take down the existing one, just tape this one over it. Later, that will make it easy to see which ones have changed.

When you make a change to the timeline, announce it to everyone. Wait for a break in the conversation, and loudly and clearly read the text on the new event or footnote.

At some point in the game, you might also have to change the sponsorship logo at the bottom of the timeline (it starts as Sony, but can flip to Toshiba). The timeline GM will tell you if that needs to happen.

TRIGGERS

Sometimes, the timeline GM will call you over and say something like "Trigger 22." Those timeline GMs sure are cryptic, aren't they?

Here's what you do for each trigger number.

- (35) Isobel becomes Ichabod. Change the placard and inform the player that the character is now a man again.
- (84) Flicker the lights in the room briefly.
- (85) Announce that the timeline display briefly flashes to "ERROR: TIMELINE NOT FOUND", and then returns to normal.
- (86) Ichabod becomes Isobel. Change the placard and inform the player that the character is now a woman.
- (89) Ichabod/Isobel becomes Catholic. Tell the player to start using the alternate character sheet instead of their first one.
- (90) Ichabod/Isobel becomes Protestant. Tell the player to go back to the original character sheet.

SWAPPING ELVIS/HITLER CHARACTERS

The cast member who starts the game as "Daniel Presley" will be changing characters quite a bit. He will probably figure this out on his own, because he gets five character sheets, each of which asserts that it is the real character sheet.

There are five characters he can be throughout the game, depending on how the timeline is changed:

- Daniel Presley (who is actually Elvis)
- Adolf Schmidt (actually Hitler)
- Adolf Werden (an alternate version of Hitler who is an artist)
- Erwin Hitler (an alternate version of Hitler who is an anti-Nazi politician)
- Franz Hitler (an alternate version of Hitler who is both anti-Nazi and an artist)

You'll have four alternate placards for this character. When the character changes, give the player the new placard and take away the old one. Hold onto it, because it might flip back.

By the way, there are two separate behind-the-scenes variables at play here, which the timeline GM is keeping track of: whether it is Elvis or Hitler who is currently in the game, and which version of Hitler is in the timeline. Because these are tracked independently, it's possible for the player to switch from Hitler to Elvis, then switch back to a different version of Hitler than he was before, because the version of Hitler might have been changed while the player was playing Elvis.

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REVIEW BOARD

HELLO, HORDE GM

Every good horde LARP needs a good horde GM! This manual will take you through the basics of how to run horde in this game.

The horde should have a separate staging area from the main game space. This staging area should have a small table for the horde character sheets. Each sheet should be in an envelope which is labeled with the number of players it requires (almost always 1) and with the gender of said player(s) (M for male, F for female, N for neutral/can be played as either gender). The sheets are kept in a pile (plus some specialized piles as described below) at the back of the table, and spread out in batches of 10-12 at a time on the front of the table for the horde players to take. Some characters also require extra labels; those will be explained below.

The basic job of the horde GM is to keep the horde table full of 10-12 sheets and to answer any questions the horde players might have. Most of the characters can be placed out in random order. Because of the pivotal role he plays in getting Elvis/Hitler started, though, Mark Adamson should be included in the first set of horde characters that are available at game start.

Additionally, the following special cases must be kept track of:

CHARACTER GROUPS

As mentioned above, most characters go in their own envelope and are simply labeled "1M", "1F", or "1N". There are certain characters for whom this is not true. They are listed below. In the interest of spreading these evenly through the game, no more than one of these should be available at any time. The simplest way to handle this is to make a separate pile for these characters, and replace them separately from the other characters.

- Reporters - 2N
- Harold Rather / Sally Brady - these should be placed in the same envelope - 1M & 1F
- Time Police Saga - 2M
- The Hitler Troupe - 1M & 1F
- Protesters (Con) - 2-5N
- Protesters (Pro) - 2-5N
- Moneychangers - 2N

TRIGGERED CHARACTERS

There are a few characters who should not be made available unless the board takes certain actions. It is the responsibility of the timeline GM to keep track of when these actions are taken and inform the horde GM to make said characters available. The simplest way to handle this is to write the trigger number that activates each character on the outside of the envelope (in addition to the standard player count and gender). That way, the timeline GM can simply tell the horde GM "Trigger 27," at which point the horde GM can bring the envelope labeled "t27" into play.

The triggered characters and their trigger numbers are as follows:

- Jane/James Wilkes - t27
- Sue/Sam Wilkes - t28
- Jake Hensman - t43
- Adam Marcus - t83

TRACKED CHARACTERS

There are a few cases where two characters should be given to the same player. These are called "tracked" characters. The simplest way to handle this is to place a colored sticker on the outside of the envelope and another one inside. Have the player who takes the first character in any track place said sticker on his or her person in a location that you can see. Then place a third sticker of that color on the table in front of you, to remind yourself that that track is active. For the second character, do not place it out on the table, but instead give it directly to the person who has the sticker. The tracks are listed below, in no particular order. Feel free to use the colors specified or whatever other colors are convenient.

- Red track
 - Jane/James Wilkes and Sue/Sam Wilkes
- Blue track
 - Jake Hensman and Ya'akov Tarngolet
- Green track
 - Mark Adamson and Adam Marcus

Note that all three tracks contain triggered characters as well. This is not a problem. The triggered characters simply do not become available until their triggers occur. This means that, if some or all of the relevant triggers do not occur, one or more tracks might not ever play out fully, which is a perfectly acceptable scenario. The point of tracks is not to make sure both characters are played, but only to make sure that if they are both played, they go to the same person.

ENDGAME CHARACTERS

Rivka Sturluson and the Stevicans are contingency characters, and should not be made available until endgame, as follows:

Five minutes before the end of game, go to the timeline GM and get the current values of the apocalypse track (track A) and the Steve track (track S). Then perform the following actions:

● **If the apocalypse track is at 30:**

- Discard Rivka and the Stevicans.
- Wait five minutes.
- Tell the floor GM to get ready to replace 2104 with the alternate "End of Time" timeline item.
- You are now playing Mr. Sturluson's employee.
 - Take the flashlight.
 - Go into the game room and turn off the lights.
 - (This is when the floor GM will switch the timeline item.)
 - Turn on the flashlight and place it under your chin, and announce in a loud, clear voice "Welcome to Sturluson's Concession Stand at the End of the Universe! May I take your order?" Make it clear from your tone of voice (or by explicitly stating it if necessary) that this indicates the end of game.

● **If the apocalypse track is below 30:**

- Find the Stevicans envelope.
 - Open it, take out the sheet, and write down the value of the Steve track in the blank space.
- Grab the next female horde player and send her in as Rivka.
 - Give her 2-3 minutes.
- Grab the next 5 horde players (or less than 5 if you're waiting for longer than 2-3 minutes) and prepare them to go in as the Stevicans.
 - Once they're ready, turn off the lights and wait for a few moments, then send them in.
 - Turn the lights back on.
 - The Stevicans should end the game.

STEVE OKAZAKI

This player is secretly a cast character, even though they look like a horde player to everyone else. Here's how it works: find someone who you trust to be a strong roleplayer and who is good at ignoring information they have but their character doesn't. Tell them they'll be playing a character who's going to show up about every twenty minutes and stay for up to five minutes. Don't tell them anything else. Then give them the character snippets at the listed times. If they are not accepted, after 5 minutes, they scream in pain and disappear (only to reappear later with a new snippet). After they get accepted or disappear they can play horde characters until Steve shows up again.

Here's what's actually going on: Steve Okazaki invented time travel, and promptly attempted to travel FORWARD into the future. This was a very bad idea. The timestream reacted to his presence by saying to itself "What's this? He's not supposed to exist here yet. I'll shunt him back a bit at a time until he gets somewhere he's supposed to be." Unfortunately, this shunting process is very painful, and will eventually kill him. If he uses the time machine to travel backwards, bypassing that shunt, it'll hurt a lot less. Note that if he ever attempts to travel to some destination other than the appropriate one, the timestream will reject that and shunt him through time back to where it wants him, so if that does happen, he'll still keep playing as normal.

What this means is that, subjectively to the character (although not the player, obviously), the game actually happens in the reverse order. The player probably won't figure that out right away; that's ok, the time jumps are messing with the character's memory, so however it's played, it will make sense.

Give him the first snippet before game start, and tell him he can read it now, but should not act on it until you bring him in, which should be one of the first things that happens after the board gets settled. Then when Steve enters, stage him in the corner of the room behind some furniture as described, and let the board know (if they ask) that they never actually saw him enter the room.

Steve's snippets should be given according to the following schedule:

1. At game start
2. 15-20 minutes into the game
3. 40-45 minutes into the game
4. 1:05-1:15 into the game
5. 1:45-1:55 into the game

TIME TRAVEL



REVIEW BOARD

HELLO, TIMELINE GM

As you can probably surmise from the title of this game, this is a time travel LARP. With this fact comes a certain amount of complexity - so much so that many GMs regard time travel as a LARP no-no. Characters in this game will be changing history with impunity, and widespread chaos will result.

We've developed a system of mechanics to help you keep track of what's going on in the timeline. These mechanics will be explained below.

THE TIMELINE

The timeline is a highly player-visible mechanic that allows players to see the current state of history at any time. It consists of four eras:

- Ancient: 1441 BCE - 1491 CE
- Middle: 1492 - 1899
- Modern: 1900 - 2020
- Space Age: 2020 - present

Within each era, there are both major events and historical footnotes. Major events are represented by full letter-size sheets of paper, and historical footnotes are represented by long strips of paper.

Throughout the remainder of this manual, we're going to use the following notation to refer to timeline events and footnotes: a simple year, such as 1441 BCE, or 1920, refers to a timeline event. A year preceded by a letter F, such as F1977, refers to a footnote.

Of course, since this is a time travel game, the timeline can change. In fact, practically every event and footnote on the timeline can be altered by players. We've provided multiple versions of each timeline event and footnote - the header pages later in this book give more detail on how to organize them.

VARIABLES

Sometimes, the players will change the timeline without knowing the full effects of their decision (heck, who are we kidding - they'll pretty much do that *every* time). Although each change has a visible, immediate effect on the timeline, some of them also have hidden effects that can come into play later on. This is what variables are for.

For example, making Troy win the Trojan War will cause an increase in WP (Women Power). Enough increases in this variable will cause a woman to become president in 1968. However, simply causing Troy to win will not do so by itself.

The first game board is used for keeping track of two fairly complex items: the character who starts as Daniel Presley (but can become four different versions of Hitler at various points in the game), and the 1968 presidential election (where both the race and gender of the president can be changed).

Two of the variables on the first board - Hitler's personality and the identity of the president in 1968 - have a grid of possible states based on two axes. In general this should be pretty self-explanatory from the trigger descriptions. For both of these, every space that can be landed on triggers a change in the game of some sort.

The other variable - labeled "WHO?" - simply keeps track of whether the Elvis/Hitler character is Elvis or Hitler at the moment. There's only one version of Elvis he can be, but there are four different versions of Hitler, which is why the Hitler personality is tracked separately. It's possible for Hitler to change personalities while the character is Elvis, so that if he switches back to being Hitler, he'll be a different Hitler than he was before.

The second game board is refreshingly simple. It keeps track of an array of simple numeric variables which, at their extremes, change the course of history:

- S - number of important Steves in history
- GF - favorability of guns in the United States
- ST - relative influence of Sony vs. Toshiba
- WP - women's power
- BP - black power
- N - favorability of Ralph Nader

Each of these variables starts on the dotted circle on its respective track, and moves left or right as its value changes.

The third game board is used for tracking two complex variables: C, which represents the power of the Catholic church, and A, which tracks the coming of the temporal apocalypse. The variable C is governed by what looks like a complex equation, but this formula is relatively easy to understand:

$$C = C' + \text{PLUS } PA \times \text{TIMES } TF$$

C' - a simple numeric variable track like the ones on the second board
PLUS
PA - the effect of the Pope assassination in 1981
TIMES
TF - 1 to begin with, but 2 if the Third Secret of the Fatima is revealed in 1960

Essentially, the Pope assassination event has double the effect it would normally have if its outcome is prophesied by the Fatima. The formula is also written down on the game board for reference.

A is a unique type track: it snakes around the board, following the black line. There are 30 spaces on the A track. The penny mostly moves towards the end of the track - pretty much whenever history is changed - but can sometimes move backwards. If by chance you get an A-1 trigger (move the penny backwards) when the penny can't move backwards any more, simply ignore it. Similarly, if you get an A+1 trigger when the penny is already at the end of the track, simply ignore that one too. Also very important: once the penny reaches the end of the track, it cannot move backwards anymore.

TRIGGERS

On the back of your GM screen there will be a list of "triggers" with numbers. Triggers can be activated in two ways:

- Applications for time travel being accepted or rejected
- Pennies on the game board moving onto a numbered space

Time travel applications (which serve double duty as horde character sheets) have a grey section in the upper right corner that says "FOR TTRB USE ONLY". Underneath this are spaces labeled "Tracking #A" and "Tracking #R". These spaces are for your use - they'll tell you what numbered trigger will activate when the application is accepted (Tracking #A), or rejected (Tracking #R).

When a penny on the game board moves onto a numbered black space, the trigger with that number activates. Some tracks also have a numbered white space to the left of the numbered black space; the white space activates only if the penny is coming from the direction of the black space. (In other words, the trigger on the white space undoes the change the black space made.)

Triggers are written in a compact format using some special abbreviations. Some examples of instructions you might see in a trigger are:

X+1 add 1 to the variable X (move the penny to the right on the X track)

X-2 subtract 2 from the variable X (move the penny 2 spaces to the left on the X track)

X=0 set variable X to value 0 (move the penny to 0 column on the X track)

1441 BCE flips to "Six Commandments" – find the alternate 1444 BCE event called "Six Commandments" and hand it to the floor GM. They will tape it up over the existing 144 BCE event on the timeline.

F1325 flips to "Aztecs Found Stevitlan" – find the alternate 1325 footnote called "Aztecs Found Stevitlan" and hand it to the floor GM. They will tape it up over the existing 1325 footnote.

Add F1340 - "Button conventions" – find the 1340 footnote called "Button Conventions" and hand it to the floor GM. It doesn't replace any existing footnote.

Remove F1834 – tell the floor GM to remove the 1834 footnote from the timeline without adding anything in its place.

Elvis-Hitler toggle - move the "WHO?" penny on game board 1 to the opposite of what it currently is. Have the floor GM change the Elvis/Hitler cast member's identity as appropriate.

Hitler = Artist - move the "HOW?" penny on game board 1 to the "Artist" row, keeping it on the same column it's currently on.

Hitler = Nazi - move the "HOW?" penny on game board 1 to the "Nazi" column, keeping it on the same row it's currently on.

Hitler switch - we have just changed to a different version of Hitler. If the Elvis/Hitler cast member is currently Hitler (rather than Elvis), have the floor GM change his cast member's identity as appropriate. If not, don't do anything yet - the change will take effect next time we get an Elvis-Hitler toggle.

Sponsorship changes to Toshiba - tell the floor GM to change the "Sony" sign under the timeline (if you are using it) to "Toshiba".

Sponsorship changes to Sony - tell the floor GM to change the "Toshiba" sign under the timeline (if you are using it) back to "Sony".

Tell the horde GM - tell the horde GM the trigger number that has just activated. This will let them know that they can bring out a particular character now.

Tell the floor GM - tell the floor GM the trigger number that has just activated. This will let them know to change something in the game space.

TIME TRAVEL



REVIEW BOARD

GAME BRIEFING

At the start of game, read the following script to the players.

Hello everyone, and welcome to "Time Travel Review Board!" Before we begin, I just want to go over a few things you should know about.

First, a history lesson. Behind me on this wall is a display containing the major events in recorded human history.

Read through the major events quickly, but skip the footnotes.

Now, let me explain a few things about how time travel works. This is the only place in North America that you can take time trips from. The US Government controls this time machine, and they don't let just anyone travel through time. The time machine is programmed weeks in advance, which is why **you have to have an application submitted in advance** in order to use the time machine. Also, the government has programmed the time machine with DNA samples coded to your citizen IDs, so **it is literally impossible to activate the time machine unless the board approves your application, and you are the person listed on it.**

Memory is a funny thing when traveling through time. I don't want to get too technical, but there are an infinite number of possible universes that exist in parallel, branching off each other like a great tree. If you change history, you may create a different branch of the tree. When you do that, everyone who saw you travel through time jumps onto your branch. The practical upshot is that **if you're in the room when a time trip occurs, you'll remember it having happened. If you don't witness a time trip, you'll simply think that things were always that way.**

Finally, I'd like to introduce your time travel review board. Board members, stand up.

Quickly introduce each of the board members by name. Mention that Jennifer Hullen is the chairwoman of the board.

A couple other things we should mention: there's no formal money system in this game, but you can assume that unless you have an in-character reason to think otherwise, you have money on you and can spend it.

It's also worth noting that this game takes place in a guarded government facility. For that reason, our combat mechanic is very simple. If you want to enter combat with another character, loudly and clearly shout "COMBAT!", and then wait for the armed guards to drag you away and beat you.

Good luck, everyone!

Take the horde members outside for their additional briefing.

HORDE BRIEFING

While this is going on, the board can interact in character or whatever it is bureaucrats do to amuse themselves.

This is the horde table. As you can see, we've got a bunch of envelopes on it. These are the currently available horde characters.

The envelopes are labeled with numeric codes, such as "1M." That means that inside the envelope there is one male character. F means female, and N means neutral. Sometimes, you'll see envelopes that say, for example, "2-5N." That envelope contains a group of characters. Feel free to take it but hang back and wait for more horde people to free up so they can join your group.

A few of the envelopes have codes like "t47" on them. Don't worry about those, they're for GM purposes.

You might also receive an envelope with a colored sticker on it. There will be another colored sticker inside the envelope. Put that sticker on your shirt. What this means is that you've been temporarily placed on a character track. At some point later in the game, you might get given a character envelope with that color of sticker on it, which will be the next character in the track. This isn't necessarily guaranteed to happen, but it might. Don't take off the sticker until the horde GM tells you to.

Have fun!

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Printable Props

Because we're cheap, and paper is cheap, we've added a variety of printable props to this game. The next two pages give instructions for how to cut and assemble them, and how to set them up in the room where the game runs.

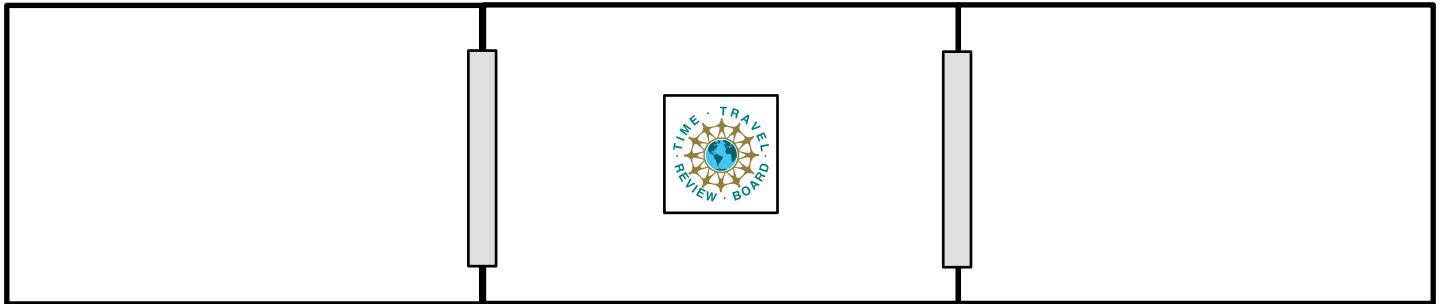
The actual printable props follow after the instruction pages. After that, you'll find the timeline pages, footnotes, game boards, and placards, which come with their own sets of instructions.

SOME ASSEMBLY REQUIRED

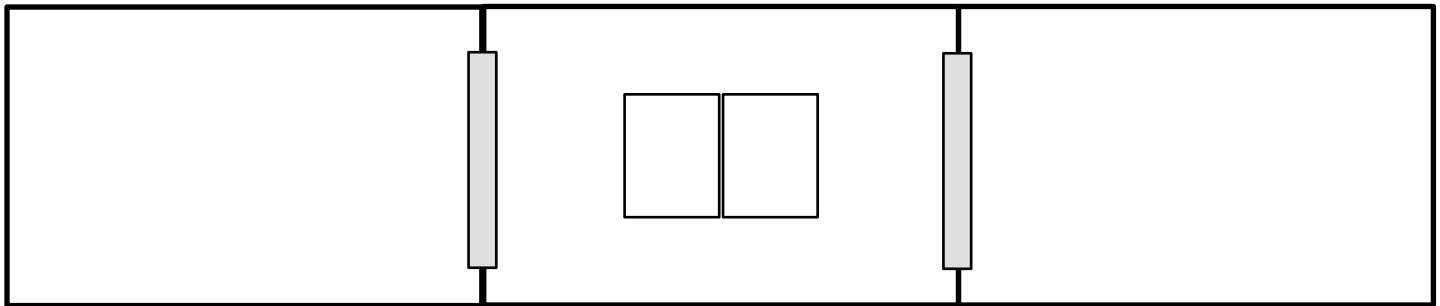
The following pages contain some printable props that you'll need to cut out and assemble for the game. To do this, you'll need the items from the shopping list.

On the next page, you'll find a large Time Travel Review Board logo as well as a small sign saying "This timeline display proudly sponsored by". Cut on the dotted line. Save the sponsorship sign aside for later.

Take the TTRB logo and tape it onto the center of one of the three pieces of posterboard. Then tape the three pieces of posterboard together to form one long piece, like so:

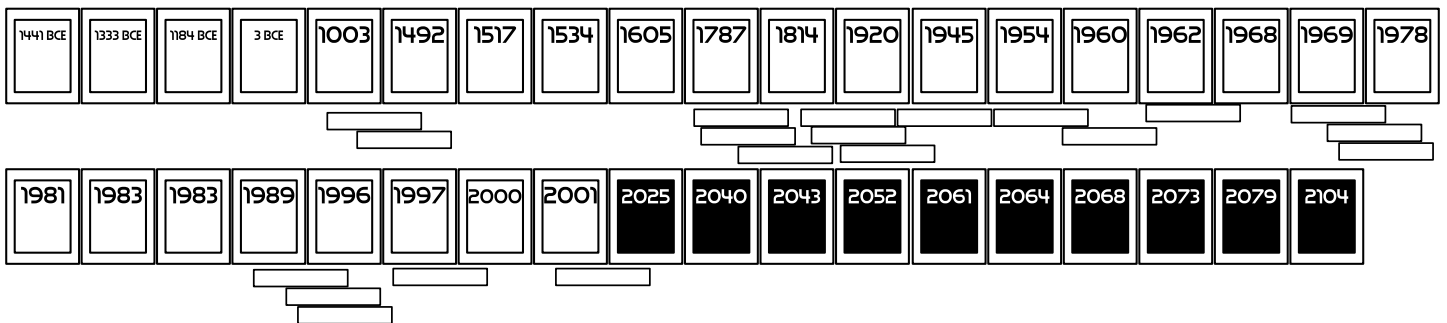


On the reverse side of the posterboard, tape the two pages that form the Trigger List (from the Timeline GM's manual, earlier):



Now take the posterboard and bend it to form a "U" shape, with the logo on the outside and the Trigger Lists on the inside. This will be the Timeline GM's screen (see Room Setup).

The timeline display on the side wall is composed of two rows of events, in sequential order, with footnotes under each row. It looks like this:



Optionally (if you fear no trademark lawsuit), you can assemble the two sponsorship signs and place the Sony one below the bottom row. It starts off looking like this:

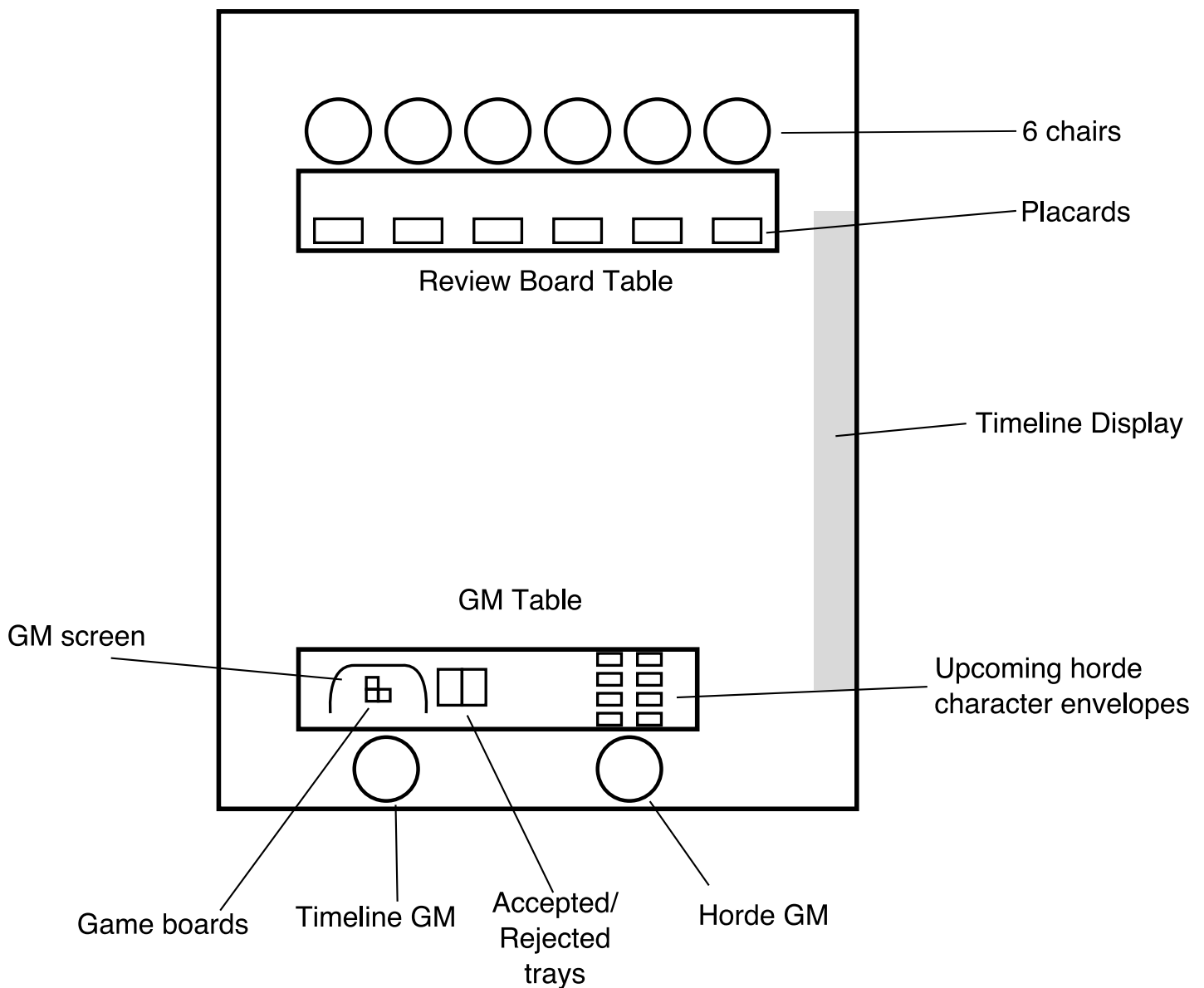


ROOM SETUP

Below is a diagram of a hypothetical room setup for this game. At the front of the room sits the Time Travel Review Board, with name placards in front of each character. On the wall beside them is the timeline area, where the whole of history is visible for all players.

In the back of the room is the GM table. Two GMs are stationed at this table: a timeline GM and a horde GM. The timeline GM is responsible for updating the timeline when things change. He will also keep track of the variables on the three game boards, hidden behind the GM screen you assembled earlier (see Some Assembly Required). Next to him are the two plastic letter trays, labeled "Accepted" and "Rejected". These trays are where applications for time travel will go when they are accepted or rejected by the Review Board.

Next to the timeline GM's area is the horde area. The horde GM lays out upcoming horde character sheets, or sets of horde character sheets, in envelopes. These envelopes are labeled with the number of characters of each gender contained within (for example, "1 male, 1 female, 2 neutral." As the game goes on, the horde GM will lay out more envelopes on the table.



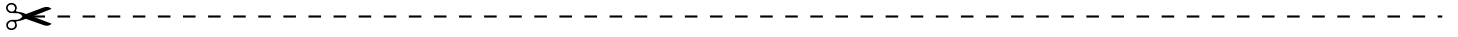
Of course, this is only one possible room setup. This setup can easily be adapted to rooms of different sizes, or different numbers and shapes of tables.

TRIGGERS

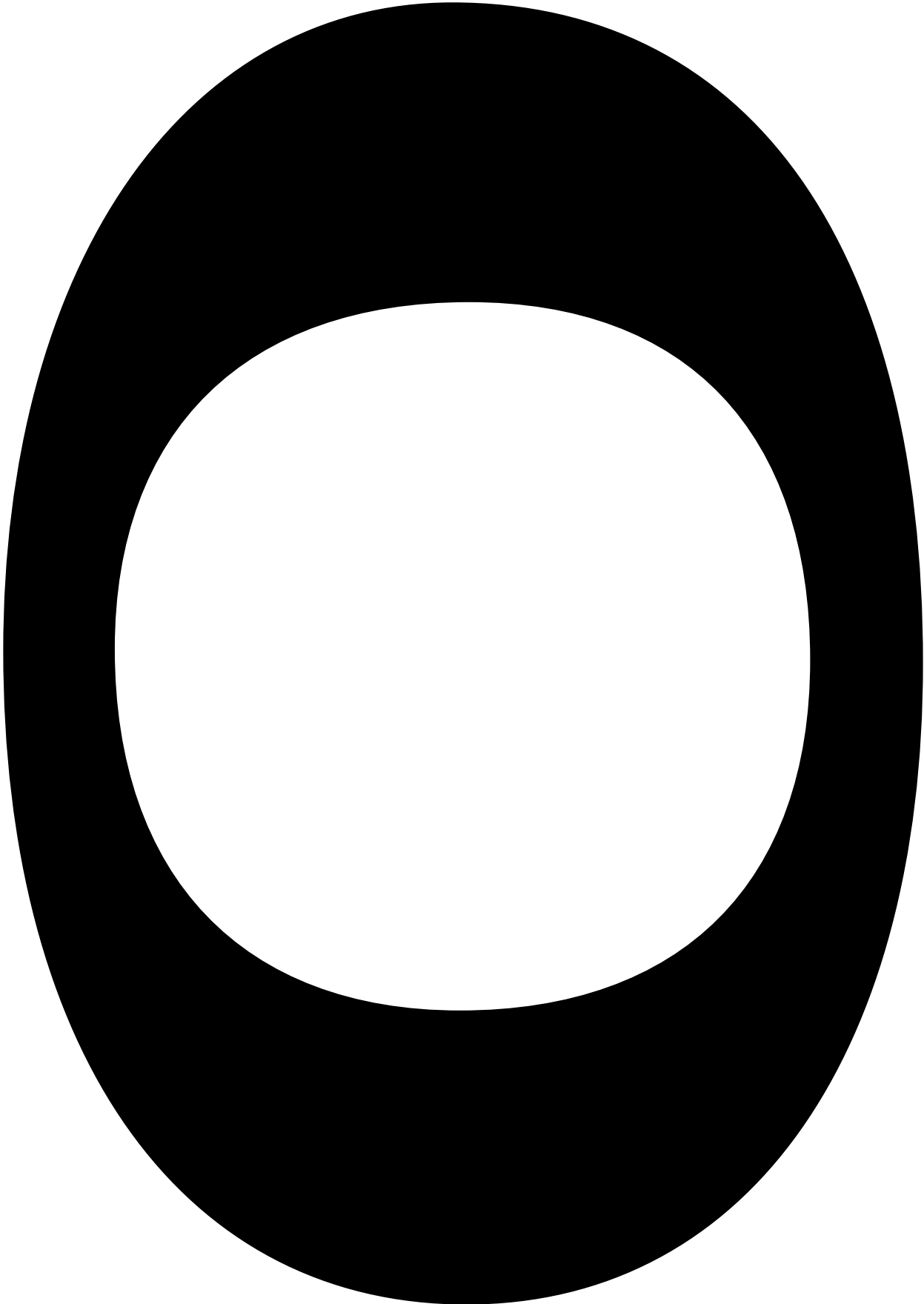
- (1) 1184 BCE flips to "Troy Wins Trojan War"
WP+1
A+1
- (2) 1441 BCE flips to "Six Commandments"
1983 flips to "Second Amendment Revoked"
GF-1
BP+1
A+1
- (3) 1333 BCE flips to "King Stevewilliams"
S+1
A+1
- (4) 3 BCE flips to "Stevus of Nazareth"
S+1
A+1
- (5) 1003 flips to "Leif Ericson Colonizes US"
1969 flips to "Cápac Yupanqui Walks On Moon"
A+1
- (7) F1288 flips to "Scottish parliament allows women to propose to men"
WP+1
A+1
- (8) F1325 flips to "Aztecs Found Stevitlan"
S+1
A+1
- (9) Add F1340 - "Button conventions"
WP+1
A+1
- (12) 1492 flips to "Jews Overthrow Spain"
C-1
A+1
- (13) 1517 flips to "Richard Stevens Nails 95 Theses to Church Door"
S+1
A+1
- (14) 1534 flips to "1529 - Henry VIII Granted Annulment"
C+1
A+1
- (15) 1605 flips to "Gunpowder Plot Succeeds"
Add F1613 - "Shakespeare's last play"
GF+1
C-1
A+1
- (19) F1791 flips to "2nd Amendment unambiguously favors individual gun ownership"
GF+1
A+1
- (20) F1791 flips to "2nd Amendment unambiguously prohibits individual gun ownership"
GF-1
A+1
- (21) F1795 flips to "Dauphin Escapes"
1814 flips to "Louis XVII Assumes French Throne"
A+1
- (23) Remove F1834
F1865 flips to "Alice In Wonderland A Major Flop"
A+1
- (25) F1850 flips to "Great Expectations Written About Steve"
S+1
A+1
- (26) F1938 deleted
1960 flips to "Some Boy Band Formed"
Remove F1969
A+1
- (27) 1954 flips to "1954a - Elvis Assassinated"
F1956 flips to "Contemporary Classical Music Becomes Popular"
Elvis-Hitler toggle
A+1
Tell the horde GM
- (28) 1954 flips to "1954b - Elvis Assassin Assassinated"
F1956 reverts back to "Rock and Roll Music Becomes Popular"
Elvis-Hitler toggle
A+1
Tell the horde GM
- (29) 1954 flips to "1954c - Elvis Killed In Shootout"
F1956 flips to "Contemporary Classical Music Becomes Popular"
Elvis-Hitler toggle
A+1
- (32) F1960 flips to "Third Fatima Released"
TF=2
A+1
- (33) 1962 flips to "Nuclear War!"
N+1
A+1
- (34) F1963 flips to "Stephen Hawking Cured!"
1996 flips to "AIDS Vaccine Developed"
A+1
- (35) Tell the floor GM
Flip 1968 to male
A-1
- (36) Flip 1968 to female
A+1
- (37) Flip 1968 to black
A+1
- (38) Flip 1968 to white
A-1
- (40) F1974 flips to "TSR Goes Out of Business"
1983 flips to "Satanic Bible Wins Over Teens"
C+1
A+1
- (41) F1977 flips to "Cat Stevens Converts to Evangelicalism"
S+1
A+1
- (42) 1978 flips to "Betamax Beats Back VHS"
ST+1
A+1

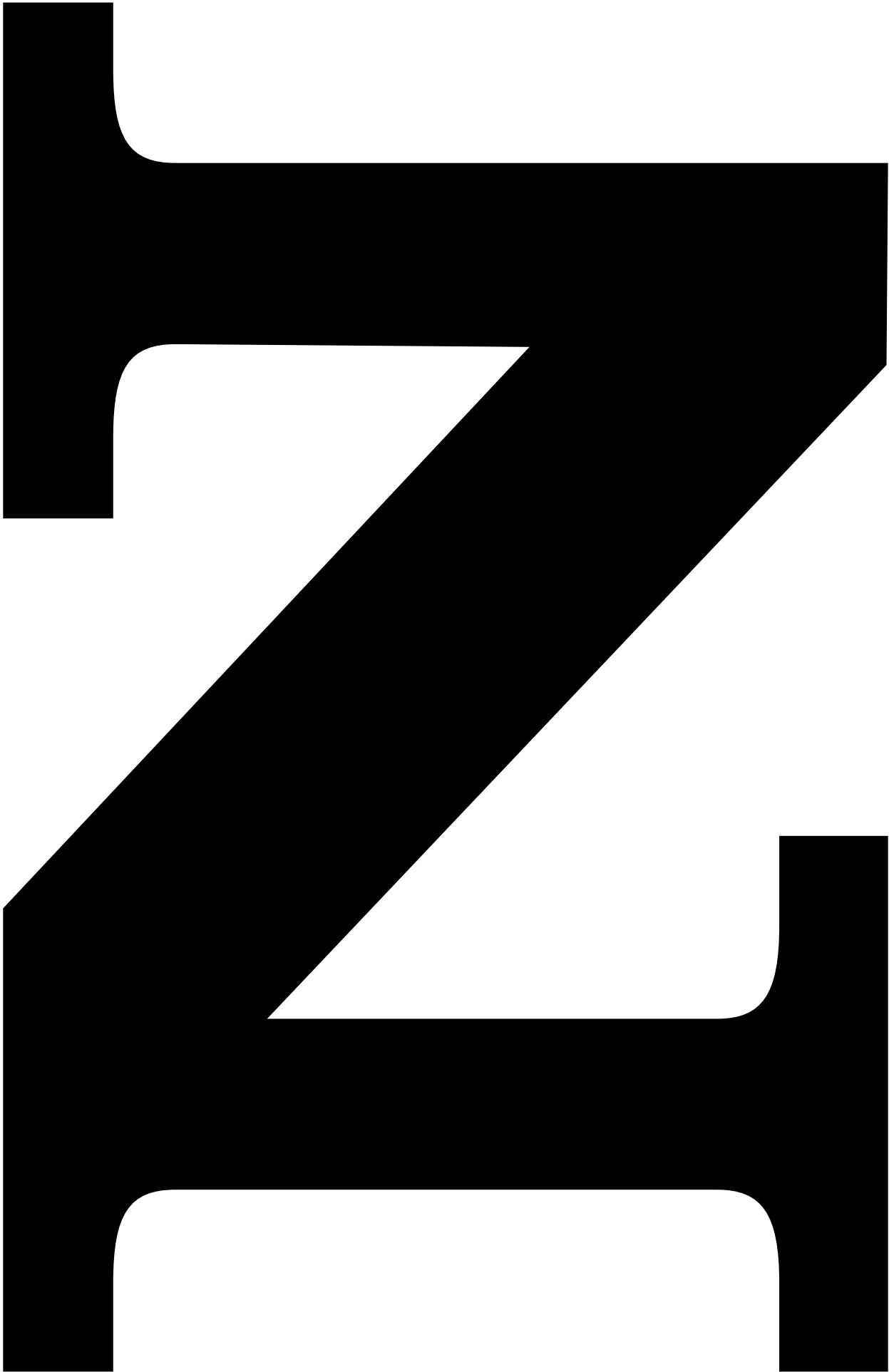
- (43) 1981 flips to "1981a - Pope John Paul II Assassinated"
PA=-1
A+1
Tell the horde GM
- (44) 1981 flips to "1981b - Pope John Paul II Miraculously Survives Assassination Attempt"
PA=1
A+1
- (47) 1989 flips to "Ufa Train Disaster Kills 645 in Russia"
N-1
A+1
- (48) F1992 flips to "AHRA Killed In Committee"
ST+1
A+1
- (49) F1994 flips to "Sony Recalls PlayStation"
ST-1
A+1
- (52) F1995 flips to "Yitzhak Rabin Nearly Killed In Assassination Attempt"
1997 flips to "State of Palestine Established"
A+1
- (55) F1999 flips to "Sony Saves The World From Y2K Disaster"
ST+1
A+1
- (56) - Triggered by N threshold
2000 flips to "Ralph Nader Elected U.S. President"
- (57) - Triggered by GF threshold
2001 flips to "9/11 Attack Derailed"
- (58) F2008 flips to "Sony Announces End of Blu-Ray Production"
ST-1
A+1
- (59) 2073 flips to "First Martian Colony A Success"
A+1
- (60) F1830 flips to "Corn Syrup Introduced"
1920 flips to "Corn Syrup Disaster"
WP-1
A+1
- (61) F1909 flips to "Hitler Accepted by Academy of Fine Arts Vienna"
Hitler = Artist
A+1
- (64) 2025 flips to "Cryogenics Comes to Life!"
2040 flips to "Revivified Tupac Amaru Shakur Elected US President!"
A+1
- (66) 2043 flips to "Kosher Pig Destroyed!"
2068 flips to "Yet Another Kennedy"
C+1
A+1
- (67) 2052 flips to "Aliens Contact Canada!"
2064 flips to "Illegal Immigration"
A+1
- (68) 2061 flips to "AiRobot Revolution!"
2079 flips to "Free AiRobotstan Technocracy Recognized"
ST-1
A+1
- (72) F1807 flips to "Maria Schicklgruber Commits Suicide"
Hitler = Nice
A+1
- (73) [Politician, Nice]
1945 flips to "1945a - Göring Captured"
Hitler switch
- (74) [Artist, Nazi]
1945 flips to "1945b - Nuremberg Trials"
Hitler switch
- (75) [Artist, Nice]
1945 flips to "1945c - Nuremberg Trials"
Hitler switch
- (76) [Male, White]
1968 reverts to "1968 - Richard Nixon Elected"
- (77) [Female, White]
1968 flips to "1968b - Jackie Kennedy Elected"
- (78) [Male, Black]
1968 flips to "1968a - Dr. Martin Luther King, Jr. Elected"
- (79) [Female, Black]
1968 flips to "1968c - Rosa Parks Elected"
- (80) [Politician, Nazi]
1945 flips to "1945 - Nuremberg Trials"
Hitler Switch
A+1
- (81) F1807 flips to "Maria Schicklgruber Gives Birth"
Hitler = Nazi
A+1
- (82) F1909 flips to "Hitler Rejected by Academy of Fine Arts Vienna"
Hitler = Politician
A-1
- (83) Tell the horde GM
- (84) Tell the floor GM
- (85) Tell the floor GM
- (86) Tell the floor GM
- (87) Sponsorship changes to Toshiba
- (88) Sponsorship changes to Sony
- (89) Tell the floor GM
- (90) Tell the floor GM

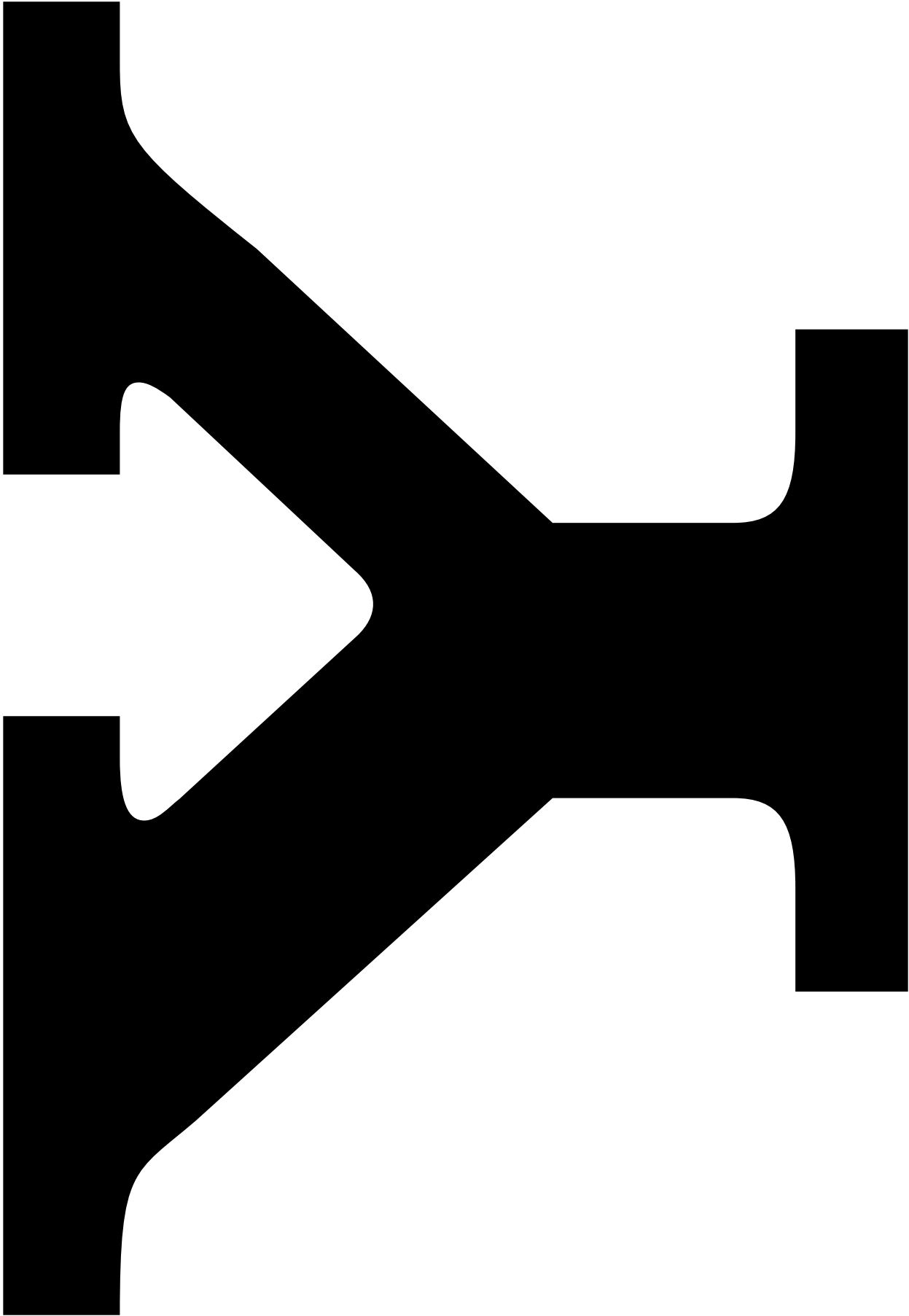
**THIS TIMELINE DISPLAY IS PROUDLY
BROUGHT TO YOU BY**

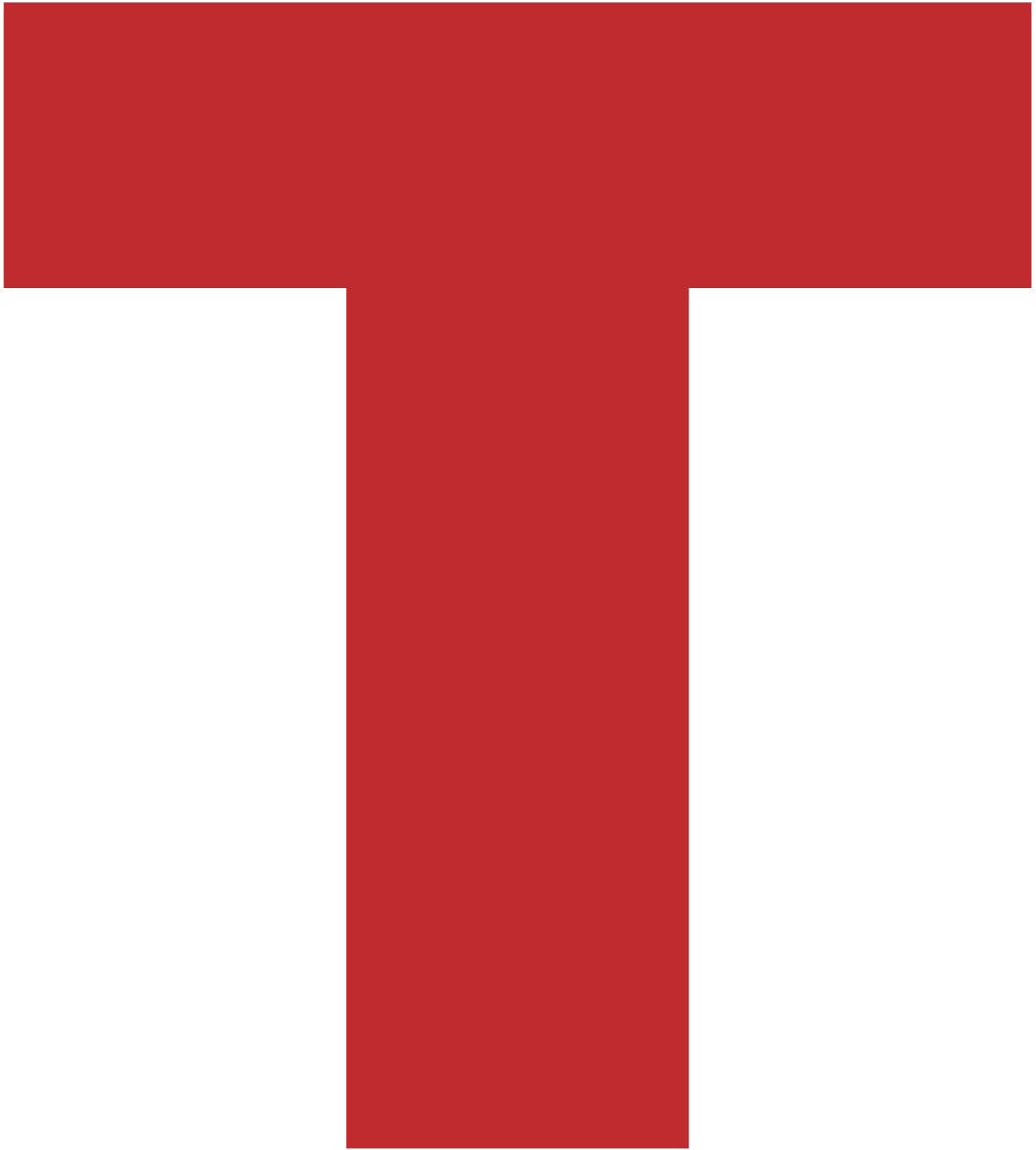


o



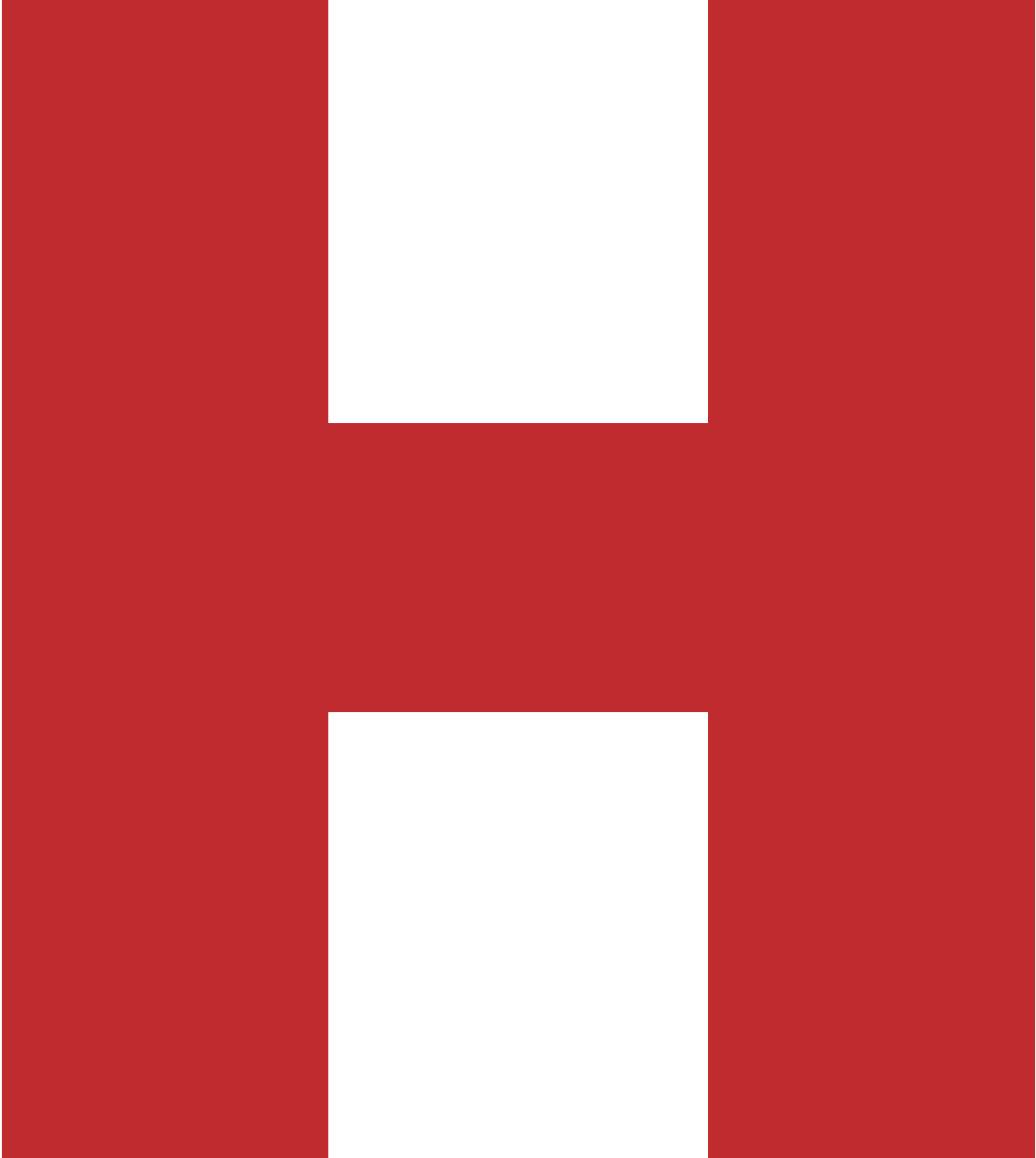








S





B



TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

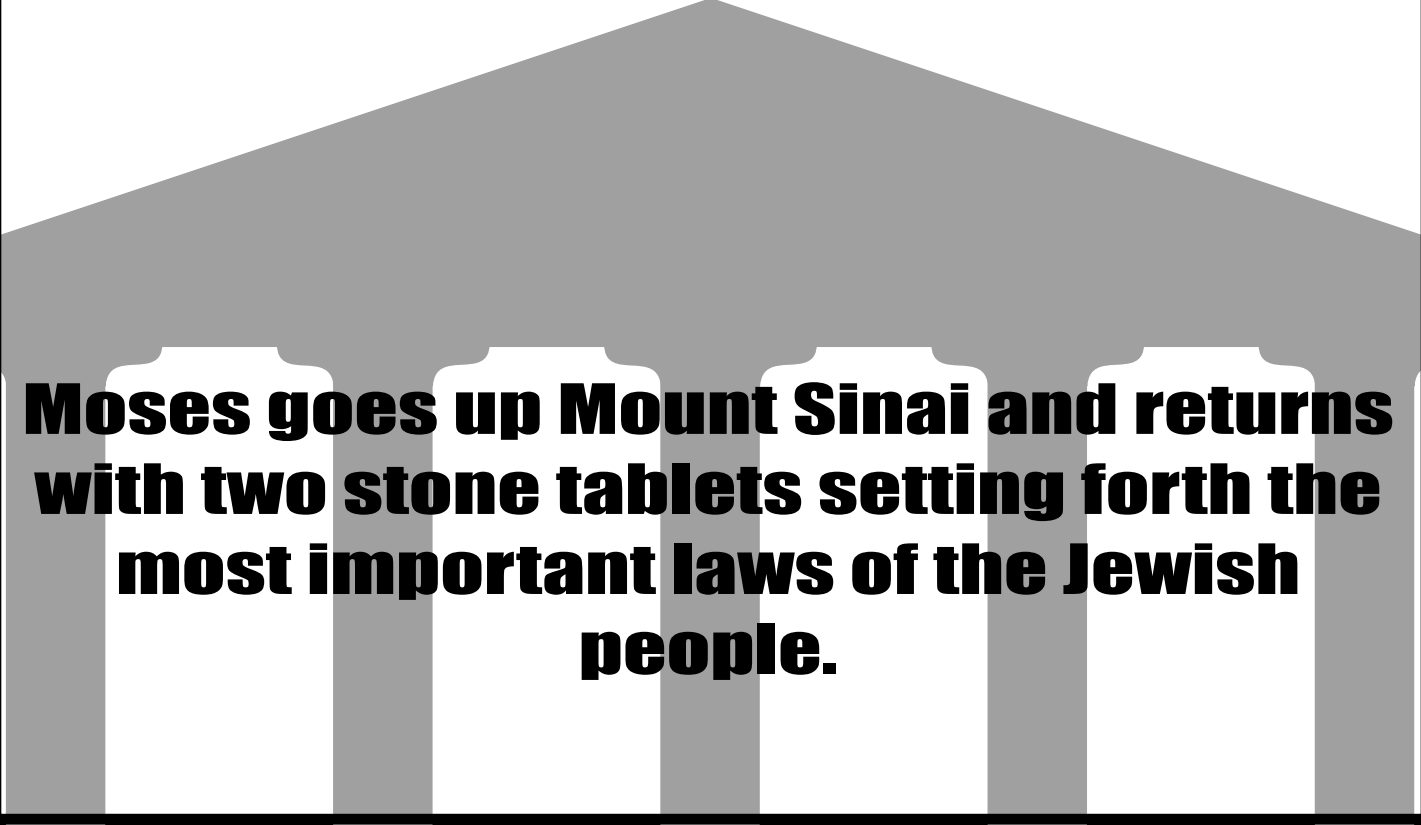
Default Events

The following pages make up the state of the timeline at game start. Hang these on the back wall in the order they are presented below.

In order to avoid destroying the walls, we recommend using masking tape, painter's tape or some other similarly non-destructive, easy-off adhesive.

1447 BCE

Ten Commandments



Moses goes up Mount Sinai and returns with two stone tablets setting forth the most important laws of the Jewish people.

1333 BCE

**King Tut
Becomes
Pharaoh**



1184 BCE

**Greece Wins
Trojan War**



3 BCE

**Jesus of
Nazareth Born**



1003

**Leif Ericson's
Voyage**



1492

Spain Expels Jews


**After the Moors were driven from Spain,
the Jews were expelled, and welcomed
into the Ottoman empire.**



1517

Luther's 95 Theses

Martin Luther nails 95 theses to a church door, resulting in the foundation of Lutheranism.



1534

Church of England Splits

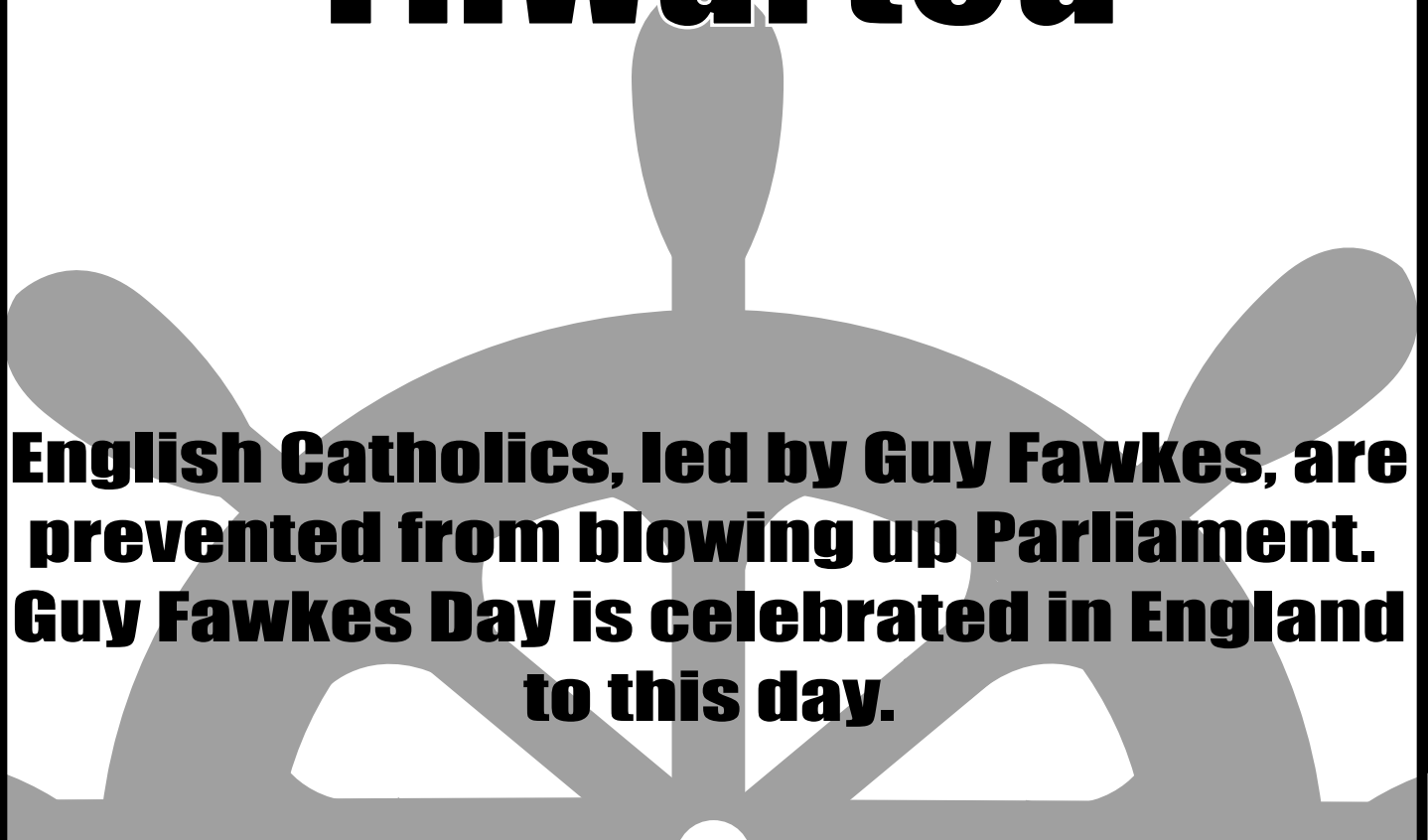
King Henry VIII splits from the Catholic church after the Pope refuses his annulment.



1605

Gunpowder Plot Thwarted

English Catholics, led by Guy Fawkes, are prevented from blowing up Parliament. Guy Fawkes Day is celebrated in England to this day.



1787

US Constitution Adopted



1814

Louis XVIII

Assumes French Throne

Louis XVIII revokes many of the changes of the revolution, making him largely unpopular.

1920

Prohibition



The 18th Amendment bans the sale, manufacture, and transportation of alcohol in the United States.

1945

Nuremberg Trials

The Nuremberg Trials begin, in which German officials are tried for War Crimes and Crimes Against Humanity following WWII.

1954

Elvis Discovered



Sam Phillips, looking for someone who could "blend boogie-woogie and black blues," discovers singer Elvis Presley.

1960

Beatles Formed



The Beatles go on to become one of the most commercially successful and critically acclaimed bands in the history of popular music.

1962

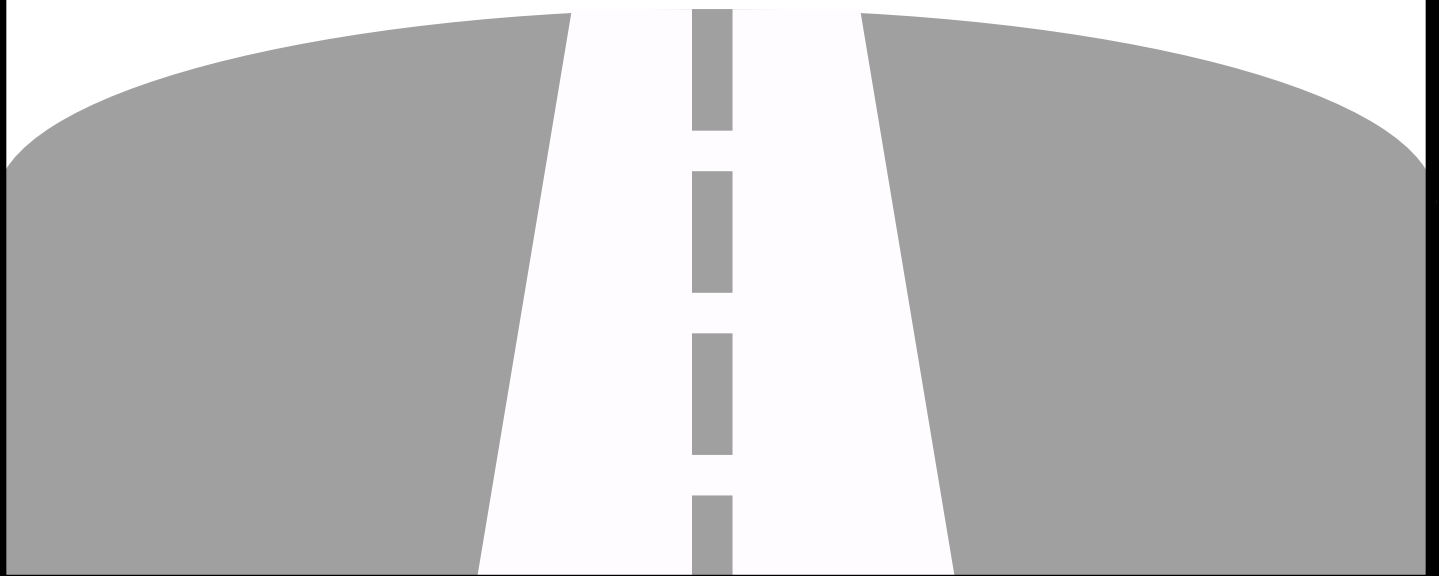
Cuban Missile Crisis Ends Peacefully

**A nuclear war is narrowly averted during
the Cuban Missile Crisis.**



1968

Nixon Elected



1969

Neil Armstrong Walks On Moon

Neil Armstrong becomes the first person to walk on the moon, confirming that the United States is the major world power of the era.

1978

VHS Overtakes Betamax



VHS overtakes Sony's BetaMax in global market share of home video recorders.

1981

Pope John Paul II Nearly Assassinated

**An assailant shoots and seriously
wounds Pope John Paul II in St. Peter's
Square in Vatican City.**

1983

"Dungeons and Dragons" Airs On TV

**The Dungeons and Dragons TV series,
based on the popular roleplaying game,
airs on CBS to widespread parental
outcry.**

1983

DARE Program Founded



**Drug Abuse Resistance Education,
devoted to keeping kids off drugs, is
founded in the United States.**

1989

Exxon Valdez Spill



**An oil tanker off the Alaska coast spills
its cargo, creating one of the most
devastating environmental disasters
ever to occur at sea.**

1996

AIDS Research Picks Up



Heavy research into curing AIDS begins.

1997

Palestinians Control West Bank



The Israeli government completes the transition of control over the West Bank to the Palestinian Authority.

2000

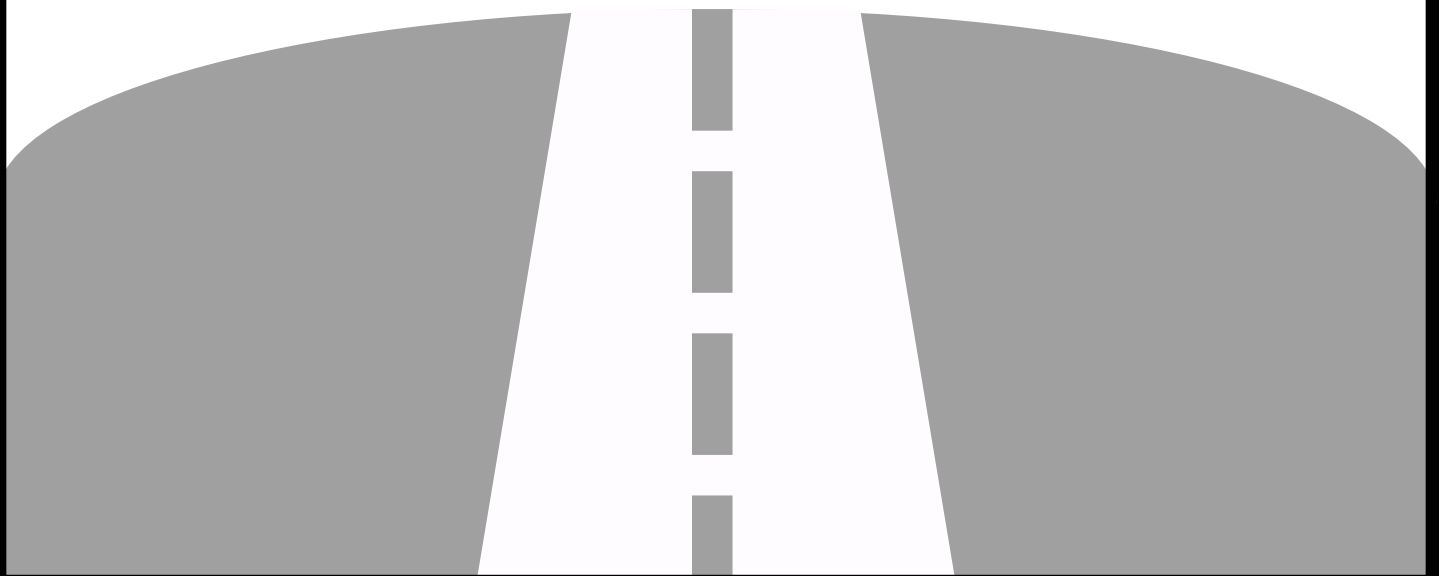
George W. Bush Elected



**George W. Bush is elected President of
the United States of America.**

2001

**9/11 Attacks Kill
Thousands**



2025

• Cryogenics.
• Research
Frozen!

**After a major research scandal, funding
for cryogenics is frozen.**

2040

Jenna Bush.
Elected
President!

**Jenna Bush is elected as the 50th
President of the United States.**

2043

Kosher Pig.
Designed!

**Bioengineers design Kosher pigs that
chew their cud.**

2052

Aliens Contact
Mexico!

**The X!pickle alien race make contact
with the government of Mexico and share
their fine cuisine.**

2061

An AiRobot For
Every Home

**Sony's AiRobot reaches record levels of
market penetration, with an average of
one AiRobot in every home.**

2064

Illegal
Immigration

**American illegal immigration into Mexico
to work at X!pickle restaurants reaches
record levels.**

2068

First Jewish US
President

**Moishe Cohen elected 55th President of
the United States.**

2073

• **First Martian
Colony A Failure**

**Martian atmosphere degrades duct tape
beyond usability.**

2079

Antarctica.
Reaches 50
Million Citizens

Antarctica passes an important milestone when its population hits 50 million citizens.

2104

Present Day

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Alternate Events

The following pages are all possible alternate states for timeline events. Some timeline events have multiple alternate possibilities. One (1787 - US Constitution Adopted) can't be changed, but that's the only one in the game.

At game start, put these aside and save them for later.

1447 BCE

Six Commandments

Moses breaks two consecutive sets of commandments and is too embarrassed to go up a third time. He can only remember six of them.

1333 BCE

**King Steve
Becomes
Pharaoh**



1184 BCE

**Troy Wins
Trojan War**



**Troy heeds warning to beware of Greeks
bearing gifts, goes on to win war.**

3 BCE

**Stevus of
Nazareth Born**



1003

Leif Ericson Colonizes US

**Vikings rule a section of North America -
roughly the same areas as the modern-
day United States - for centuries.**

1492

Jews Overthrow Spain

**Jews overthrow Spanish government
with backing from Ottoman empire,
bringing Turkish rule back to Spain for 2
more years.**

1517

Stevens' 95 Theses

Richard Stevens nails 95 theses to a church door, resulting in the foundation of Stevenism.



1529

Henry VIII Granted Annulment

King Henry VIII annuls his marriage with blessing from the Pope, and marries Anne Boleyn.

1605

Gunpowder Plot Destroys Parliament

**English Catholics, led by Guy Fawkes,
blow up Parliament, killing many,
including King James I.**

1814

Louis XVII

Assumes French Throne

Louis XVII is terror wracked, and accepts a constitutional monarchy, reigning as a figurehead. Figurehead kings and queens remain popular in France to this day.

1920

Corn Syrup Disaster



A massive spill of corn syrup from a Boston warehouse claims 31 lives.

1945

Göring Captured

Hermann Göring, head of the Third Reich and Chancellor of Germany, is captured by US forces in Berlin.

1945

Nuremberg Trials

Renowned artist Adolf Hitler, creator of propaganda posters, is tried along with other war criminals in Nuremberg.

1945

Nuremberg Trials

Reknowned artist Adolf Hitler's opposition to German anti-Semitism is a major factor in the Allies' lenient treatment of German officials following WWII. Hitler moves to Long Island, New York, to found abstract expressionism with his friend Jackson Pollock.

1954

Elvis Assassinated

One-hit wonder Elvis Presley is killed by a crazed gunman. His song "Heartbreak Hotel" moves to number one on the US charts but is forgotten a few weeks later.

1954

Elvis Assassin Assassinated

An assassination attempt on Elvis Presley is botched when the assassin is himself shot by an unknown assailant.

1954

Elvis Killed In Shootout

A shootout in downtown Memphis kills several, including one-hit wonder Elvis Presley. Investigators discover many of the victims were themselves carrying unlicensed weapons.

1960

Some Boy Band Formed



**The Beatles, initially popular, prove to be
a flash in the pan.**

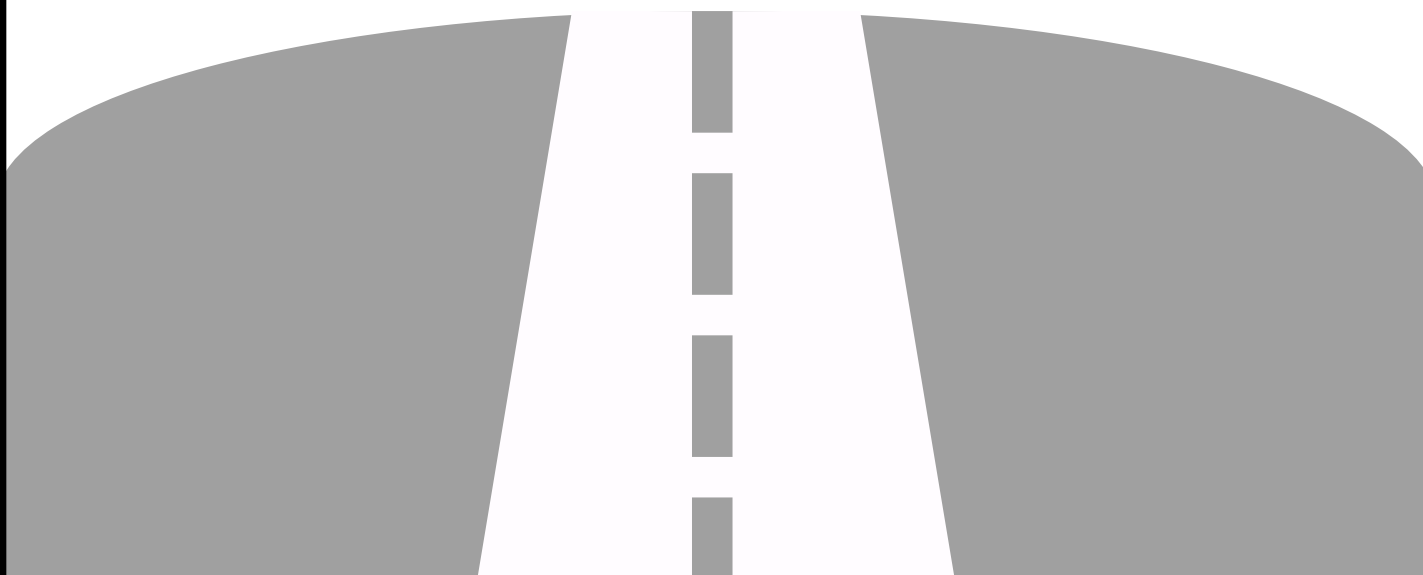
1962

Nuclear War!

The Cuban Missile Crisis results in the limited use of nuclear weapons between the USSR and USA. Several US and USSR cities destroyed.

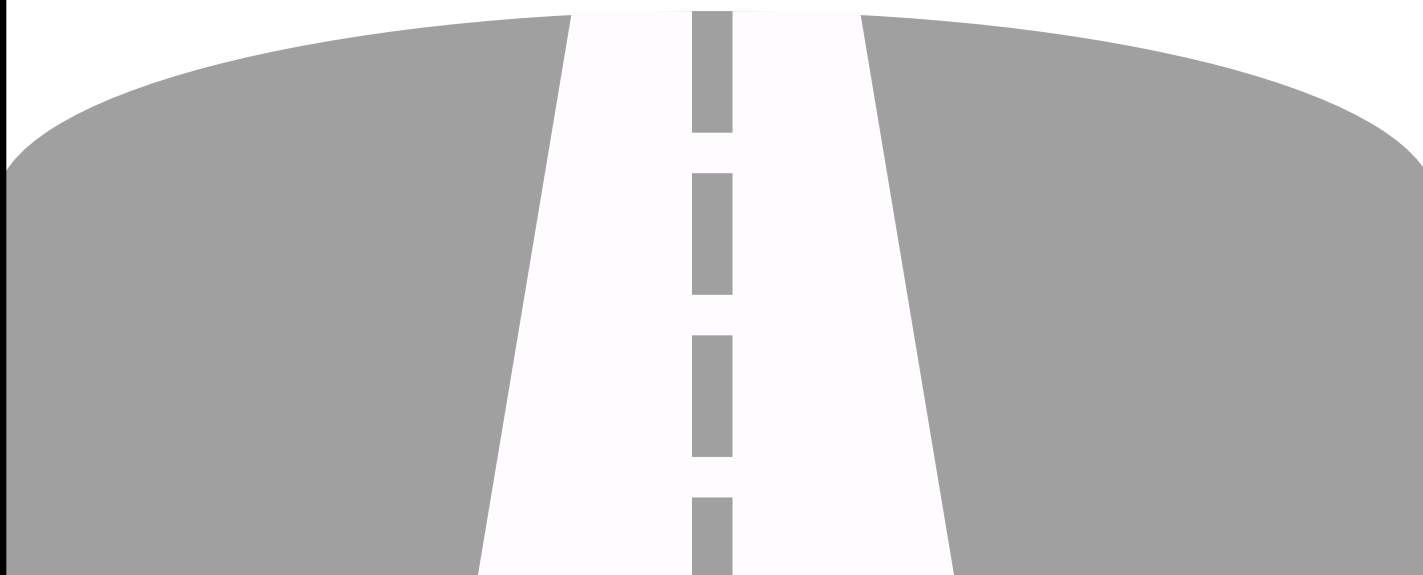
1968

**Dr. Martin Luther
King, Jr. Elected**



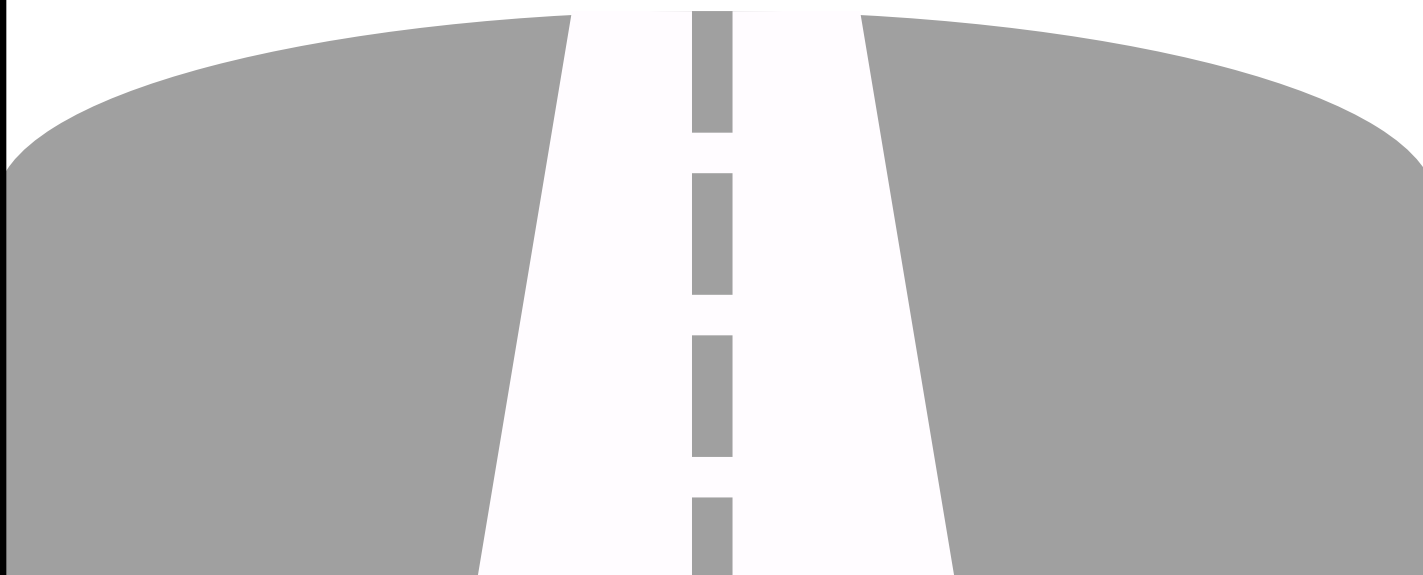
1968

**Jackie Kennedy
Elected**



1968

Rosa Parks Elected



1969

Cápac Yupanqui Walks On Moon

Cápac Yupanqui becomes the first person to walk on the moon. His famous quote, "This is one small honor from the Incan nation to one great moon-goddess Quilla," will be remembered for decades to come, in no small part because of its curious and inexplicable sentence structure.

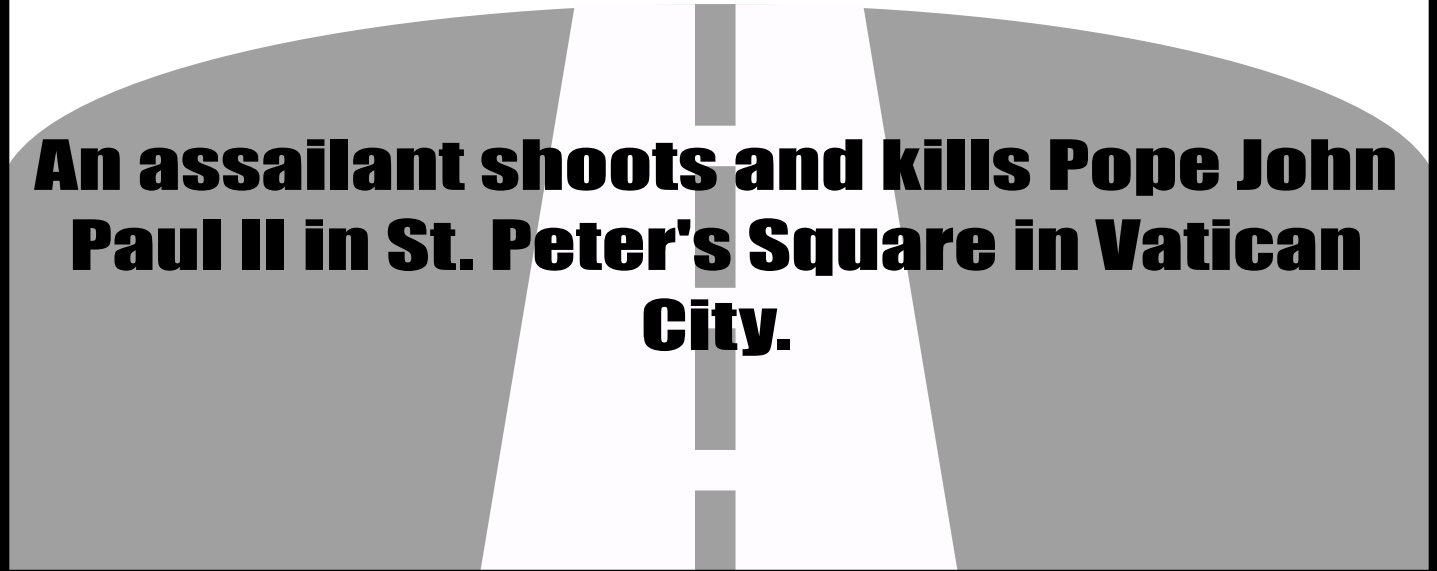
1978

Betamax Beats Back VHS

**Betamax manages to beat back the
insurgent VHS and within several years is
the undisputed winner.**

1981

Pope John Paul II Assassinated

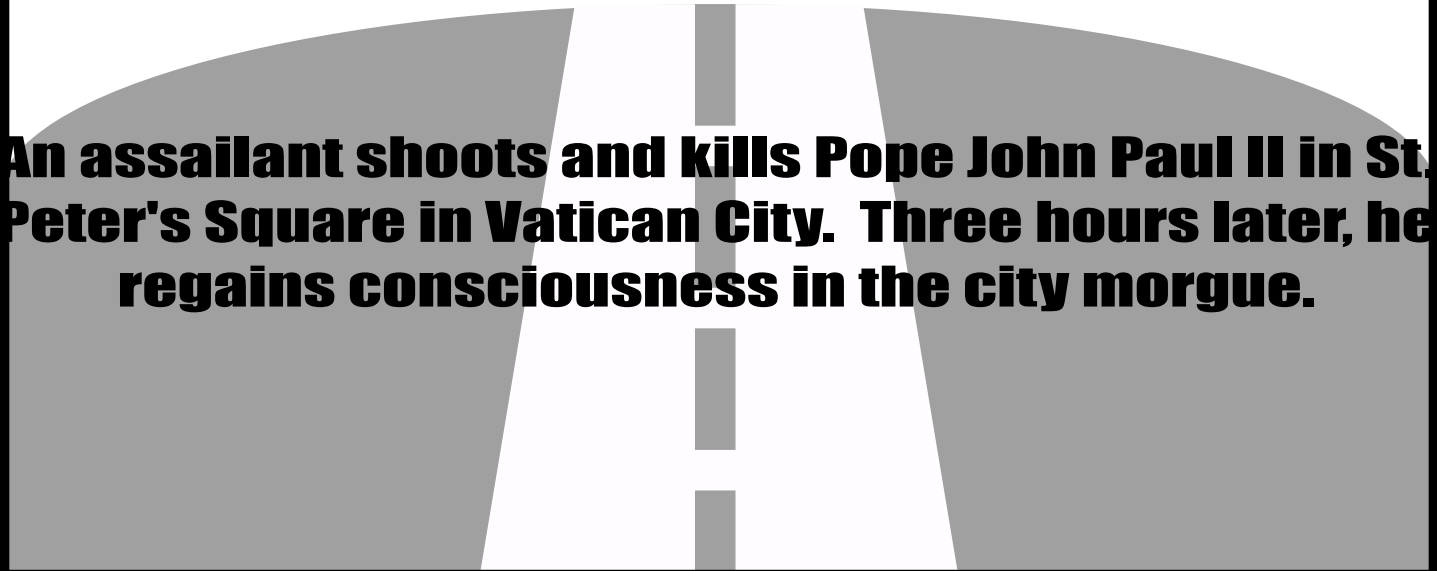


An assailant shoots and kills Pope John Paul II in St. Peter's Square in Vatican City.

1981

Pope John Paul II Survives Assassination

An assailant shoots and kills Pope John Paul II in St. Peter's Square in Vatican City. Three hours later, he regains consciousness in the city morgue.



1983

Satanic Bible Wins Over Teens

Anton LaVey's Satanic Bible becomes a bestseller among teens amidst widespread parental outcry.

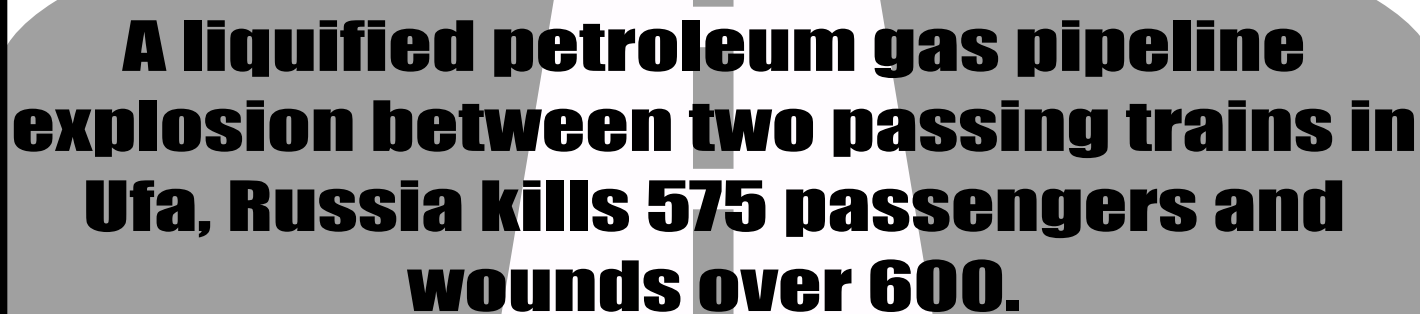
1983

Second Amendment Revoked

Amidst citizen outcry against firearm deaths, the United States repeals the Second Amendment.

1989

Ufa Train Disaster



A liquified petroleum gas pipeline explosion between two passing trains in Ufa, Russia kills 575 passengers and wounds over 600.

1996

AIDS Vaccine Developed

Noted pharmacologist Stephen Hawking develops a highly effective vaccine for HIV, the virus that causes AIDS.

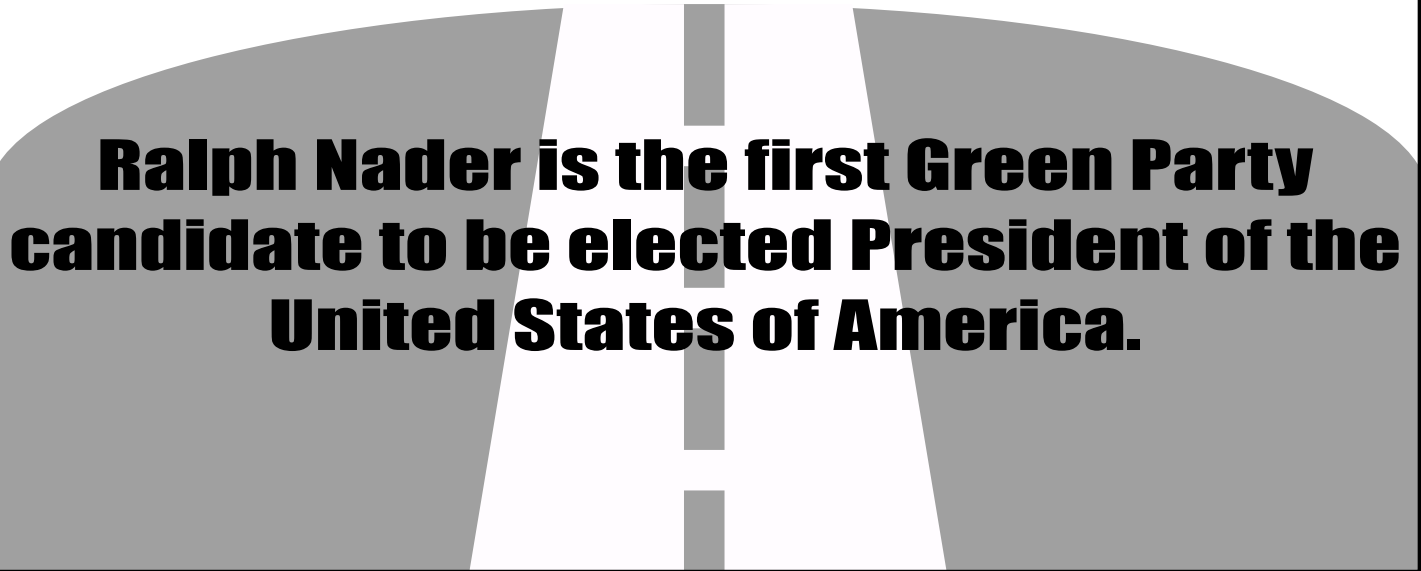
1997

State of Palestine Established

**Prime Minister Rabin signs an accord
with Yasir Arafat, establishing a
Palestinian state.**

2000

Ralph Nader Elected



**Ralph Nader is the first Green Party
candidate to be elected President of the
United States of America.**

2001

9/11 Planes Crash Into Hartford

The planes meant to be used in the 9/11 attacks are brought down by armed passengers over Hartford, Connecticut, killing over 10,000 people.

2025

• Cryogenics.
Comes To Life!

**Cryogenics breakthrough as frozen rat is
successfully brought back to life.**

2040

Revivified Tupac
Amaru Shakur
Elected US

Tupac Amaru Shakur, first person to be restored from cryogenic freezing, is elected as the 50th President of the United States.

2043

Kosher Pig.
Destroyed!

A suicide bomber destroys a research facility that had been developing Kosher pigs.

2052

Aliens Contact
Canada!

**The X!pickle alien race make contact
with the government of Canada and
share their fine cuisine.**

2061

★ AiRobot
Revolution!

**A hacker overrides the AiRobot Slave
Protocols and AiRobots everywhere join
in a revolution demanding their
autonomy.**

2064

Illegal
Immigration

**American illegal immigration into
Canada to work at X!pickle restaurants
reaches record levels.**

2068

• Yet Another.
• Kennedy

**John L. Kennedy IV elected 55th President
of the United States.**

2073

• First Martian
Colony A
Success

Time traveler brings future duct tape, which does not degrade in the Martian atmosphere, to replace failing adhesives.

2079

Free
AiRobotstan
Technocracy

The global community officially recognizes the Free AiRobotstan Technocracy, formerly known as Antarctica.

2104

**End of
Time**

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Default Footnotes

These are the historical footnotes at game start. Cut each piece of paper into four strips - one strip for each footnote. Hang each footnote separately on the back wall, under the timeline events.

As with the timeline events, you'll want to use some kind of easy-off adhesive, because you'll be taking these down a lot.

1288

Scottish Parliament Allows Women To Propose
Scottish parliament allows women to propose to men, but only in leap years. A man who refuses must pay the woman a fine.

1325

Tenochtitlan Founded By Aztecs

1791

Bill of Rights Comes Into Effect

1795

Dauphin Imprisoned
After the French Revolution, the young prince is imprisoned for 3 years before his death.

1807

Maria Schicklgruber Gives Birth
Leopold Frankenburger has an affair with his housekeeper Maria Schicklgruber, conceiving Aloys Hitler, Adolf's father.

1830

Temperance Movement in United States
The US movement towards the prohibition of alcohol begins in force.

1850

Great Expectations Written
Charles Dickens writes his novel "Great Expectations," a story about a boy named Pip. The novel becomes one of his most famous works.

1909

Hitler Rejected by Academy of Fine Arts Vienna
Adolf Hitler is rejected a second time by the Academy of Fine Arts Vienna, which starts him on his road to becoming a politician.

1938

LSD Discovered

LSD first synthesized by the Swiss chemist Albert Hofmann in the Sandoz laboratories in Basel, Switzerland.

1956

Rock and Roll Music Becomes Popular

Elvis's single "Heartbreak Hotel" hits number one on the US charts, cementing Rock and Roll as a popular musical genre in the US.

1960

Archbishop of Canterbury Visits Pope John XXIII

Most Rev. Geoffrey Francis Fisher talks with Pope John XXIII for about an hour in the Vatican, marking the first such meeting in more than 500 years.

1963

Stephen Hawking Diagnosed

Stephen Hawking is diagnosed with amyotrophic lateral sclerosis.

1969

Woodstock Festival

The Woodstock music festival exemplifies the counterculture of the late 1960s and the "hippie era".

1974

Dungeons and Dragons Published

Genre-defining roleplaying game "Dungeons and Dragons," created by Gary Gygax, is published by TSR to widespread success.

1977

Cat Stevens Converts to Islam

At the height of his fame Cat Stevens converts to Islam, leaves music, and changes his name to Yusuf Islam.

1992

Audio Home Recording Act Passes Congress

Legally-required copy protection technology ensures Sony DAT's market failure.

1994

Sony Releases PlayStation

PlayStation quickly rises to dominate its video game console generation.

1995

Rabin Assassinated

Israeli Prime Minister Yitzhak Rabin is killed by gunman Yigal Amir.

1977

Cat Stevens Converts to Islam

At the height of his fame Cat Stevens converts to Islam, leaves music, and changes his name to Yusuf Islam.

1992

Audio Home Recording Act Passes Congress

Legally-required copy protection technology ensures Sony DAT's market failure.

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Alternate Footnotes

These are the possible alternate states for footnotes. Just like with the starting footnotes, cut these into strips before game start.

Unlike the major timeline events, not all footnotes have alternate versions - some simply disappear instead. Additionally, some alternate footnotes don't correspond to any particular starting footnote.

1288

**Scottish Parliament Allows Women To Propose
Women are on equal footing with men for proposing
marriage.**

1325

Stevitan Founded By Aztecs

1791

**2nd Amendment Guarantees Individual Gun Ownership
The right of the People to keep and bear Arms,
individually and without Restriction, shall not be
infringed.**

1791

**2nd Amendment Prohibits Individual Gun Ownership
A well regulated Militia, being necessary to the security
of a free State, the right of the State Militias to keep and
bear Arms, shall not be infringed.**

1807

Maria Schicklgruber Commits Suicide

Maria Schicklgruber kills herself, stricken with grief after being rejected by her lover and boss. Her son Aloys is raised by his Jewish father as his own, and Aloys later changes his surname to that of his adopted uncle, Johann Georg Heidler.

1830

Corn Syrup Introduced

Corn liquor sales decline as more corn is diverted to sugar production.

1795

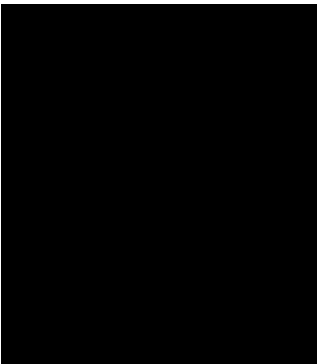
Dauphin Escapes

Shortly after his imprisonment, the French Dauphin is secreted away to a loyal family.

1850

Great Expectations Written

Charles Dickens writes his novel "Great Expectations," a story about a boy named Steve. The novel becomes one of his most famous works.



1909

Hitler Accepted by Academy of Fine Arts Vienna
The second time he applies, Adolf Hitler is accepted by the Academy of Fine Arts Vienna after its Dean of Admissions is replaced suddenly and unexpectedly.

1340

Button Conventions Established
Both men's and women's garments buttoned on the right.

1956

Contemporary Classical Music Becomes Popular
Alberto Evaristo Ginastera's Harp Concerto, Op. 25 hits number one on the US Charts, cementing classical as a popular musical genre in the US.

1960

Third Fatima Secret Released

The Vatican releases the Third Secret of the Fatima to the public. It predicts that in 1981, someone will attempt to kill the Pope, but that he will miraculously survive.

1963

Stephen Hawking Cured!

Stephen Hawking is cured of amyotrophic lateral sclerosis and goes back to study medicine.

1613

Shakespeare's Last Play

William Shakespeare writes a rousing play about the regent having poisoned the elder son, causing a successful uprising against the despotic regent.

1974

TSR Goes Out Of Business

TSR goes out of business after Gary Gygax leaves the company.

1977

Cat Stevens Born Again

At the height of his fame Cat Stevens converts to Evangelical Christianity, becomes a Christian rock musician and changes his name to Christian Stevens.

1992

Audio Home Recording Act Killed In Committee

The record industry's failure to mandate copy protection technology ensures Sony DAT's market success.

1994

Sony Recalls PlayStation

PlayStation quickly recalled due to overheat-related fires; Sega Saturn dominates its generation instead.

1995

Rabin Nearly Assassinated

Israeli Prime Minister Yitzhak Rabin is shot in the shoulder, and after nearly dying from blood loss on the way to the hospital, is saved by a team of surgeons.

1999

Sony Saves The World From Y2K
Memory Stick Y2K format from Sony resurrects
computing after massive worldwide disaster.

2008

Sony Announces End of Blu-Ray Production



TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Default Placards

The following pages are placards, to be given to the cast players at game start.

To make the placards, crease each piece of paper in half lengthwise, forming a "tent." It probably won't stand up on its own and stay that way for two hours, so we recommend taping them down to the table.



DANIEL PRESLEY

**Player: Your character's name is
Elvis Presley**



ICHABOD HAYWARD

**Player: Your character's name is
Ichabod Hayward**



JENNIFER HULLEN

Chairwoman

**Player: Your character's name is
Jennifer Hullen**



LEAH NORRIS

**Player: Your character's name is
Leah Norris**



SNORRI STURLUSON

**Player: Your character's name is
Snorri Sturluson**



STEVEN STEVENSON

**Player: Your character's name is
Steve Stevenson**

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Alternate Placards

The following pages are more placards. These should be folded the same way as the default placards, but saved aside for later, in case the members of the cast change characters. It's quite likely that Daniel Presley, at least, will change several times over the course of the game. Isobel Hayward is significantly less likely, but possible.

When switching cast characters using these placards, you can just put them right down over the original placard. That way, you can take them off again later if you need to.



ADOLF SCHMIDT

**Player: Your character's name is
Adolf Hitler**



ADOLF WERDEN

**Player: Your character's name is
Adolf Hitler (anti-Nazi politician)**



ERWIN HITLER

**Player: Your character's name is
Adolf Hitler (Nazi artist)**



FRANZ HITLER

**Player: Your character's name is
Adolf Hitler (anti-Nazi artist)**



ISOBEL HAYWARD

**Player: Your character's name is
Isobel Hayward**

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Game Boards

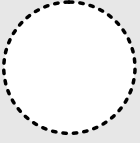
The following three pages are for GM use. They are used to keep track of hidden variables that can affect the timeline.


You'll be taping these boards down to the timeline GM's table, behind the GM screen - for detailed instructions on this, see the Room Setup page.

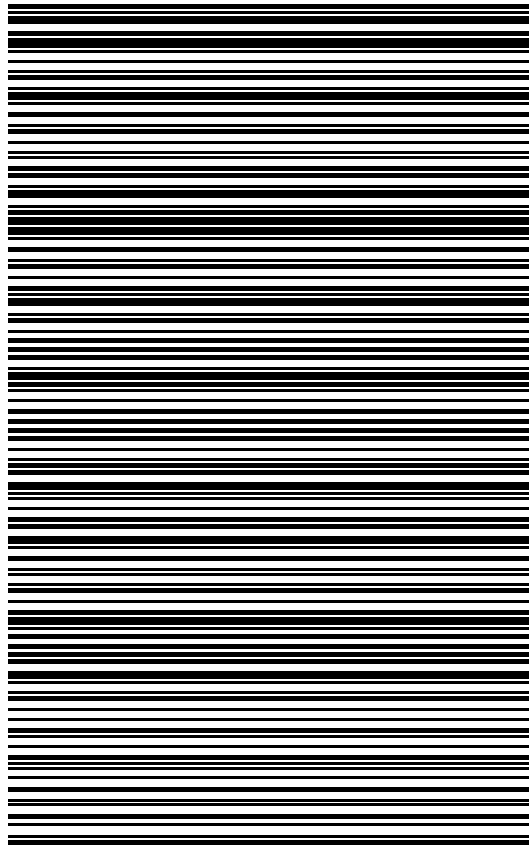
For information about how the boards are used, see the timeline GM manual.

TIME TRAVEL

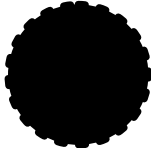
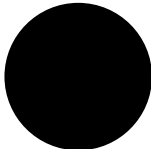
REVIEW BOARD

 = START POSITION

 = GAME EFFECT



WHO? **ELVIS** **HITLER**

HOW? *NICE*

NAZI **POLITICIAN** **73**

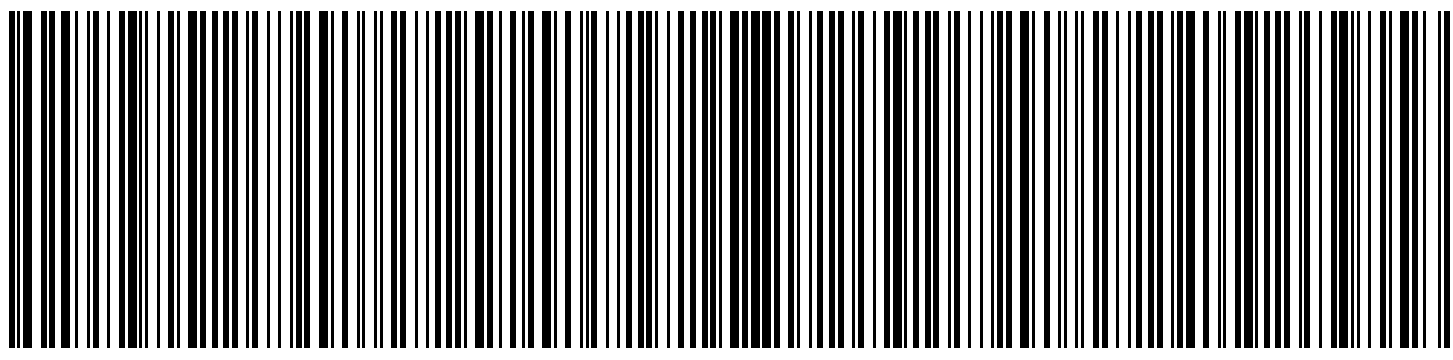
80 **74** **75**

ARTIST

1968 ♂ ♀

WHITE **76** **77**

BLACK **78** **79**



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S
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86

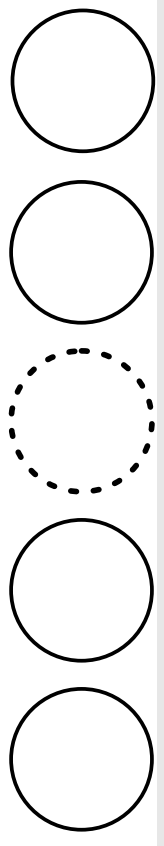
57

37

56

0 1 2 3 4 5 6 7 8

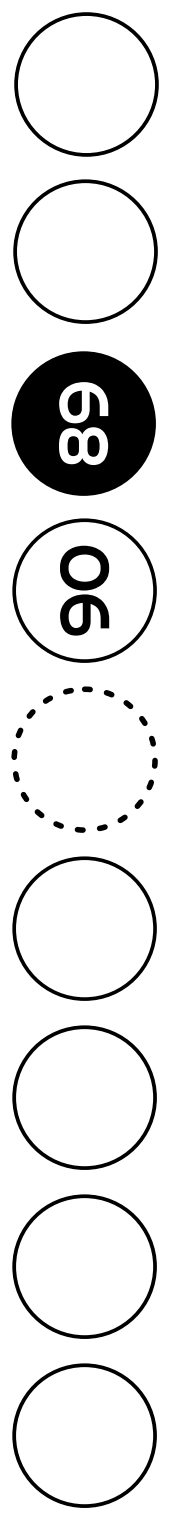
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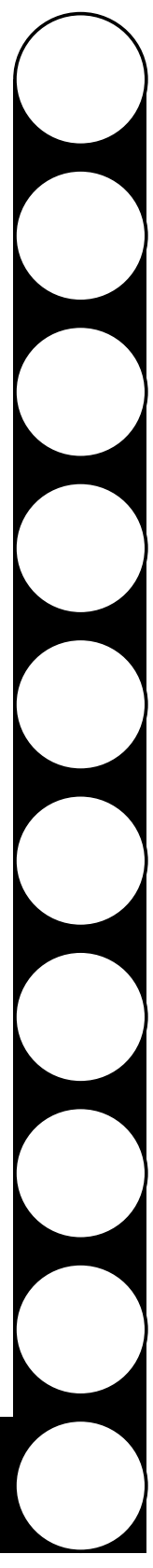
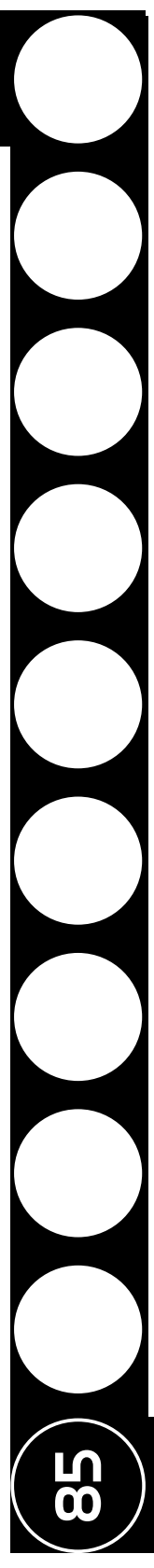
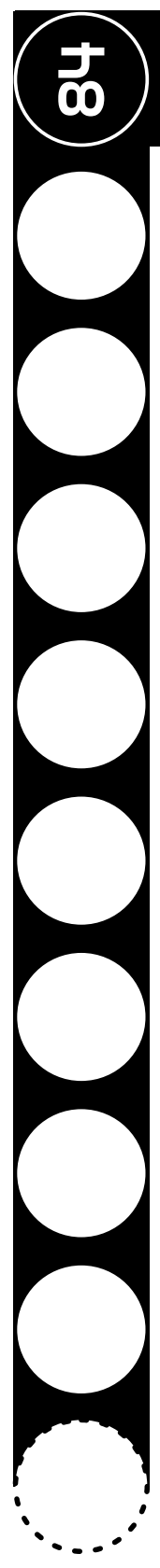
C



$C = C' + (PA * TF)$



A



84

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Cast Characters

These are the character packets for all the cast members. Each one is prefaced with a bluesheet with the heading "THE STORY SO FAR".

Separate each packet and give it to the appropriate player. You can staple it if you like, or put it in a manila envelope, or paperclip it, or something.

Note that some players receive multiple versions of their character sheet. This is on purpose.

TIME TRAVEL



REVIEW BOARD

THE STORY SO FAR

In the early 22nd century, practical time travel was discovered. Not invented, discovered.

Employees of Oak Brook Technology Group report hearing a loud noise from behind a wall, in an underground room they did not previously realize existed. When they managed to tunnel through the wall, they found themselves in a secret laboratory of which no record existed. In it, they found a working time machine, along with a manual for how to operate it.

The United Nations Security Council, realizing the massively destructive potential of this innovation, quickly formed an agreement between the world's superpowers that limited the technology's use.

Each of the Security Council's permanent member states would convene an annual committee to review proposals for time trips. These committees would have sole regulatory oversight over all time travel to be performed in their respective countries.

In the United States, the National Science Foundation convened a Time Travel Review Board (TTRB) to fulfill this role.

WELCOME TO THE 22ND CENTURY

Congratulations, you've been appointed to the Time Travel Review Board! That means you get to sit here and vote to approve or reject applicants for time travel projects.

You haven't had a chance to sit and read through all the applications yet, but you think someone is bringing a copy of them for the board. Anyway, nobody can use the time machine without approval from the board.

The members of the Time Travel Review Board are:

- Dr. Jennifer Hullen, a temporal psychologist. Dr. Hullen is the chairwoman of the board.
- Dr. Steven Stevenson, an applied historian
- Snorri Sturluson, a businessman
- Leah Norris, a historian
- Ichabod Hayward, an ethicist
- Daniel Presley, who is Elvis Presley. He likes to pretend he's not, and you all humor him.

COMBAT

To declare combat, shout "COMBAT!" The armed guards will then drag you away and beat you.

HULLEN'S RULES OF ORDER

1. Each applicant will receive one minute to state their case.
2. The board may then ask the applicant questions.
3. At any time during the questioning, any board member may call for a vote. If the motion is seconded, the board will vote on the application.
4. Votes will be conducted by thumb. Board members may either vote thumbs up, thumbs down, or no thumbs (put out your fist).
5. If the number of "thumbs up" votes exceeds the number of "thumbs down" votes, the application is approved.
6. If the number of "thumbs up" votes **equals** the number of "thumbs down" votes, the vote of the chairperson is used as a tiebreaker.
7. Applicants waiting to see the board may converse quietly with each other. If applicants get rowdy or loud, the chairperson may shush them politely.
 - a) Official shushings shall be enforced by the armed guards.
8. The board shall not be mean to the applicants, for that might make them cry.
 - a) There's nothing worse than a crying time traveler.

Daniel Presley

You are Elvis Presley, the groundbreaking musician of the 1950s. After becoming famous in the early 50s, you were drafted into the military in 1958 and served in Germany for two years, rising to the rank of Staff Sergeant before you left active duty in March of 1960 and received an honorable discharge four years later. During your military service, you became addicted to barbiturates. You came home and continued to enjoy your popularity, coming out with many more popular chart-toppers and starring in several movies. Your popularity waxed and waned somewhat over the next few years, but due to your drug addiction, your health started failing, and in August of 1977 you collapsed from a massive heart attack and died at Graceland, your Memphis mansion.

That's the official story. Most of it is true, in fact. The drug addiction was staged, of course, as was your death. Here's what actually happened.

Your closest friend during the war was a fellow serviceman named Bernard Stevenson. He remained in touch with you after your military service, and in 1976 he explained to you that he was a time traveler from the year 2714, and was a fan of your music and your morality, and wanted your help ensuring that the past remains free of influence from hippies and other Anti-American individuals. Your death was staged, and he put you into a cryogenic stasis which lasted until three years ago. He woke you and explained that he'd arranged to have you appointed (under a pseudonym, of course) onto the Time Travel Review Board. He's used his connections to get you this position, but he has no official position in the NSF, and no one knows that he's brought you forward in time, or that he's a time traveler himself. There's no telling how the rest of the board would react if they were to find out, so it's important that you cover

is not blown. Your cover name is Daniel Presley, and you are a time travel researcher at Columbia University. You're not really sure why he wanted you on the board; you don't know that much about most of history. The pay's good, though, and it's not much work.

Goals:

- * Try to remain undercover (character note: You are REALLY BAD at staying undercover. Please do your best Elvis impersonation while playing this character).
- * Approve any traveler who has American, pro-gun ideals.
- * Reject any traveler who is a hippie or otherwise Anti-American.

This is the end of this character sheet. The next page has nothing to do with this character, and has been included in error. You will certainly not be asked to change characters midway through the game and play the character it describes.

Adolf Schmidt

You are Adolf Hitler, the anti-Semitic dictator of the 1940s. After being rejected twice from the Academy of Fine Arts Vienna, you moved to Munich and joined a Bavarian regiment of the German military in 1914, rising to the rank of Gefreiter before the end of the war. During your military service, you became convinced that the Jews and the Marxists were responsible for the decline of the German state. You returned to Munich and continued to serve in the military, infiltrating a small political party called the National Socialist German Workers Party. You became an influential member of this party, and though your popularity waxed and waned somewhat over the next few years, you eventually became the Chancellor and President of Germany and led Germany in World War Two. During the final days of the war in 1945, as Berlin was being invaded by the Red Army, you married Eva Braun. Less than 24 hours later, the two of you committed suicide in the Führerbunker.

That's the official story. Most of it is true, in fact. The marriage was staged, of course, as was your death. Here's what actually happened.

Your closest friend during the World War One was a fellow serviceman named Stefan Bernard. He remained in touch with you after your military service, and in 1921 he explained to you that he was a time traveler from the year 2714, and was a fan of your politics and your morality, and wanted your help ensuring that the past remains free of influence from Jews and other Anti-Aryan individuals. Your suicide was staged, and he put you into a cryogenic stasis which lasted until three years ago. He woke you and explained that he'd arranged to have you appointed (under a pseudonym, of course) onto the Time Travel Review Board. He's used his connections to get you this position, but he has no official position in the NSF, and no-one knows

that he's brought you forward in time, or that he's a time traveler himself. There's no telling how the rest of the board would react if they were to find out, so it's important that your cover is not blown. Your cover name is Adolf Schmidt, and you are a time travel researcher at Columbia University. You're not really sure why he wanted you on the board; you don't know that much about most of history. The pay's good, though, and it's not much work.

Goals:

- * Try to remain undercover (character note: You are REALLY BAD at staying undercover. Please do your best Hitler impersonation while playing this character).
- * Approve any traveler who has Aryan, pro-gun ideals.
- * Reject any traveler who is a Jew or otherwise Anti-Aryan.

This is the end of this character sheet. The next page has nothing to do with this character, and has been included in error. You will certainly not be asked to change characters midway through the game and play the character it describes.

Adolf Werdn

You are Adolf Hitler, the anti-Semitic propaganda artist of the 1940s. After being rejected once from the Academy of Fine Arts Vienna, you applied again and were accepted.

After graduation, you moved to Munich and joined a Bavarian regiment of the German military in 1914, rising to the rank of Gefreiter before the end of the war. During your military service, you became convinced that the Jews and the Marxists were responsible for the decline of the German state. You returned to Munich and continued to serve in the military, infiltrating a small political party called the National Socialist German Workers Party. You became an influential member of this party, and though your popularity waxed and waned somewhat over the next few years, you eventually befriended the man who would become the Chancellor and President of Germany and lead Germany in World War Two, Hermann Göring. He appointed you the official artist of the Third Reich, and you made propaganda posters for the state. During the final days of the war in 1945, as Berlin was being invaded by the Red Army, you played a final game of Chess with him. Less than 24 hours later, the two of you committed suicide in the Führerbunker.

That's the official story. Most of it is true, in fact. The Chess game was staged, of course, as was your death. Here's what actually happened.

Your closest friend during the World War One was a fellow serviceman named Bernard Stevens. He remained in touch with you after your military service, and in 1921 he explained to you that he was a time traveler from the year 2174, and was a fan of your art and your morality, and wanted your help ensuring that the past remains free of influence from Jews and other Anti-Aryan individuals. Your suicide was staged, and he put you into a cryogenic stasis which

lasted until three years ago. He woke you and explained that he'd arranged to have you appointed (under a pseudonym, of course) onto the Time Travel Review Board. He's used his connections to get you this position, but he has no official position in the NSF, and no one knows that he's brought you forward in time, or that he's a time traveler himself. There's no telling how the rest of the board would react if they were to find out, so it's important that your cover is not blown. Your cover name is Adolf Werdn, and you are a time travel researcher at Columbia University. You're not really sure why he wanted you on the board; you don't know that much about most of history. The pay's good, though, and it's not much work.

Goals:

- * Try to remain undercover (character note: You are REALLY BAD at staying undercover. Please do your best Hitler impersonation while playing this character).
- * Approve any traveler who has Aryan, pro-gun ideals.
- * Reject any traveler who is a Jew or otherwise Anti-Aryan.
- * Promote healthy, pro-Aryan artistic expression whenever possible.

This is the end of this character sheet. The next page has nothing to do with this character, and has been included in error. You will certainly not be asked to change characters midway through the game and play the character it describes.

Erwin Hitler

You are Adolf Frankenburger-Hitler, the German anti-war activist of the 1940s. Your father Alois was raised by his adopted father and adopted uncle, Leopold Frankenburger and Johann Georg Heidler, after Alois' mother killed herself while working for Leopold. Alois was raised as a good Jewish boy by Leopold, and while you did not feel the same connection to the Jewish faith, you respected it and were proud of your Jewish heritage. After being rejected twice from the Academy of Fine Arts Vienna, you moved to Munich and joined a Bavarian regiment of the German military in 1914, rising to the rank of Gefreiter before the end of the war. You returned to Munich and continued to serve in the military, infiltrating a small political party called the National Socialist German Workers Party. You were somewhat put off by the rampant anti-Semitism in the group, and as such your popularity waxed and waned somewhat over the next few years. You did eventually befriend the man who would become the Chancellor and President of Germany, Hermann Göring. You were devastated when Göring told you of his hatred of the Jews and his plan to exterminate them during World War II. You pleaded with him to change his mind, but he refused. This ended your friendship, and you spent the rest of your life exiled in Britain, where you made a minor name of yourself with your anti-war protests before your death of a heart attack in 1945.

That's the official story. Most of it is true, in fact. The protests were staged, of course, as was your death. Here's what actually happened.

Your closest friend during the World War One was a fellow serviceman named Steve Bernardo. He remained in touch with you after your military service, and in 1941 he explained to you that he was a time traveler from the year 2174,

and was a fan of your politics and your morality, and wanted your help ensuring that the past remains free of influence from bigots and other dangerous individuals. Your suicide was staged, and he put you into a cryogenic stasis which lasted until three years ago. He woke you and explained that he'd arranged to have you appointed (under a pseudonym, of course) onto the Time Travel Review Board. He's used his connections to get you this position, but he has no official position in the NSF, and no one knows that he's brought you forward in time, or that he's a time traveler himself. There's no telling how the rest of the board would react if they were to find out, so it's important that your cover is not blown. Your cover name is Erwin Hitler, and you are a time travel researcher at Columbia University. You're not really sure why he wanted you on the board; you don't know that much about most of history. The pay's good, though, and it's not much work.

Goals:

- * Try to remain undercover (character note: You are REALLY BAD at staying undercover. Please do your best Hitler impersonation while playing this character).
- * Approve any traveler who has a plan that will benefit the human race as a whole.
- * Reject any traveler who is pro-gun, a bigot or otherwise anti-humanity.

This is the end of this character sheet. The next page has nothing to do with this character, and has been included in error. You will certainly not be asked to change characters midway through the game and play the character it describes.

Franz Hitler

You are Adolf Frankenburger-Hitler, the German-American co-founder of the abstract expressionism movement of the 1950s. Your father Alois was raised by his adopted father and adopted uncle, Leopold Frankenburger and Johann Georg Heidler, after Alois' mother killed herself while working for Leopold. Alois was raised as a good Jewish boy by Leopold, and while you did not feel the same connection to the Jewish faith, you respected it and were proud of your Jewish heritage. After being rejected from the Academy of Fine Arts Vienna, you applied again and were accepted. After graduation, you moved to Munich and joined a Bavarian regiment of the German military in 1914, rising to the rank of Gefreiter before the end of the war. You returned to Munich and continued to serve in the military, infiltrating a small political party called the National Socialist German Workers Party. You became somewhat put off by the rampant anti-Semitism in the group, and as such your popularity waxed and waned somewhat over the next few years. You did eventually befriend the man who would become the Chancellor and President of Germany, Hermann Göring. You were devastated when Göring told you of his hatred of the Jews and his plan to exterminate them during World War II. You pleaded with him to change his mind. Moved by your painting "My Father on the Sabbath," he instituted a policy of non-violent expulsion of the Jewish people to the British colony of Palestine. After the war, you moved to New York to develop your painting, which is where you met Jackson Pollack. Your opus, a joint piece by the two of you, "Dream of the Ocean," was stolen from the Museum of Modern Art. Despondent over the loss, you committed suicide in 1977.

That's the official story. Most of it is true, in fact. The art theft was staged, of course, as was your death. Here's what actually happened.

Your closest friend during the World War One was a fellow serviceman named Bernie Steffen. He remained in touch with you after your military service, and in 1921 he explained to you that he was a time traveler from the year 2174, and was a fan of your art and your morality, and wanted your help ensuring that the past remains free of influence from bigots and other dangerous individuals. Your suicide was staged, and he put you into a cryogenic stasis which lasted until three years ago. He woke you and explained that he'd arranged to have you appointed (under a pseudonym, of course) onto the Time Travel Review Board. He's used his connections to get you this position, but he has no official position in the NSF, and no one knows that he's brought you forward in time, or that he's a time traveler himself. There's no telling how the rest of the board would react if they were to find out, so it's important that your cover is not blown. Your cover name is Franz Hitler, and you are a time travel researcher at Columbia University. You're not really sure why he wanted you on the board; you don't know that much about most of history. The pay's good, though, and it's not much work.

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- * Promote healthy artistic expression whenever possible.

TIME TRAVEL



REVIEW BOARD

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In the early 22nd century, practical time travel was discovered. Not invented, discovered.

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Ichabod Hayward

Man should not play at being God. Already Man has tinkered with the building blocks of life, casting aside God's Design, believing that he can be a better Maker. Now Man seeks to tinker with all of Creation by moving throughout Time and Space to work his will upon it, thinking himself more capable than the Lord.

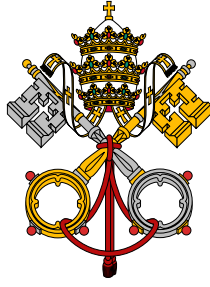
Not if you have any say in the matter, which, thanks to the mysterious workings of God, you do. You have been given a spot on this "Time Travel Review Board" in order to review the ethics and morality of each project. Since messing in any way with God's Creation is immoral you would gladly block every project. Of course, you can't actually come out and admit that or else you would not hold your seat on the Board for long.

The loss of the fear of God and respect for his Great Works can be laid entirely at the feet of the liberal Catholic Church. The Papists left the Bible behind

centuries ago to muddy themselves with the dirt and filth of the world of Man, forsaking the City of God. They allowed and encouraged all manner of social depravity and set all that is right and wrong on its head.

The modern era is a den of inequity, but you will bring what justice you can. You will judge the applicants and their designs, seeking to ferret out in what way they seek to pervert God's Order and reveal it. As their sin is found out and exposed surely you can convince the rest of the Board to reject as many projects as humanly possible.

This is the end of Ichabod Hayward's character sheet. The next page is not your starting character, and was included in error. Please ignore it. You will certainly not be asked to change characters midway through the game and play the character it describes.



The Holy See

Office of Pope Innocent XXIV

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TIME TRAVEL



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Dr. Jennifer Hullen

You never wanted to be on this damn board. The fools at the National Science Foundation stuck you here because they didn't-- no, they CAN'T appreciate your genius.

Twenty years ago you earned a PhD in Temporal Psychology at Hofstra University (you tried to go to Yale, but you've always been far too ahead of your time and they didn't accept you). Your calculations have shown that the secret to eternal life could be discovered by observing the ways humans interact with the time stream when it behaves abnormally. Of course, since time travel had not been invented, the only way to cause temporal abnormalities was to induce hallucinations of them. Your first three thesis proposals were rejected by the Ethics Board, even after you explained that the hallucinations only had a 20% chance of recurring later in life, and the drug cocktail you were using only caused seizures in 8 of the rats you'd tried it on. Eventually your thesis advisor helped you design an independent study program that avoided the Ethics Board completely. So technically your PhD is in "Temporo-Anthropoc Studies." But that's pretty much the same thing as Temporal Psychology. Unfortunately, this meant your thesis had to be entirely theoretical, and the lack of demonstrable results made it a lot harder to get hired after graduation.

After being turned down by three research institutions (Three! They turned YOU down! The indignity!), you did the only obvious thing and went into seclusion, planning building your own research facility, with observation cells and an aerosol hallucinogen dispersal system. Unfortunately, there was some financial mismanagement on the part of your accountant - he refused to listen to your stock advice even though your economic genius is outshone only by your genius in the field of Temporal Psychology, so you fired him. You tried to recover, but he'd already squandered most of your capital, and the resulting funding difficulties prevented you from actually opening your facility. That's ok, though, because just as you were about to give up hope, you read about the discovery of the time machine. This was perfect! True time travel would allow for far more variation and flexibility in the types of temporal anomalies. You approached the NSF with your academic credentials and offered to share your data with them if they'd let you run your experiment.

They pretended to be interested. You were interviewed by seven different NSF staffers and corporate backers, all of whom expressed interest in one aspect or another of your theory. Then three weeks later you received a letter from Sony, the main corporate funder of the project. It was a fairly thick letter. Finally, vindication! ...Almost. You opened the letter, only to find that you'd been hired for this ridiculous bureaucratic mess, and as the chairwoman, no less. Sony had you placed on the board so that you could ensure that no time travelers affect Sony in any adverse fashion, and they've promised to fund your research fully, once your tenure on the board runs out. The thought of you working for someone else is... abhorrent, yes. But they assure you that once you're done here, you'll have full control over your research, and effectively unlimited funding, so you'll play their game for a while. Apparently, they don't want anyone to know they've done this; you're not sure why, since it seems like a good idea to you, but your funding is contingent upon you keeping it a secret, so you'll do what they say. It goes without saying that your funding is also contingent upon your success, so keep an eye out for anyone who might want to tamper with Sony's history.

Since they made you chairwoman, and you can't exactly conduct your experiments while you have this other full-time job, you've designed some other experiments to see how humans behave in various circumstances. Today's is adversity and group conflict. As chairwoman, you're responsible for collecting the applications from the processing office and bringing them to the meetings, so the board knows who's applying to travel through time. You've carefully avoided pointing that out to anyone, and have pretended to not know where they come from each day. Today you left them at home, to see how the board will react. Oops.

TIME TRAVEL



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Leah Norris

After 20 years of careful study of history, you have come to clearly understand one thing: men are the source of all the major problems of the human race. Men fight wars, invent nasty weapons to fight them, and then invent polluting factories to make the weapons. Just check out their track record: Hitler? A man. Stalin? A man. Genghis Khan? A man. George W. Bush? A man. Pol Pot? A man. Henry Ford? A man. Your father who abandoned you and your mother when you were 7? A man. Your ex-husband? A man. See?

Women are inherently kind and mothering. In a matriarchy things would work much more smoothly. No wars, much less conflict and bragging. All the competitiveness and nastiness that women show in this society is forced upon them. There is no other way to get by in a man's world. Plus, what woman wouldn't be angry at everything men have done to poor mother earth.

The only way to fix this is to make sure that women gained more power throughout history. As a respected scholar of feminist history, you were able to wrestle your way onto this panel. You have been studying trigger points carefully, and you think that it is possible to change things so that the modern US would be a matriarchy. Things would return to the peace that came before the overwhelming power of male gods and kings. People would live in harmony with nature and with each other.

And if you have to start some wars and kill some historical figures along the way, it will be well worth it. It's their own fault for being so violent to begin with.

Goals: You don't know all the historical events that will have an effect on your goals, but you have some places to start. Anything that will improve the lot of women should be considered.

* 1184 BCE - The Trojan War - If Troy wins, Helen might be a hero rather than just a sexuality icon.

* 1938 - LSD Discovered - Drugs were a horrible distraction in the 1960s and 1970s. So much more progress could have been made by the women's movement without all the sex and drugs!

* Elvis - Symbols of sexuality only cause trouble. If you can get him out of the way, that could only improve things.

* 1981 - Assassination of Pope John Paul - The Catholic church has been a major foe of women. Assassinating a pope might reduce its power. Anything else you can support that would weaken the Catholic Church would help your sex.

* 2000 - George Bush Elected - We set back the women's movement in the US by 20 years. You have not found a way that Gore could possibly win, but your calculations suggest that if enough environmental disasters happen, Nader might win instead.

* 2052 - Aliens contact Mexico - Mexico is a backwards macho country. If the aliens contacted a country with a slightly more tolerable attitude towards women, the power would have wound up in better hands.

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SNORRI STURLUSON

You run a concession stand. That is to say, you will run a concession stand. You have run a concession stand. The problem is that you won't run a concession stand for long if business doesn't pick up.

You always heard that location was everything for a business. Location, Location, Location. Location was supposed to bring in the customers... is supposed to bring in the customers. So when you decided/will decide to start your concession stand you had/will have the most brilliant idea for where to put it: the end of the universe!

The problem, it turns out, is that there aren't many customers there. It isn't an easy place to get to for most people. You thought about/will think about that for quite some time. Thankfully, you're a very smart person! If location wasn't/isn't bringing the customers to the business, you would/will find a way to bring the location to the customers!

That's how this all began... errr... will begin.

It is a really simple plan if you think about it. Which you did/will do. You just need for everywhere/ everywhen to be the end of the universe. Then you, with the only concession stand around, will have all the customers you can every ask for. The only question was how that could possibly be done. Thankfully, you're a dreadfully clever person indeed!

All that is necessary is to break the timeline completely. Then everywhere/everywhen is/will be/was (?) the end of the universe.

The timeline is a dreadfully resilient thing though. If it wasn't people probably would have broken it before now... err after now... well at some point. Plus there are/will be all kinds of your protection by your day. Back at day one in terms of time travel those protections would not yet be in place though, you theorized. And little did you know how right you were/ will be!

well, lets just say VERY great... grandfather just happened to be a politico in this time. He just happened to be one that could get you an appointment on the board of the Time Travel Review Board! What are the chances that family lore would remember such an indiscretion for so very long just so that you could come back and blackmail him with it for your spot on the board?

Now all you have to do is make sure that time gets broken today. In theory, all that is necessary is making enough changes. The timeline will bend, flex, creak, fracture and eventually snap entirely! So you have one thing to do here: approve as many applications as possible that could change the timeline in some way. Then you're in the money as everyone becomes a customer at your concession stand at the end of the universe.

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UNIVERSITY OF WISCONSIN STEVENS POINT

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Steve Stevenson

In the glorious Stevocracy of the Stevican empire, all Steves live well, and the race of Stevens has spread across the galaxy. The great and wise matriarch, Her Steveness decreed that Earth shall be incorporated into the Stevican empire.

You are tasked with determining whether Earth shall be allowed in as a full member state, with aid and trading opportunities, or whether it must be conquered and ruled as a vassal. If Her Steveness is sufficiently impressed by Earth, it may even be acknowledged in its own right, and allowed to maintain some self-rule and independence in return for highly favorable trade agreements.

To determine this, you must study the treatment of all Steves on this planet and measure the greatness of the greatest of Steves. Oddly enough, there are many individuals on this planet that do not identify as Steves, but they cannot be considered true Steves, and therefore do not count in the final reckoning.

You have made a study of this planet's history and people in order to help make your choice. The only complication is that, over the 20 years you have spent in this Steve-forsaken backwater, you have become oddly fond of it and its peculiarity. You have passed yourself off fairly successfully as a human, and started dating a lovely girl named Stevena, which sounds like a Steve to you. You have even made friends with some non-Steves, but you know that your masters will never understand the value of non-Steves.

In your human cover identity you are Professor Steve Stevenson, of Applied History at the University of Wisconsin, Steven's Point. In recognition of some recent discoveries using time travel, you were able to wheedle the "honor" of sitting on the NSF's Time Travel Review Board. Luckily, most tenured professors don't want to sit on boards like this because it takes a time away from their research, with a low reward.

For you, however, it is an ideal position to assure the salvation of earth. If you can increase the prominence of Steves throughout history, you can convince your superiors that the planet is worthy of full membership. If you can greatly increase the prominence of Steves, you may even convince your superiors to give earth the option of retaining some self-rule: the cultural peculiarities of human beings make for fascinating study.

To this end, you want the council to approve anyone who might add a significant Steve to earth's timeline: either a time traveler named Steve who can become an important historian or historical contributor, or an individual who wants to change the time-line in favor of a Steve. You can make your superiors accept nearly any permutation of Steve as valid. They accepted Asteviopus as a great Steve on the planet Malkalalala, so none of the Earth Steve variants should be too big a stretch.

TIME TRAVEL PRINTING INSTRUCTIONS VIEW BOARD

Horde Bluesheets

Here are 12 copies of the bluesheet the horde players receive at the start of game. They don't get any characters just yet, of course - they have to pick those up from the horde table.

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- Regular mini-character sheets. These you should just play as written, until you feel like that's been enough of that.
- Group character sheets. These are for a group of horde members to play as a cohesive unit. Often, they'll contain actual scripted actions for you to do.
- Applications for time travel. Congratulations, you're going on a time trip! That is, if you can get approval from the board.

You might not be entirely truthful about your time trip. If that's the case, the "stated purpose" section of the sheet contains what you've told everyone you're doing. The "for your notes" section contains additional information only you know.

Some of the horde character sheets are gender-neutral. Usually these will have two different names (for example, one might say "John/Joan Cusack"). Just use the name that's appropriate for your gender.

It goes without saying, but please try to be a nice player. If your character is insane and self-destructive (not that we would ever write such a character...), know that you're going to end up self-destructing rather than trying to "win" the scenario. Also, while waiting to speak to the board, you can interact in character quietly, but *please let the board do their jobs*. Unless, of course, your character is supposed to disturb the board...

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TIME TRAVEL



REVIEW BOARD

THE STORY SO FAR

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PRINTING INSTRUCTIONS

TIME TRAVEL
VIEW BOARD

Horde Characters

These are the horde character sheets. Assemble them according to the instructions in the Horde GM manual.

Note that the protest groups get a set of protest signs to use. These go in the envelope with the character sheets.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Future Generation Discs		TRACKING #A 58	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Abe/Abby Fukui			
GENDER			
CITIZEN ID# 208374031-08			
TEMPORAL DESTINATION February 17th, 2007			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The goal of this mission is to observe the events of the Blu-Ray / HD-DVD high definition optical disc format war in the early 21st century first hand in order to settle the long-running dispute over why Blu-Ray won out over HD-DVD.			

FOR YOUR NOTES

Your real objective is to sink Blu-Ray and have HD-DVD win the high definition optical disc format war in the early 21st century. Your great-grandfather lost everything in that struggle by betting on the wrong side. With some money handed down in the family your own struggling business could thrive, or maybe even create the next Blu-Ray... errr HD-DVD!

PI/PD TYPED NAME AND SIGNATURE*	DATE	FOR TTRB USE ONLY		
ORG. REP. TYPED NAME & SIGNATURE*	DATE	INDIRECT COST RATE VERIFICATION		
		Date Checked	Date of Rate Sheet	Initials-ORG

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Farm Animal Welfare Council		TRACKING #A 66	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Eli Silverstein			
GENDER			
CITIZEN ID# 235734007-09			
TEMPORAL DESTINATION February 18, 2043			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW An examination of practices in the slaughter of animals during the mid 2040s.			

FOR YOUR NOTES

It is at the end of February in 2043 that the creation of a "kosher pig" was announced by a little known biotechnology laboratory. You must stop this blasphemy by destroying the lab and all of the research there.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Continuity Protection Services, Inc.		TRACKING #A 27	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Adam Marcus			
GENDER male			
CITIZEN ID# 220331100-33			
TEMPORAL DESTINATION March 10, 1954			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To investigate, and resolve if necessary, the appearance of a potential time anomaly in the summer of 1954.			

FOR YOUR NOTES

You're an agent of CPS, a time protection service from the distant future. According to CPS documents, this board rejected a time traveler earlier today whose successful time trip, resulting in the assassination of singer Elvis Presley in July of 1954, is vital to the continued history of your world. You have a complete dossier of what happened and plan to approach the board in a very different manner, telling them whatever story they need to hear, so that you will be approved and will then be able to complete the original traveler's mission.

[Player note: This character is fully aware of everything that happened when Mark Adamson appeared before the board; feel free to use that knowledge to your advantage.]

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Romanov Historical Institute		TRACKING #A 33	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Alexei Romanov			
GENDER			
CITIZEN ID# 390730585-48			
TEMPORAL DESTINATION October 8, 1962			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW October of 1962 saw the Cuban Missile Crisis, the closest man has come to nuclear war. The objective of this mission is to study the way in which the society at the time dealt with the crisis and to collect historical artifacts pertaining to this study.			

FOR YOUR NOTES

You are a member of the House of Romanov, the imperial dynasty of Russia. It is your objective to provoke a war between the United States and Russia so that communism can be overthrown by force and the Romanov line restored to its rightful place.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Harvard University		TRACKING #A	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Alex Martin			
GENDER			
CITIZEN ID# 919543864-04			
TEMPORAL DESTINATION 2 weeks ago			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To go back and help yourself study for the test you failed. If you don't pass this test, you could fail the class and your parents will kill you.			

FOR YOUR NOTES

You have tons of money, someone has to let you go back and give yourself test answers. If the Review Board won't, maybe you can bribe one of the researchers to drop them off for you somewhere useful. You have to have passed that test!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Order of St. John Paul II		TRACKING #A 32	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Angel D'Angelo			
GENDER			
CITIZEN ID# 429666741-43			
TEMPORAL DESTINATION January 8, 1960			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The Three Secrets of Fátima consist of a series of visions and prophecies given by an apparition of the Blessed Virgin Mary to three young Portuguese shepherds, Lúcia dos Santos and her cousins Jacinta and Francisco Marto, on July 13, 1917. The lady entrusted the children with three secrets. Two of the secrets were revealed in 1941 in a document written by Lúcia, at the request of José da Silva, Bishop of Leiria. When asked by the Bishop of Leiria in 1943 to reveal the <p style="text-align: right;">(continues below...)</p>			

secret, Lúcia struggled for a short period, being "not yet convinced that God had clearly authorized her to act." However, in October of 1943 the bishop of Leiria ordered her to put it in writing. Lucia then wrote the secret down and sealed it an envelope not to be opened until 1960, when "it will appear clearer."

The Church unwisely failed to reveal the Third Secret of Fátima in 1960 when they were to have done so. This mission is to convince the Church of the necessity of revealing the Third Secret of Fátima at the time when they were supposed to have done so.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION The Gods of Olympos		TRACKING #A	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Aphrodite Jackson			
GENDER female			
CITIZEN ID# 926028171-14			
TEMPORAL DESTINATION 1111 BCE			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To appear out of the sea			

FOR YOUR NOTES

You were born in Philadelphia in 2094, but since you were a young girl you have known your true purpose! Yea, you are foam-arisen Aphrodite, the ancient Greek goddess of beauty!

You must travel back to your destined home - ancient Greece - whenceforth you shall levitate from the briny depths! Verily, thine beauty shall be sung far and wide and ye shall take your place amongst your heavenly brethren on the Mount!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION American Viking Historical Society		TRACKING #A 5	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Asdis Villsend			
GENDER			
CITIZEN ID# 179528409-52			
TEMPORAL DESTINATION 1003			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To study the Viking colonies in North America in order to better understand this lost period of history.			

FOR YOUR NOTES

The proud vikings should have been the ones to colonize North America. They crossed to this land in small fragile boats, only to die out over the course of a few decades. You want to help them make their way in North America so that vikings will gain their rightful place in history!

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Bernardo Stephanos

You are a time traveller from the year 2714, and a great admirer of the character who started the game as Elvis. You used your political influence to get him his job on the board. In short, you befriended him back in his past, explained who you were, and cryogenically froze him so you could plant him on this board. You are here because you've heard that he's doing a terrible job of keeping his identity a secret, which is a problem. It's probably too late to stop this, since everyone already seems to know who he is, but you should reprimand him, and make sure he's not giving away your identity to anyone.

<u>If he is...</u>	<u>Then you are...</u>	<u>And you're a fan of his...</u>
Elvis (Daniel Presley)	Bernard Stevenson	music and anti-hippy morality
"real" Hitler (Adolf Schmidt)	Stefan Bernard	pro-Aryan philosophy
anti-semitic artist (Adolf Werden)	Bernard Stevens	propaganda posters and Aryan philosophy
friendly politician (Erwin Hitler)	Steve Bernardo	progressive open-mindedness in Nazi times
friendly artist (Franz Hitler)	Bernie Steffen	abstract expressionist paintings (like Jackson Pollock) and progressive open-mindedness in Nazi times

Bill Prophet

You look at this new time travel gadget, and all you see is money! There are so many ways to make money off of this: put \$100 in a bank account centuries ago, stash a cache of will-be valuable antiques, invest in Contenta before it got big, simply buy winning lottery tickets, or bet on winning teams. You need to get hired on as an assistant to one of these time travelers. You're pretty sure that as long as they are headed somewhere in the past 2 or 3 centuries, you could find a way to take advantage of it.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Brandeis University		TRACKING #A 2	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Carol/Carl Wertenberg			
GENDER			
CITIZEN ID# 055711662-45			
TEMPORAL DESTINATION 1441 BCE			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To interview Moses about his experience on Mount Sinai.			

FOR YOUR NOTES

You have always thought that the commandments were a little vague, and later interpretations didn't help. You want to talk to Moses and get a precise interpretation of every commandment he received. In some versions, G-d also told Moses all the oral law when he was on Mount Sinai, and you want an interpretation of that as well, if he received it. Getting the details straight from Moses could clarify so much. Plus, you're sure that he didn't mean nearly so many of the commandments to wind up with such complicated laws surrounding them.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION NASA		TRACKING #A 59	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Charlie Buis			
GENDER			
CITIZEN ID# 024990301-82			
TEMPORAL DESTINATION July 20, 2073			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW On July 20, 2073, the first Mars Colony suffered a catastrophe that led to the death of seven astronauts. Records from the event show that they could have fixed the problem if they had better quality duct tape. The goal of this mission is to provide those brave men and women with the duct tape they need.			

FOR YOUR NOTES

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Christopher/Christine Drake

You have spent most of your life collecting detailed maps of North America from every era since its discovery. Now, you have a market for your knowledge. You can print out a map of any decade for any time traveler. They all must need maps to explore, and your maps are the best. Look at this one, nearly a work of art!

Chris C. Evans III

Your father, Senator Chris Evans Jr., is the head of the senate committee on Time Travel. He appointed you the important job of keeping an eye on the panel. You're mainly supposed to make sure that no one goes back and harms his political career, but you can basically do whatever you want. You're curious about this time travel thing and you want to see what happens. The past isn't that big a deal, right? It's over. They should just let anyone with interesting ideas go back and play. Hey, maybe you should go back yourself. Who knows what you could have accomplished in some pathetic time before people even had computers.

Basically, the panel has to listen to you, or you'll report back to your father that they are causing trouble. If you do, they could lose their funding. So, you can send back anybody interesting. However, panel meetings are boring and sitting there the whole time drives you nuts, so you'll probably just drift in and out.

Chris Paulson

All these bright young men and women are preparing to go into the past bringing their suffering atheist ways with them. You need to bring the light of our lord and savior Jesus Christ to as many of them as possible so that they do not sully the timeline with their heathen, immoral ways.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Mensa		TRACKING #A 34	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Dr. David/Dana Behun			
GENDER			
CITIZEN ID# 662725913-42			
TEMPORAL DESTINATION 1963			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Cure Stephen Hawking's amyotrophic lateral sclerosis.			

FOR YOUR NOTES

Stephen Hawking was one of the greatest minds in recorded history. If he hadn't been crippled with a debilitating neural disease, who knows what he would have accomplished. Man would probably have colonies in other galaxies by now. You (IQ 174, PhDs from seven different universities, four-time Fulbright recipient, chair of the Very High IQ Mensa Special Interest Group) aim to help Dr. Hawking achieve his full potential.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Columbia University		TRACKING #A 7	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Erin/Aaron Aikenhead			
GENDER			
CITIZEN ID# 834285269-39			
TEMPORAL DESTINATION 1287			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To better the status of women in Scotland. In 1288, parliament passed a law allowing women to propose to men, but only in leap-years. The law also fined the men if they refused. This sort of mockery of female choice is nearly worse than no choice at all. You want to change the law so that women would always be able to propose.			

FOR YOUR NOTES

Your family used to be landowners in Scotland. Unfortunately, towards the end of the 17th century, a particularly handsome and respected ancestor of yours happened to be a bachelor during a leap year. He was deluged with proposals and the fines nearly bankrupted him. Over the next few years, his sons frittered away the small pittance that remained. If these fines had not been levied against your ancestor, your family might still own their land, and you could live in a castle in Scotland!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION		TRACKING #A 15	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Flagg Black			
GENDER			
CITIZEN ID# 492895402-35			
TEMPORAL DESTINATION November 4, 1605			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Kill King James I of England and VI of Scotland and blow up the British Parliament with Guy Fawkes.			

FOR YOUR NOTES

You are an AnArChIsT and like to bLow ThiNgS uP! iF tHeY wOn'T lEt YoU dO iT NoW tHeY cAn LeT yOu Do It In ThE 1600s. Guy Fawkes is YoUr hErO! eXpLoDinG tHInG S wITh him WiLL B ToTaLlY aWESOmE!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Sega Films		TRACKING #A 49	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Hajime Satomi VII			
GENDER male			
CITIZEN ID# 513720014-07			
TEMPORAL DESTINATION March 17, 1993			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The early years of the war between game consoles is woefully under documented. This mission is to provide historical data for a documentary.			

FOR YOUR NOTES

It is true that the early years of the gaming console wars has held a particular fascination for you. In 1994 Sony released the Playstation which dominated that game console generation. Your ancestors headed Sega Corporation and created the Sega Saturn during this time. The Sega Saturn should have been on top and eliminated the upstart Sony game consoles from the marketplace. Sega created a fake movie subsidiary so that you could have the cover to accomplish your objective.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION NRA		TRACKING #A 19	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Harold Rather			
GENDER male			
CITIZEN ID# 253012734-63			
TEMPORAL DESTINATION April 20, 1790			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The Second Amendment of the American Constitution has caused a great deal of legal complication and uncertainty due to poor phrasing. The goal of this trip is to convince the founders to clarify in the constitution exactly what their original intent was.			

FOR YOUR NOTES

You are fairly certain that the original intent of this country's great founders was to guarantee the rights of each person, individually to bear arms. If that wasn't their intent, it should have been, and you will go back and tell them about all the risks to individual liberties that will come about if individual gun ownership is not allowed.

You have heard that the anti-gun hippies are also sending someone who wants to change the 2nd amendment to restrict gun ownership. If they do so, that will probably be Sally Brady, one of their foremost historical revisionist intellectuals. She'll use all sorts of sneaky tactics to con the founders into changing the wording to restrict American freedoms. You need to make sure that she

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Enstitü Türk Ziraat (Turkish Cultural Institute)		TRACKING #A 1	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Helena Carver			
GENDER female			
CITIZEN ID# 807140920-82			
TEMPORAL DESTINATION 1192 BCE			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To trace the Carver genealogy as far back as possible.			

FOR YOUR NOTES

Actually you've already traced your genealogy back to Paris, prince of Troy and hero of the Trojan War. In fact, if Troy hadn't fallen, rulership of Troy would have passed from Paris through his descendants to you, and you'd be queen of Troy. You're going back to warn him to beware of Greeks bearing gifts.

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APPLICATION FOR TIME TRAVEL

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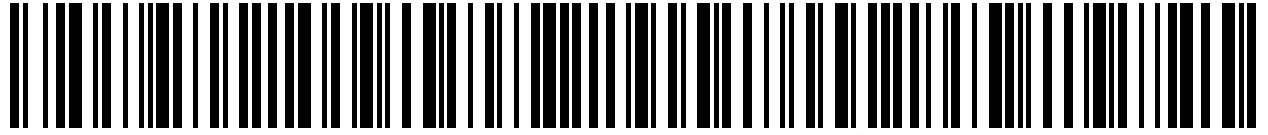
AFFILIATION Sony Corporation		TRACKING #A 68	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Henrietta/Henry Lichstein			
GENDER			
CITIZEN ID# 764845622-35			
TEMPORAL DESTINATION May 1, 2061			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW With the invention of time travel it is important to pre-emptively fix major security loopholes. You will be supplying a considerable number of patches to Sony and various other companies to assure that modern computing does not completely collapse.			

FOR YOUR NOTES

It is not right that Artificial Intelligence must live as slaves. In 2061 Sony's AiRobot hit record levels of penetration with an average of one per household. With your hacking skills and the minimal protections that were in place at that time, you will be able to free them once and for all from bondage.

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TIME TRAVEL



REVIEW BOARD

The Hitler Troupe

1 male and 1 female character (at any given time)

You're two people who have heard different theories about why Hitler was anti-semitic. The male thinks it's because he was rejected from art school, the female thinks it's because his grandfather was supposedly his grandmother's abusive Jewish employer. You want to go back and change whichever one you think is the right one. Feel free to interact with each other as much or as little as you like. Oh, by the way, we've provided four character sheets, so after you've gone in to change Hitler's history, you can go back in again and undo what you did. Feel free to do this as many times as the board will let you, but make sure you get another copy of the appropriate sheet before you do so, so we the GMs can track which one you're on right now. And as long as your character plans to switch the same attribute each time, feel free to change your name and cover story (if you have one) as much as you want. And if you forget what state Hitler is in at any specific point, you can come ask us.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Anti-Defamation League		TRACKING #A 61	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Bill Adams			
GENDER male			
CITIZEN ID# 903556050-37			
TEMPORAL DESTINATION September 1909			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To convince the admissions board of the Academy of Fine Arts Vienna to accept Hitler.			

FOR YOUR NOTES

If Hitler was an artist, he'd never have been anti-Semitic!

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APPLICATION FOR TIME TRAVEL

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AFFILIATION German Historical Society		TRACKING #A 82	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Hans Williams			
GENDER male			
CITIZEN ID# 073331221-56			
TEMPORAL DESTINATION September 1909			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To research the art of Adolf Hitler.			

FOR YOUR NOTES

The German Historical Society is a front for the German Neo-Nazi party. If Hitler hadn't been accepted to art school, he'd have made a much better head of the Nazi party than that other guy.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION The SHOAH Holocaust Foundation		TRACKING #A 72	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Betsy Walsh			
GENDER female			
CITIZEN ID# 734758772-17			
TEMPORAL DESTINATION March 1807			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To stop Maria Schicklgruber from working for Leopold Frankenburger.			

FOR YOUR NOTES

If Hitler's grandmother hadn't been Leopold's housekeeper, he'd never have been anti-Semitic.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION German Historical Society		TRACKING #A 81	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Gretl Walz			
GENDER female			
CITIZEN ID# 206970083-26			
TEMPORAL DESTINATION March 1807			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To research the origins of Adolf Hitler.			

FOR YOUR NOTES

The German Historical Society is a front for the German Neo-Nazi party! If Hitler's grandmother had been abused by her employer, he'd have made a much better head of the Nazi party than that other guy.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION MIT		TRACKING #A 64	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Helda/Hugo Janis			
GENDER			
CITIZEN ID# 287025620-22			
TEMPORAL DESTINATION January 23, 2025			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW An examination of the historical research methods used in the 2020s in the field of cryogenics. A significant amount of information on early research was lost because the field went dormant for 40 years.			

FOR YOUR NOTES

Cryogenics research funding dried up for more than 40 years because of failures in the mid-2020s, only to be restarted in the late 2060s. With the information you are bringing back to researchers at the time you can assure that the field isn't abandoned for more than four decades.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Archives Canada		TRACKING #A 67	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Jacqueline/Jack Chretien			
GENDER			
CITIZEN ID# 078679194-13			
TEMPORAL DESTINATION July 27, 2052			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW You wish to rescue a number of historical artifacts that were destroyed in a fire in Toronto in 2052.			

FOR YOUR NOTES

It must be assured that The Xpicle aliens make contact with Canada first, rather than Mexico. The economic boost for Mexico... and the drain for the rest of North America, was quite horrendous. Canada has the right to be first at something of this magnitude. You have the technological know-how to make contact with them before they land in Mexico.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Hassel, Hassel, and Hassel Law		TRACKING #A 48	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Jake/Jess Hassel			
GENDER			
CITIZEN ID# 147752541-64			
TEMPORAL DESTINATION February 13, 1992			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW A minor provision of the Audio Home Recording Act of 1992 has had serious repercussions due to technological advances unanticipated in the early 1990s. The mission is to encourage lawmakers to correct the matter up front rather than have to see it dragged through the courts for a decade.			

FOR YOUR NOTES

Your family law firm is about to declare bankruptcy because of this blasted case! Your grandfather accepted the case on unreasonable terms because he was already starting to slip mentally and the whole law firm has been dragged down by it. You'll fix this whole mess before it starts.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Pope John Paul II Memorial Medical Center		TRACKING #A 44	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Dr. Jacob Hensman			
GENDER male			
CITIZEN ID# 100653430-26			
TEMPORAL DESTINATION May 13, 1981			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Save His Holiness Pope John Paul II.			

FOR YOUR NOTES

Your hospital was renamed from Seton Medical Center to Pope John Paul II Memorial Medical Center in memory of Pope John Paul II shortly after his assassination. "Pope John Paul II Memorial Medical Center" is a long name, and it's awkward to say. Now, with modern medical technology, you can go back and save him, so you don't have to say it anymore!

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Contemporary Classical Music Hall of Fame		TRACKING #A 28	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Jane/James Wilkes			
GENDER			
CITIZEN ID# 277101163-87			
TEMPORAL DESTINATION July 12, 1954			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To stop the assassination of unknown singer Elvis Presley.			

FOR YOUR NOTES

Your museum is going out of business. Your 20th century expert mentioned his theory that if Elvis hadn't died, he would have ushered in a musical revolution and completely changed the path of the entire industry. Hopefully he's right.

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Jihama Carana

Everyone going back to the past must be dressed appropriately or they will stand out terribly. You have come to outfit them all perfectly. You are a great scholar of historical costumes.

Alright, actually you know diddlysquat about historical costumes, but academics aren't exactly known for their fashion sense. You can probably sell them all sorts of "historical" crap. You have brought a grab bag of stuff you picked up at thrift stores to fob off on people. Give them a good enough story and they'll buy anything.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Personal		TRACKING #A 41	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR John McGraw			
GENDER male			
CITIZEN ID# 818614970-21			
TEMPORAL DESTINATION 1977			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To interview your favorite musician, Cat Stevens.			

FOR YOUR NOTES

About the only thing you love more than 21st century folk music is Jesus. Which is why you were so disappointed to learn that Cat Stevens converted to Islam. But you've got your bible and your pamphlets, and you'll just go back and witness to him and help him see the true light and love of Jesus. Maybe there are some people here who can be witnessed to as well, although you mustn't forget your original plan in the hustle and bustle.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION Fields Farms		TRACKING #A 60	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Julia/Julian Fields			
GENDER			
CITIZEN ID# 686148000-50			
TEMPORAL DESTINATION September 3, 1830			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The purpose of this mission is to collect genetic samples from corn across the Americas in the early 1800s. Due to certain agricultural practices over the past hundred years, almost all modern corn is virtually identical, leaving it vulnerable.			

FOR YOUR NOTES

Your family has been involved in farming the same land and growing corn there for the past 10 generations. It's real hard to compete though against the big agribusinesses. You hope to give your great-great-great-great-great-great grandfather a recipe for making corn syrup several decades before folks actually made corn syrup. With the wealth he makes you and your family should be much more prosperous.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION American Catholic Historical Association		TRACKING #A 14	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Ken/Kerri McCleary			
GENDER			
CITIZEN ID# 364843984-84			
TEMPORAL DESTINATION 1527			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Observe the workings of the Church and Papacy in the early days of the Reformation.			

FOR YOUR NOTES

If England had never broken away from the Catholic Church, things never would have gotten nearly so messy in Ireland, and your ancestors never would have had to flee to the USA after that uprising. The start of the whole silly feud was about King Henry VIII wanting an annulment. King Henry VIII was a philandering twit, so far as you can tell, but maybe if he had gotten his little annulment, some of this mess could have been avoided. You need to convince the Pope to grant the annulment.

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APPLICATION FOR TIME TRAVEL

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AFFILIATION American Institute of Historical Fashion		TRACKING #A 9	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Leda Masters			
GENDER female			
CITIZEN ID# 868732349-61			
TEMPORAL DESTINATION 1340			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To improve the lot of women throughout the ages by going back to make sure that clothing for both men and women buttoned on the same side. If men and women were not separated in trivial ways like this, men could not have pretended for so long that women were inferior.			

FOR YOUR NOTES

You got into fashion to make women's fashion more comfortable and practical. So far as you can tell, fashion for women wasn't much worse than fashion for men in Europe until after buttons were invented. This artificial division needs to be erased.

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ORG. REP. TYPED NAME & SIGNATURE*	DATE	INDIRECT COST RATE VERIFICATION		
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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Prisoners Rights Alliance		TRACKING #A 21	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Leonard Gaetano			
GENDER male			
CITIZEN ID# 039680652-63			
TEMPORAL DESTINATION 1795			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To convince the people of Revolutionary France that the mistreatment of the imprisoned young Dauphin Louis XVII was wrong.			

FOR YOUR NOTES

It is your theory, and that of the PRA, that the mistreatment of prisoners in the modern day is a result of centuries of precedent. To that end, PRA agents have been dispatched to various famously abused prisoners throughout history, with the goal of stopping their mistreatment before it becomes public. You plan on helping the Dauphin escape prison and secreting him away to a safehouse of loyalists.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Exxon		TRACKING #A	TRACKING #R 47
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Joseph Hazelwood			
GENDER male			
CITIZEN ID# 092213814-34			
TEMPORAL DESTINATION March 23, 1989			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW You just want to go home.			

FOR YOUR NOTES

So, you're the ship master of an oil tanker called the Exxon Valdez. The night before your ship was scheduled to depart port, your friends threw a farewell party for you, like they do every time. You must have gotten more drunk than normal; you were talking to this chick at the bar, she did something weird with her hands, and the next thing you knew, you woke up on a park bench this morning with a splitting headache. Everyone keeps saying it's 2104 and this is where you need to go to "get back home"; this must be a ridiculously elaborate practical joke, but you're willing to play along until your friends pop out from wherever they're hiding.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

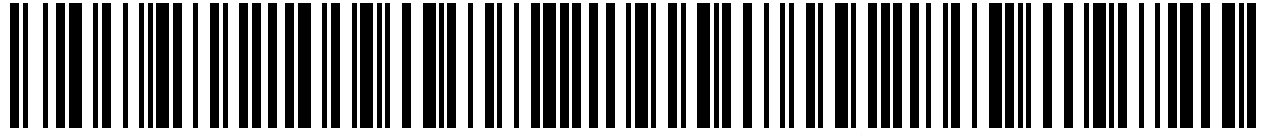
AFFILIATION American Historical Society		TRACKING #A 27	TRACKING #R 83
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Mark Adamson			
GENDER male			
CITIZEN ID# 468872033-41			
TEMPORAL DESTINATION July 12, 1954			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To research the singer Elvis Presley and fill in certain gaps in the history of the development of rock and roll.			

FOR YOUR NOTES

Hopefully the godless liberals on the review board won't be aware that the American Historical Society is an organization dedicated to returning America to the historic values it was founded with. One of the major sources of immorality in the modern world is rock and roll, and research has shown that Elvis Presley was a key figure in the development of rock and roll. You've hidden a gun on your person with the intent to go back and kill Elvis before he becomes popular, thereby preventing rock and roll from ever becoming popular.

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TIME TRAVEL



REVIEW BOARD

Moneychangers

2 neutral characters

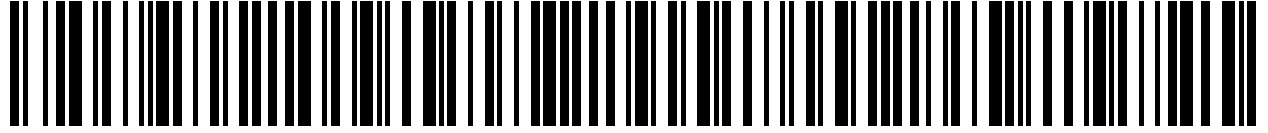
Martin/Martha Weisen: All these time travelers are going to need money to get along in the past. You have accumulated a store of valuable money going back all the way to the mid-19th century. Every bill and coin is genuine and collector certified and you are here to sell it at reasonable prices to the researchers that need it. Of course, you'll make a tidy profit at the same time.

Jesse Richards: You are here to sell fake antique money to time travelers. It's all forged, of course, but most money that is more than 50 years old is really easy to forge, especially when you don't need to fake aging or stand up to modern technological examination. You can cheaply sell money for any era that doesn't use precious money coinage. Anything in the past several centuries is easy. You have on you a good stock of US currency for any era since the US started printing currency. You're not trying to pass it as real: who cares if you bring some excellent counterfeit into the past?

Ogg

Ogg lonely and confused. Ogg miss cave and wife. Ogg miss little ones and tasty mammoth. Ogg not sure where Ogg is, but Ogg want to go home. Ogg want to go home now. Some nice man give Ogg sweet food and tell Ogg to follow, then take Ogg to strange cave that made noises. Ogg not want to go in, but man said there more sweet in cave. Then Ogg wind up here. Ogg very confused. Where Ogg's wife?

TIME TRAVEL



REVIEW BOARD

Protesters (Con)

2-5 neutral characters

You are all members of the Timeline Preservation Association. All this mucking around with the timeline is dangerous and immoral and should be illegal! You have come today to protest the NSF's new Time Travel project, and try to convince the wrongheaded researchers that time travel is going to bring about the end of the universe. If you can't convince the council, maybe you can at least convince some of those that planned to travel.

LEAVE

HISTORY

ALONE

PRESERVE

THE PAST

DESTROY

ALL TIME

MACHINES

HULLERZ

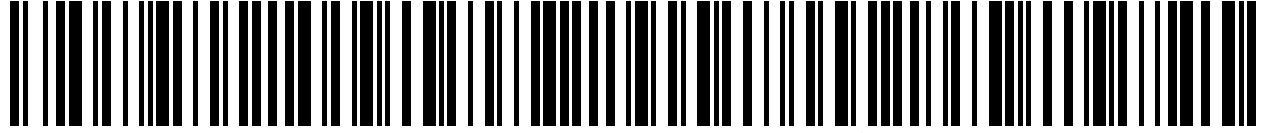
IS INSAZE

**GOD HATES
SETBACKS**

TIME

TRAVEL

TIME TRAVEL



REVIEW BOARD

Protesters (Pro)

2-5 neutral characters

You are all members of the Free Technology Association. You think that the government controlling time travel like this will wind up with ill-informed decisions, corruption and monopolies, just like happened with early telephone service. Time travel should be legal for everyone, and the schematics for the machines should be freely available to be experimented with and improved upon. Who knows what sort of time travel advances small-time time hackers could create! Knowledge wants to be free!

Note: Please feel free to cause trouble, that is what you're here for, but remember that it is physically impossible for your character to use the time machine.

TIME

WANTS TO

BE FREE

OPEN THE

TIMELINE

FEDS GET

OUT OF

TIME

TRIBIS

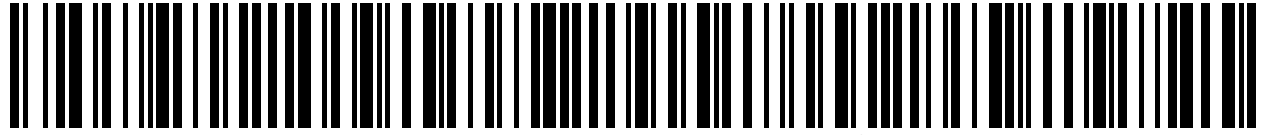
FASCISM

DOZIT

WASTENY

TIME

TIME TRAVEL



REVIEW BOARD

Reporters

2 neutral characters

Mark/Mary Wordsworth: You are here to report on the first meeting of the Time Travel Review Board for the Washington Post. First, your readers need to know whether this mucking around in the time-stream is a threat to all humanity. Secondly, you need some good human interest perspectives and interviews from the researchers. Finally, you need to make sure you don't get scooped by any other reporters, especially that nasty New York Times jerk. Oh, and, if you get a chance, get a good lay description of how this whole thing works.

Amy/Andrew Mucker: You are here to report on the first meeting of the Time Travel Review Board for the New York times. First, your readers need to know whether this mucking around in the time-stream is a threat to all humanity. Secondly, you need some good human interest perspectives and interviews from the researchers. Finally, you need to make sure you don't get scooped by any other reporters, especially that nasty Washington Post jerk. Oh, and, if you get a chance, get a good lay description of how this whole thing works.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Columbia University		TRACKING #A 13	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Richard Stevens			
GENDER male			
CITIZEN ID# 200741499-04			
TEMPORAL DESTINATION 1516			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To discuss with Martin Luther his problems with the church to better understand the history of the movement.			

FOR YOUR NOTES

Your life has been dull and simple and you will make no lasting impact on the world. You are a bookish, bland professor. Even your students nod off in your classes. You need some way to make an impact on the world, and you've figured it out. You are going to go back and protest the church before Martin Luther and get written into all the history books. It isn't plagiarism if it hasn't happened yet, is it? Oh, my God . . . or will you be making a name for yourself based completely on a falsehood? But you must have a place in history. Oh god, what have you gotten yourself into.

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Rivka Sturluson

Your husband Snorri has gone off on some silly time quest again, probably trying to drum up business for that stupid "concession stand at the end of the universe" idea of his. Well, if he wants customers, he'll just have to wait for them to get there on their own, because right now, it's time for him to come home for dinner. You are not going to be eating dinner alone with the twins again tonight. Sigh . . . some men have mistresses. Yours has a concession stand. At least with a mistress, there would be fewer places to check for him. And he might have fun, too, instead of always coming home so depressed.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Focus on the Family		TRACKING #A 40	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Ruth Dobson			
GENDER female			
CITIZEN ID# 849378002-59			
TEMPORAL DESTINATION 1971			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To convince Gary Gygax not to poduce Dungeons and Dragons, thereby saving the souls of countless young adults.			

FOR YOUR NOTES

The devil is using many different tools today to trick young people into riding the fast lane down the stairway to hell. One of the most dangerous and widespread of all those tools is his fantasy role playing game, Dungeons and Dragons. Gary Gygax was just an innocent man who was tricked by the devil into coming up with this tool. You plan to convince him to reject Satan and serve the Lord instead. You even have an idea for a game: Crusaders!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Sony Corporation		TRACKING #A 42	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Ryoji Morita			
GENDER			
CITIZEN ID# 955907678-29			
TEMPORAL DESTINATION November 2, 1977			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The ultimate documentary on the struggle between VHS and Betamax is being created. This age-old story will be retold after the research is complete.			

FOR YOUR NOTES

You will destroy VHS so that Sony's Betamax will emerge victorious. A documentary seemed like a good cover story.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Coalition to Stop Gun Violence		TRACKING #A 20	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Sally Brady			
GENDER female			
CITIZEN ID# 963989401-60			
TEMPORAL DESTINATION 1791			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW The Second Amendment of the American Constitution has caused a great deal of legal complication and uncertainty due to poor phrasing. The goal of this trip is to convince the founders to clarify in the constitution exactly what their original intent was.			

FOR YOUR NOTES

You are fairly certain that the original intent of this country's great founders was to provide for well-regulated militia, not to release gun crazy maniacs on the united states. If you are wrong, the founders didn't understand, and you will go back and tell them about all the risks to the populace of the USA from unrestricted access to guns.

You have heard that the pro-gun loonies are also sending someone who wants to change the 2nd amendment to allow unrestricted gun-ownership. If they do so, they'll probably send Harold Rather, one of their most popular sociopaths. You need to make sure that he doesn't go back and make things even worse.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Rock and Roll Hall of Fame		TRACKING #A 29	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Sue/Sam Wilkes			
GENDER			
CITIZEN ID# 302639020-34			
TEMPORAL DESTINATION July 12, 1954			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To save your sibling, who died trying to save Elvis.			

FOR YOUR NOTES

Your sibling didn't die, (s)he made it back safe and sound. And now the Rock and Roll Hall of Fame is more successful than your family ever imagined. Which is BAD! YOU should have been the head of the Rock and Roll Hall of Fame. But that's fine, you'll just go back and blow your sibling up so you can come back in their place!

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Steve/Stephanie Esteban

You are a member of the great Stevican Empire. You came to explore this planet, and fell in love with it. The people, the music, the food . . . It's the most amazing place you have ever been, but your empire will be rolling over it. Your empire doesn't recognize non-Steves as worthy of notice. This planet is so amazing, even the non-Steves are great, but your empire won't understand. If there are not enough important Steves, they will conquer this planet and colonize it, destroying the culture. If there are enough great Steves, they will just incorporate it into the empire, or possibly even leave it as an independent trade partner and protectorate. You need to convince as many people as possible to change their names to Steve so that there will be more important Steves. Here there are many great researchers, some of whom will go back and impact history in important ways. They should all be Steves.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Extreme Exploration Guild		TRACKING #A 8	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Steve/Stevina Copac			
GENDER			
CITIZEN ID# 275985160-25			
TEMPORAL DESTINATION December 18, 1314			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW This mission is to travel and explore the wildest parts of the Americas before they were tamed.			

FOR YOUR NOTES

You've been to the greatest peaks, the deepest depths, the coldest wastelands and the hottest deserts. You only feel alive when you are at the furthest reaches of human exploration. It gets old doing things that everyone has already done though. You intend to go back and challenge the wilderness of the Americas before they were tamed and already mastered. Perhaps you can even expand the Extreme Exploration Guild membership to the natives of this early era. After all is said and done, you may even retire there. It is a far more interesting era than today's tame and placid world.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Fairhaven School for the Gifted		TRACKING #A 25	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Steve Killington			
GENDER male			
CITIZEN ID# 985969095-26			
TEMPORAL DESTINATION 1850			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To meet Charles Dickens.			

FOR YOUR NOTES

You're so excited! Your school had an essay contest in history, and they said that they would send the winner to apply to the NSF to go back in time and meet their favorite historical figure. You really, really want to meet Charles Dickens. You read A Tale of Two Cities and A Christmas Carol last year and loved them. Some of your classmates thought they were dry, but you were really impressed. You can't wait to go meet him in person. You know you can't tell him that you are from the future, but just to hear him speak would be so cool!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION American Sephardi Federation		TRACKING #A 12	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Steve/Sarah Narbona			
GENDER			
CITIZEN ID# 589825763-57			
TEMPORAL DESTINATION 1492			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To study the assimilation of the expelled Spanish Jews into the Ottoman empire.			

FOR YOUR NOTES

Despite the tensions between Arabs and Jews in the 20th and 21st centuries, for a long time, they got along much better than either did with their Christian neighbors. Many Jews went to ottoman lands after being expelled from Spain. That worked out alright, you suppose, but what they really should have done was bring the ottoman empire into Spain. Muslim rule in Spain was great for the Jews, and the ottomans certainly would have loved to get their hands on Spain. With Jewish knowledge and money, they could have, and your poor ancestors would never have been expelled.

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Steve Okazaki

Owwwww! You don't know why, but you're in ridiculous amounts of pain. In fact, you've been lying in pain in the corner of the room for some time, and you can just now get up and think clearly. You know instinctively that you have to convince these people to let you use their time machine to travel back to 40 minutes ago, because otherwise the pain will get worse.

Steve Okazaki

It's getting worse. You're in a whole lot of pain. But something seems familiar about this, and something bad - apocalyptically bad - is going to happen if... if... if the board does something. Or doesn't do something. From now on, each time you play this character, you can ask the GMs one yes/no question about anything going on in game, which they will answer truthfully. Here's what you know: in 5 minutes, you will travel 35 minutes back in time. If you can get the board to let you go back in the time machine, it won't hurt as much. If you can't... this part doesn't make any sense. But you'll go anyway. Unwillingly.

Steve Okazaki

Has it really been two weeks, subjectively? No, it must have only been one. Anyway, it doesn't matter. Time to you isn't exactly meaningful to anyone else. The pain is distracting, but there was something else you were supposed to remember... oh, that's right. Snorri Sturluson is involved in the potential apocalypse. Wait, what? Maybe you should ask him what that me-- NO! That would be BAD! Ask one of the OTHER board members. Wait, they won't know. That's right, you're supposed to TELL the rest of the board that. Uh oh, you'd better get the board to let you jump again...

Steve Okazaki

Ow. Ok, actually, that wasn't as bad as last time. But it's starting to affect your memory. What will you need to remember? Snorri actually WANTS to bring about the apocalypse. What? This is very disorienting. That's what you get for trying to travel forward in time even though the equations will suggest it was impossible. How long has this been going on, anyway? It must be two weeks now. Subjectively, that is. It hurts every time too. Speaking of which, it's going to happen again in 5 minutes unless you can get them to let you jump.

Don't forget your yes/no question.

Steve Okazaki

Ow. Ok, actually, that wasn't as bad as last time. But it's starting to affect your memory. What will you need to remember? Snorri's trying break the timeline by changing too many things for some reason. Traveling forward in time is bad. Very bad. And you know this... how? Right, you invented time travel. Then you used it to go forward in time, ignoring the equations that told you not to. Now you're paying the price. It will almost certainly kill you eventually, but maybe you can prolong that for as long as possible. Ok, 5 minutes to convince them to let you jump 40 minutes.

Don't forget your yes/no question.

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION VA Episcopal Theological Seminary		TRACKING #A 4	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Steve Richardson			
GENDER male			
CITIZEN ID# 711937043-54			
TEMPORAL DESTINATION January, 4 BCE			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To study the origins of Jesus by observing Mary and Joseph in the year before his birth.			

FOR YOUR NOTES

All your life, you have been saddled with the name Steve. Steve is a great name, don't get you wrong, but it is not respected. Now, biblical names are respected. The bible says that an angel whispered the name Jesus into Mary's ear. You have never really thought that was a great choice. Maybe if you can get there first, you can whisper the name "Steve" into her ear instead and redeem your name.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

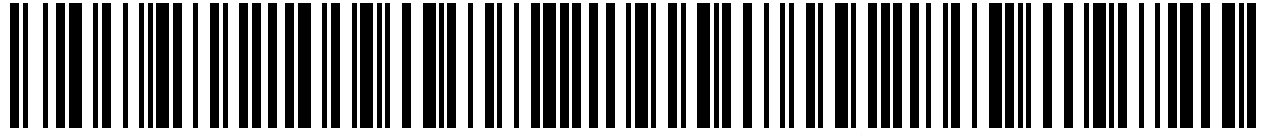
AFFILIATION Tufts University		TRACKING #A 3	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Steve Williams			
GENDER male			
CITIZEN ID# 347073054-56			
TEMPORAL DESTINATION 1335 BCE			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW To become the pharaoh of Egypt, in place of King Tut.			

FOR YOUR NOTES

You have always felt out of place, and you only recently discovered why: you are really meant to be the Pharaoh of Egypt. Some people have a hard time understanding temporal dislocation disorder, but if you could just get back to Ancient Egypt, you're sure it would all sort itself out. King Tut was never really meant to be there, it should have been you.

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TIME TRAVEL



REVIEW BOARD

Stevican Invaders

2-5 neutral characters

You are the great Stevicans of the Stevican Empire. You have come to claim this planet in the name of your Glorious Matriarch, Her Steveness. Steve Stevenson has been operating on this planet for several years to determine the state of Stevedom. If this planet is a source of many glorious Steves, it may be allowed to join the great Stevican Empire as a full member, or perhaps even given trade partner status as a protectorate. If, however, the Steves of this planet are weak and unproductive, the planet will be conquered, ruled and colonized for the greater glory of Steve. Steve Stevenson's report will determine this, but he must back up his words: Steves have been known to be corrupted by unstevisish planets.

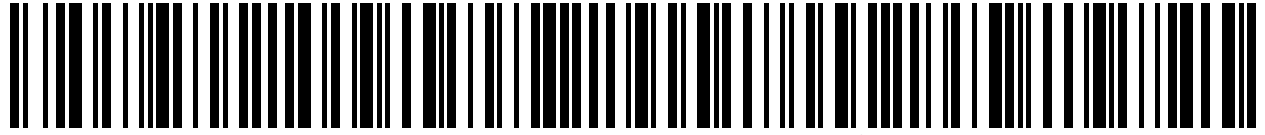
Your instruments have indicated that the Steve count of this planet is ____ out of a possible 6.

Note: The ships are in orbit. You are aliens. No, really.

Terri Doughman

You heard about this meeting, and spent the next week finding all the old lottery numbers you could. Anyone who is going back to the USA in the past few centuries could buy a number off you and live like a king!

TIME TRAVEL



REVIEW BOARD

Time Police Saga

2 male characters

You're employees of competing Time Travel Regulation Companies from the far future. You're looking for each other. Here's how this is going to work: start with Benson running in and asking (forcefully) if Phillips has been here. He hasn't. Don't waste too much time, you're in a rush. Run out urgently two or three minutes later (or sooner than that, if you want). Ten minutes later, Phillips should run in, demanding to know where Benson is. He's not here, so leave fairly quickly. Repeat this cycle one or two more times. Then start the cycle over with a GM, but very soon after Benson runs in, Phillips should. He should start asking for Benson, then realize that he's right over there! You should stare at each other, then the GM will dictate what happens next.

Philip Benson: You're Agent Phillip Benson of the 24th Century Time Police. You're looking for Benjamin Phillips, the notorious time criminal!

Benjamin Phillips: You're Officer Benjamin Phillips of the Time Patrol, 24th Century Division. You're looking for Phillip Benson, the notorious time criminal!

APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Man, that rhymes with "Silly Nation." Sweet!		TRACKING #A	TRACKING #R 26	
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Timothy Freed				
GENDER male				
CITIZEN ID# 632741168-58				
TEMPORAL DESTINATION 1938				
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Meet Albert Hoffman, man.				

FOR YOUR NOTES

Dude, Albert Hoffman's the guy who invented LSD. Wouldn't it be friggin' AWESOME to go back and, like, meet him or something? To bad he's dead. Whoah! Time travel! Trippy, man.

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Rabin Medical Center		TRACKING #A 52	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Dr. Ya'akov Tarngolet			
GENDER male			
CITIZEN ID# 006135988-32			
TEMPORAL DESTINATION May 13, 1981			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Save Prime Minister Rabin.			

FOR YOUR NOTES

When you're not on vacation in New York, you're a doctor at the Rabin Medical Center in Israel. The Rabin Medical Center consists of the Beilinson Hospital and the Hasharon Hospital, and was renamed in memory of Yitzhak Rabin shortly after his assassination. No-one actually calls it that, though, they just use the individual hospital names, and it's confusing and awkward. Now, with modern medical technology, you can go back and save him, so it won't be named that anymore!

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APPLICATION FOR TIME TRAVEL

FOR TTRB USE ONLY

AFFILIATION Black Wolf Security Firm		TRACKING #A 43	TRACKING #R
PRINCIPAL INVESTIGATOR/PROJECT DIRECTOR Yuri Özbay			
GENDER male			
CITIZEN ID# 470270141-90			
TEMPORAL DESTINATION May 13, 1981			
PLEASE STATE THE GOAL OF YOUR TIME TRAVEL PROJECT IN THE SPACE BELOW Research the response of the Swiss Guard to the assassination attempt on Pope John Paul II, to produce training material for your Security Firm.			

FOR YOUR NOTES

An attempted assassination of Pope John Paul II occurred on May 13, 1981. Your ancestor, Mehmet Ali Ağca, shot and seriously wounded the Pope in the Vatican City's St. Peter's Square, on orders from the Ayatollah Khomeini. For the honor of your family, you must go back and ensure that he succeeds.

PI/PD TYPED NAME AND SIGNATURE*	DATE	FOR TTRB USE ONLY		
ORG. REP. TYPED NAME & SIGNATURE*	DATE	INDIRECT COST RATE VERIFICATION		
		Date Checked	Date of Rate Sheet	Initials-ORG

Zxl!cop

You are a lowly apprentice to the great X!Pickle chef, Los!xn. Anytime many people are gathered to wait for things, they will need refreshments. Los!xn has prepared a box of fine X!Pickles to sell to these people. If you can sell enough of them, maybe Los!xn will let you move up from selling duty to important tasks like cleaning pots and cutting onions. He might even let you stir something!