Welcome to the Universal Civ Time (UCT) Theory!

In this guide, we'll walk you through how Universal Civ Time (UCT) works and how you can use it to easily convert event times for players across the world, no matter what time zone you're in. Let's get started!

What is Universal Civ Time (UCT)? UCT is a time system used to make sure everyone on the server is on the same page about when events happen, regardless of where they are in the world. The goal of UCT is to standardize the time so you don't need to worry about time zone differences—everyone can reference the same time. The UCT Calendar (500 Days)

Instead of using the regular 365-day year, we use a 500-day year. Here's how it's broken down:

Starting Point: The first day of UCT (new years day) begins on June 2, 2022. This is Day 1 (Civ Day 1).

Months: There are 12 months,
each with 41-42 days:

Norya (Days 1-42)
Solstara (Days 43-84)
Yrennis (Days 85-126)
 Veldra (Days 127-168)
 Zirath (Days 169-210)
Gorrath (Days 211-252)
 Lathorim (Days 253-294)
 Meldrith (Days 295-336)
 Fensira (Days 337-378)
 Ardenis (Days 379-420)
 Phelora (Days 421-462)
 Thandris (Days 463-500)

 How to Read UCT Civ Day (CD):

 Every Civ Day is a 24-hour cycle, just like our normal day, starting at 00:00 (midnight) UCT.

Civ Hour (CH):

The day is divided into 24 Civ Hours (CH), from 0 (midnight) to 23 (11:00 PM). So, 12:00 CH is noon, and 18:00 CH is 6:00 PM, UCT.

For example:

CD 150, CH 12 means it's Day 150, Noon (12:00 PM) UCT. Time Zone Conversion (UCT to Local Time)

Now that we know how to read UCT, let's look at how to convert UCT to your local time.

To make sure everyone can join events at a reasonable hour, we adjusted UCT to fall during normal waking hours in most places.

Here are the key time zones and their conversion from UCT:

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UCT Time   | CD 1, CH 0      | CD 1, CH 6       | CD 1, CH 12     | CD 1, CH 18      | CD 1, CH 23
-------------------------------------------------------------------------------------------------
Canada/USA |7:00 PM (prev. day) |1:00 AM        |7:00 AM        |1:00 PM         |6:00 PM
Argentina  |9:00 PM (prev. day) |3:00 AM        |9:00 AM        |3:00 PM         |8:00 PM
Mexico     |6:00 PM (prev. day) |12:00 AM       |6:00 AM        |12:00 PM (noon)  |5:00 PM
UK         |12:00 AM (midnight) |6:00 AM        |12:00 PM (noon) |6:00 PM         |11:00 PM
Germany/FR |1:00 AM          |7:00 AM          |1:00 PM        |7:00 PM         |12:00 AM (next)
Greece     |2:00 AM          |8:00 AM          |2:00 PM        |8:00 PM         |1:00 AM (next)
Russia     |3:00 AM          |9:00 AM          |3:00 PM        |9:00 PM         |2:00 AM (next)
Australia  |10:00 AM         |4:00 PM          |10:00 PM       |4:00 AM (next day) |9:00 AM (next)
Japan      |8:00 AM          |2:00 PM          |8:00 PM        |2:00 AM (next day) |7:00 AM (next)
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So, everyone knows exactly when the event is happening in their time zone! This way, you don't have to worry about confusing time zone calculations or missed events.

Why UCT is Great for You:

 No More Time Zone Confusion:

 Everyone can look at the same UCT time and convert it to their local time using the chart or bot. This way, you always know exactly when things are happening.

Convenient Event Scheduling:

 Events are scheduled in UCT, so players across the globe can join in at a reasonable time. Unified Global Time: You're always referencing the same time, which is great for coordination and event planning. Quick Summary: Civ Days are the same for everyone, starting from June 2, 2022 (Day 1). Civ Hours (CH) are 24-hour cycles, just like a normal clock. UCT is the universal time used to schedule events. Use the Conversion Chart to figure out what time events will be in your local time zone. Tips for Using UCT: Always check the UCT event time first, then convert it to your local time using the chart. Events should be set at reasonable times (like 12:00 UCT, which is morning or afternoon for most regions). You can use a bot or app to automatically help with time zone conversions, making it even easier to join events! Get Started!

Now that you know how UCT works, you can easily plan and join events with players from all over the world. Whether you're in Canada, Argentina, the UK, or Australia, UCT helps keep everyone on the same page. Ready to play and organize your next big event?

This paper was written by prof. Docc of the MIICT.

Maugate Imperial Institute of Commerce and Trade