

THE NOW

Introduction

What's going on here?

From time to time there appears a phenomenon in time that decreases the number of alternative versions of the universe. This phenomenon rewrites the history of several alternate universes at a point where their stories began to diverge. The stories of different universes are replaced by one and following the past changes the future - the worlds become exact copies of each other becoming essentially one world. In some versions of the universe there are technical (or other) possibilities to intervene in this process. Brave operatives, loyal monks, masonic agents, infallible cyborgs and secret agents are going back in time. Their goal is to make sure that the rewritten history is as similar as possible to that of their native future. They have to make the world after the merging of the universes looks as similar as possible to the world they came from. That's exactly what the players will do. As the history will be rewritten in the future (during game), we will refer to the past as what has been rewritten and the future as what has not yet been. On the borderline of the unchanging past and the possible future lies **the now** separating possibilities and reality.

Rules about rules

All strange and unlikely situations were put in a special section - additional rules. General rules say that drinking alcohol in public places is prohibited. Additional rules say that during public holidays, after 8 p.m., in specially organized venues it is legal. If you are reading the rules for the first time it is worth skipping the additional rules section and looking at it during the game if a strange situation arises in which it is not obvious what to do. You should familiarize yourself with all the additional rules before the third/fourth game.

If a player has broken the rules and the others noticed it after the end of the next player's turn, the offender should not be penalized. Of course there are exceptions - situations in which the violation had a tremendous impact on the course of the game. So, the final decision on whether to try to replay everything is left up to the players.

The game in brief

To make it easier to understand the rules that describe specific aspects of the game, you need to have a general idea of the game process. The main task of the players is trivial - to get as many points as possible. Points are obtained (and sometimes lost) at the moment of realization of events prepared by players. The moment when these events cease to be merely plans for the future and become reality.

There are only two ways for an event to be realized - to happen or not to happen. Events that have not happened affect the future just as much as events that have happened. If you close the rules now and do not play the game, it will have no less consequence than if you do decide to play. What determines whether an event will happen or not? It depends on its causal relationships with other events. But players may try to disrupt the cause-and-effect relationship by adding small causes or hindrances. This names "to apply an impact". For example, a brilliant single engineer capable of inventing a time machine successfully solved key equations (the cause of the event) and was already ready to publish sensational material (the event itself). But here due to the "accidentally" spilled tea, a short circuit occurred - the results of the last calculations were not saved (impact 1). While going to check the electric panel, the engineer in the darkness slipped on milk "accidentally" spilled from the cat's bowl, fell down and hit his head (impact 2). Later the engineer restored the light and returned to work but the sensational report was not published in time (the event did not occur due to the impacts). An hour later the engineer received an eviction notice, the time machine had never been invented - the history of the world had gone the other way. This example was intended to explain what events are and what impacts are, there is no textual description of what happens in the game itself.

So, in the course of the game the characters organize events linking them to each other, influence the events that have not yet had time to be realized and extract energy (\mathcal{N}) - the only resource in the game. Now let's get to the details...