The year is 1921. Zeppelins float across the sky. Aleister Crowley has just founded the Abbey of Thelema in Sicily. The world is a secretive, dangerous place. After the confusion of WW1, trust is at a premium. It seems that everywhere you turn, there is a new conspiracy theory, a new secret society, a new world order. There’s only one thing to do, of course! Build a steam-based Rocketship and head for the stars!

You’ve founded your very own secret society, The Silent and Secret Society for the Research and Construction of Conspiracy Rockets. Your goal: nothing less than world domination! The best way to achieve that goal: build a Rocketship. Of course, you can’t do it alone. The Brothers and Sisters of the Silent and Secret Society for the Research and Construction of Conspiracy Rockets can’t possibly stoop to something so common as manual labor. No, the best way to get this rocket built is to make friends and influence people; by hook or by crook, you’re going to have to take control of some of the other secret societies floating around out there.

Of course, they all have their own strengths and weaknesses. And, quite frankly, they don’t always get along as well as they should. It’s a difficult business, this secret society game. And it turns out Rocketship building isn’t as simple as one might think. There’s all sorts of factors to consider: funds, supplies, shielding, thrust, navigation, and that doesn’t even take into account the outfits. What exactly does a gentleman or lady of good standing wear to a Rocketship launch? The tweed suit? An evening gown? No matter, there’s still time to make these types of decisions. After all, the Rocketship hasn’t been built just yet.

Wait, what? We haven’t even started? Well, what are we doing lollygagging around then? Time to get to work!