



**SSIGSIM**  
**2021**

**THE TIMELINE**  
**AUTHORITY**  
**BACKGROUND GUIDE**

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# TABLE OF CONTENTS

<b><i>Backgrounds: The Old Worldline</i></b> .....	<b>3</b>
The Global Japanese Empire .....	3
Risaku Yamanaka.....	4
Collapse of the Japanese Empire .....	4
Age of Solar Expansion .....	4
Evolution of Humanity.....	5
The Great Vanishing.....	6
Discovery of Time Travel.....	6
The Timekeepers .....	7
<b><i>Issues Facing the Timeline Authority</i></b> .....	<b>8</b>
Time Charges & The Black Market .....	9
Time Piracy .....	9
Mapping the Timeline.....	9
<b><i>Factions</i></b> .....	<b>10</b>
Terran Dominion and Commonwealth of Man .....	10
Solar Union .....	11
Martian Republic .....	11
Red Sand Collective .....	11
Caretakers.....	12
Distant and Near Object Workers Cooperative (DNOWC).....	12
Venusian Vanguard.....	12
Characters.....	13
<b><i>Committee Mechanics</i></b> .....	<b>13</b>
Time Travel .....	13
The Branch T&D (Tracker And Destroyer) 3000 .....	15
Timeline Authority Communications .....	15
Points.....	15
Map .....	16
Key Terms .....	16
<b><i>Advice for Preparation</i></b> .....	<b>17</b>

## **BACKGROUND: THE OLD WORLDLINE**

Not much is known about the events of the great timeline split. At a time where temporal branches and breaches sprung up faster than trackers could register, our ancestors were too busy cleaning up the universe's timeline to document their endeavours. What accounts of this historical event we have were passed down as mythology and great stories of heroism and courage by survivors. On the other hand, historians were much more meticulous in their recording of events leading up to the split. Whether it was duty to their craft or desperation to leave a legacy that drove them to do their work we cannot know for certain but their work is what we have left from that time. This became known as the Asteroid Library Project, where billions of zetabytes of information were aggregated into tomb-like data banks placed on asteroids orbiting the sun. Amongst them you'll find a wide range of information, like what a human named Jerry ate for breakfast on July 3rd, 2043 right next to a detailed blueprint of the first stasis pod ever invented. More importantly though, these data banks recount the events leading up to discovery of time travel, the founding of the precursor to the Timeline Authority and the rampant destruction of our timeline. The asteroid libraries, like the golden record of 1977, would later be launched into deep space in hopes that one of them would encounter alien civilizations. It is from one of these data banks, where the following account of human history is drawn.

### **THE GLOBAL JAPANESE EMPIRE**

The story of the Timeline Authority is best described as having begun in an ancient island civilization known as Japan in 2274. At that point, humans had wreaked havoc on the Earth's climate and the planet was emerging from a century of climate catastrophe. The 22nd century was notorious for adverse weather patterns that compounded to cause global famines and mass migration by climate refugees. The situation didn't get any better at the turn of the 23rd century when the long awaited eruption of the Yellowstone supervolcano came to pass, cooling the globe and placing earth in a volcanic winter. The Japanese rulers at the time were mostly part of the generation that had grown up under the dark sun blotted out by volcanic ash. Perhaps it was common sense or just an epiphany brought about through a life of constant darkness, but these rulers realized that their way out of the wasteland was through brazen scientific progress. The Japanese nation proceeded to raise a generation of the most brilliant minds who contributed to a complete transformation of their island and the planet in a few short decades. Japanese scientists were able to master the art of energy extraction and rebuilt the entirety of Japanese society on renewable energy sources. Through a mix of novel genetic and engineering techniques, they were able to eliminate large amounts of poverty and uplift their populus. Once this restoration process was complete, the Japanese set their eyes on recolonizing Mars and the Moon, which had been abandoned in previous centuries. Other nations watched in awe as Japan rose to glory and proceeded to offer their subjugation in exchange for some shared prosperity. The first global Japanese empire had come into existence.



## **RISAKU YAMANAKA**

Risaku Yamanaka was born in 2389 in the Japanese-Martian city of Orinpasu and just like the majority of martians, pursued a career in science and engineering. Her first major contribution was in the field of planetary science where she successfully engineered the first fusion core required to remelt Mars' iron core. This would reactivate its protective magnetic field which would pave the way for future terraforming of the planet. Risaku won accolades and awards, yet was rarely satisfied by her achievements. In pursuit of further glory, Risaku took her knowledge in high energy fusion devices and began pursuing a theoretical engine capable of faster than light travel known as the Alcubierre drive. This move surprised many who discouraged her from pursuing something so out of her depths. Because of the nature of her work, Risaku became increasingly secretive and not much was known about the exact progress she made. Records show that she began to slowly drift away from friends and family while becoming disillusioned with the scientific institutions she was once part of. The assumption by many at that time was that Risaku had gone mad. Given this sentiment, it was a surprise to everyone when in 2441 Risaku announced that she was ready to test her invention and invited the general public and the scientific community to attend her inaugural test flight.

Her ship orbiting Mars was observed by many telescopes, scanners and nearby cameras. In fact, what was to happen next, despite being highly mysterious, is one of the most well documented events in history. Risaku powered up her engine, letting off an energy surge unlike anything seen before. This was followed by a flash that many likened to a supernova. As the flash subsided, the ship disappeared with no traces of debris or Risaku's body. In an effort to understand this phenomenon, the Martian government raided her laboratory only to find that her research was gone. Full details of her discoveries would not be uncovered for thousands of years.

## **COLLAPSE OF THE JAPANESE EMPIRE**

By the end of the 25th century, the Global Japanese Empire was on the brink of collapse. The goals of the colony on Mars diverged from the goals of mainland Japan and eventually led to the first system-wide civil war. Eventually, the Martian Colony renounced its Japanese heritage, embraced its technocratic ideals and gained independence. Other nations who had been previously vassalized during the creation of the Japanese empire took advantage of this turmoil and proceeded to declare independence. Superpowers of ancient times who had been sidelined for 400 years began once again rising to the world stage, often driven by simplistic ideals of nationalism that had previously led the world to ruin. Empires like the United Nations of Earth and Republic of the Amazon leveraged the resentment between Japan and Mars to establish their presence on the world stage and in space, quickly moving to colonize what was left of the solar system. Although the transition to the 26th century saw the definitive end of the Japanese Empire, what would soon take its place has a much more significant impact on human progress.

## **AGE OF SOLAR EXPANSION**

The collapse of the Japanese Empire left humanity fragmented. It's difficult to establish a shared zeitgeist of this era but by many accounts people emerging from the ruins of the old power

structures felt a sense of new found hope for the future. Their struggle for independence had ended peacefully with what they desired and just like someone completing a prison sentence it's understandable that they looked forward to enjoying their newfound freedom. This would lead to what is known as the Age of Solar Expansion, a time when humanity spread to and colonized the far reaches of the solar system. Various settlements sprung up on moons like Titan, Europa and Ganymede and cloud cities began orbiting planets like Jupiter and Venus. Colonies were also set up throughout the asteroid belt, many populated by workers who took part in mining these asteroids for minerals and water which they could sell to a growing world.

While some of these expansions were supported by home nations on Earth and Mars, many were also private nomadic endeavours undertaken by small groups of people in search of new opportunities. This decentralized approach had many benefits. It largely contributed to a fairly peaceful expansion process with most conflicts being small and localized disagreements. The unregulated nature of the expansion also meant that it happened extremely quickly. In just a few hundred years, humanity had seeped into the cracks and crevices of the solar system. However, this approach also had its drawbacks. The increasingly decentralized approach meant that this period of time was uncharacteristically isolationist. Limited collaboration contributed to what appears to be a period of relatively slow scientific progress. Aside from terraforming efforts on Mars and some isolated research efforts, there were no large or notable scientific pursuits. This steady movement of humanity and a tendency to lay claim to new land amongst the sea of stars characterized the Age of Solar Expansion.

## **EVOLUTION OF HUMANITY**

The tail end of the age of expansion went well into the third millenia. At that point, generations had been born without knowledge of what life on Earth was like. As expected, this led to new divergences and adaptations in humans, both biologically and culturally. The first effects were observed in the children of colonists on the moon and the asteroid belt. Because of the fractional gravity of these places in comparison to earth, it was characteristic of children there to grow much taller and thinner, with skin that appeared to barely stretch over their bones. Soon enough it became easy to identify the "Micros," people who were born and raised in microgravity because of these features. In other places where evolutionary changes would take longer to appear, some took it upon themselves to artificially evolve humanity. A genetic change known as "Dromedization" became a common practice amongst those born on arid planets and moons like Mars or Ganymede. This would involve genetically engineering newborns with genes from Dromedary camels which would alter the shape of their blood cells and increase the metabolism of their adipose tissue. This would ultimately allow the engineered humans to last longer on less food and water, aiding survival in harsh conditions. Cybernetic enhancement also became mainstream amongst specific populations, such as the Micros in the asteroid belt. These cybernetics included mobility enhancers, advanced prosthetics and even brain computer interfaces that eased communication amongst residents.



## **THE GREAT VANISHING**

Many great minds of history have sat down to theorize about our place in the universe and ponder how long humanity would exist. This topic of conversation was at an all time high at the beginning of the 4th millennium when it was apparent to many that humanity was on the verge of colonizing the stars beyond our solar system. The technology of antimatter propulsion had just been perfected allowing ships to accelerate to speeds 10% the speed of light. This, paired with brand new stasis pods that could drastically slow down aging, meant that nearby star systems and their planets were now in reach. Initially, 3 ships were sent to Alpha Centauri, followed by 5 ships to Barnard's Star and 6 to Ross 128. In a time between 40-100 years, these ships would potentially set up the first planetary colonies outside the solar system. Twelve years after the last ships left, in the year 4128, the first strange signs began to appear. These occurrences would eventually cascade into what is known as The Great Vanishing.

It started with the vanishing colony ships, all 14 ceased their regular transmissions back to the solar system, one after the other, over a period of 1 year. This was highly concerning but many continued to maintain hope that the ships were still enroute. The vanishing ships were followed by the slow yet noticeable vanishing of stars across the sky. The process was routine and repetitive, a set of stars at a specific distance would begin to dim out before completely disappearing from any of our sensors. Scientists across the solar system gathered in what was potentially the widest collaboration of human minds. Everyone else in the solar system was invested, they all shared their experience of seeing stars vanish right before their eyes. The public and governments anxiously awaited for some sort of conclusive verdict, or even better a solution, however, neither arrived. Scientists could only agree on one thing in regards to the vanishing phenomena, it was moving towards the solar system. Closer to the rest of humanity. The precision at which stars similarly distanced from our solar system disappeared together meant that not only could the speed of the vanishing be calculated, but a time for when it would reach us could be predicted.

This became an official doomsday date set around 4637 years into the future. At that point whatever was approaching would devour our sun, just as it had devoured other stars. The response to this varied greatly. Some people were apathetic given that their short life would not be impacted by the doomsday. Others tried to bring everyone in the solar system together in hopes of coming up with a potential solution. Both of these groups were greatly overshadowed by the actions of many nations. Many once again returned to isolationism and began hoarding resources while others began planning to produce larger and faster interstellar colony ships, perhaps hoping to outrun the vanishing. Colony ships were launched, resources were stockpiled and wars were fought but in the end only time could tell what would happen near the end of the 9th millennium.

## **DISCOVERY OF TIME TRAVEL**

It's at this point that we can fast forward thousands of years into the future, approximately 100 years before the arrival of the vanishing to the solar system. The state of humanity at this point had become drastically different. Instead of large sprawling empires and cities, there remained

a few dozen nations living across the solar system who often kept to themselves and their traditions. Humans outside earth had practically evolved near the point of speciation and our understanding of genetics and human machine-symbiosis led to much longer life spans. 100 years before the end of the world though, no one was particularly happy about their longer lifespans. For thousands of years, no colony ships made contact, no aliens had arrived and the stars continued disappearing, with only a few detectable stars left.

This all changed on January 6th 9,333 when out of nowhere a ship appeared in the orbit of Mars. It was clearly abandoned, but many rushed to explore its contents. Curiosity was a new feeling to many born in these later generations. After consulting the data banks, it became apparent that the ship belonged to none other than Risaku Yamanaka, the mad scientist who had disappeared 6,892 years in the past. The ship had aged, signifying the passage of time, and despite finding no humans aboard, it was a treasure trove of scientific knowledge. Data produced from Yamanaka's research and maiden flight were all available which outlined the discoveries she had made. Amongst those were the blueprints and instructions to produce the very first time travel devices.

The knowledge needed to craft them was quickly disseminated throughout the remaining nations. It began with a few trips into the past to witness great historical events but soon enough, many saw the potential to escape the dark world of the present into the lively past. Time travel became an escape from reality as access to the devices became widespread. People would regularly make trips to the databanks to scout out new exciting adventures in the past. However, not everyone that was time travelling was a curious and responsible time adventurer. Many were time pirates that sought wealth or complete control over a period of time. Others longed for the complete bliss of a world not on the brink of extinction. The power of hindsight and second chances almost always gave these individuals the time and ability to succeed with these nefarious plots. For example, one man was able to go back in time to ancient Rome and position himself geopolitically so that he would be declared god emperor of the Roman Empire.

## **THE TIMEKEEPERS**

As the world humanity knew began to look more and more dissimilar to history, a collective of vigilante individuals who called themselves The Timekeepers (these individuals would later go on to form the Timeline Authority) made a critical observation. Not only was the excessive time travel destroying history as we knew it through alterations of events but with each branch in the past the luminosity of the sun in the present seemed to decrease. As the branches and chaos built up, the decreased luminosity became more and more apparent. By studying these changes in the Sun's luminosity, the timekeepers were able to deduce that because of the finite amount of energy present in the universe, each new branch in the past would accelerate the dissipation of energy in the present. To make time in the past, time was being stolen from the future. If left unregulated for long, the solar system would decay and die out sooner than expected.

Many still ignored these discoveries and instead chose to indulge in their enjoyment of the past. So the timekeepers took it into their hands to clean up time. They did this by travelling back to

points of divergence in human history and actively prevented abnormal incidents from occurring. Of course, this meant they were often in direct opposition to the very people altering the timeline in the first place. However, with preventative action to track and close the operations of these individuals, The Timekeepers hoped to reduce time piracy and the creation of divergent branches on the timeline. Despite these efforts, it wasn't enough to eliminate the problem. As Timekeepers began to organize and their existence became well known to the time pirates, the pirates too decided to organize themselves. Skirmishes between the two groups turned into a full blown war with the time pirates and their growing movement in the criminal underworld greatly outnumbered The Timekeepers.

Slowly but surely the timekeepers became overwhelmed and realized that the timeline they were trying to save was beyond repair. With each passing day their Sun grew dimmer like a menacing clock in the sky counting down their eventual doom. However, that's when scientists still studying Risaku's ship made an astounding discovery. Not only did they uncover that there was a world that existed beyond the single universe they lived within but they also found details on how to bridge and access these parallel worlds. Through the deliberate creation of branches, the timeline could be destabilized in such a way that would open a rift to a parallel universe. Working tirelessly and in secret, the remaining timekeepers slowly but surely managed to open this path. However, to protect the sanctity of the new world, the timekeepers had to be very selective about who they allowed to partake in their migration to the new world. This was the event that was later recorded as The Great Split. The exact sequence of branches needed to access new worldlines was never recorded.

Once our ancestors arrived in the new worldline, they were able to establish the official Timeline Authority. Luckily, the new worldline was in its infancy in relation to the use of time travel. This allowed our experienced ancestors to quickly take control of the illegal time travel industry. Time pirates had yet to discover the weaknesses of the Timeline Authority and branches were small enough to control. This allowed the Timeline Authority to thrive in the new worldline. However, it's important to note that this new worldline was not unoccupied and measures were taken to ensure the Timeline Authority remained a secret from the pre-existing nations. To help control the narrative and policy surrounding time travel, members of the the Timeline Authority were embedded into each of the major factions in the new worldline. These positions guarantee the timeline authority access to information, resources and movement that would otherwise be highly restricted.

## **ISSUES FACING THE TIMELINE AUTHORITY**

Today, generations have passed since the great timeline split. This committee, the Timeline Authority, consists of these descendant generations who carry on the torch of maintaining order



in the new timeline. While the expansion of space and the passage of time has sowed ideological differences amongst many of the factions present here today, the protection of the sacred timeline remains the unifying force for the existence of this committee. Member nations are expected to put aside their differences and work together to face new challenges and maintain order in the new world.

## **TIME CHARGES & THE BLACK MARKET**

The most prominent issue facing the Timeline Authority remains the illicit trade of time travel technology. Time pirates simply would not pose a risk without the technology enabling them. Risaku's calculations for time travel allowed for the creation of what are known as time charges. These are single use charges that allow the user, and objects/people in their vicinity to travel through time in a single direction. They also form the basis for other time related technologies such as the Branch T&D 3000 which allows for the destructive erasure of aberrant branches. Although our ancestors were able to arrive with large stockpiles of time charges, the formula required to manufacture them has been lost or, some think, hidden. This means that the amount of time charges in the possession of the Timeline Authority is finite. It is also understood that a black market of time charges exists, where time pirates are capable of distributing and acquiring illegal charges. Black market time charges are less reliable as many have been tampered with or cut as a cost saving measure for sellers. Their usage should be met with extreme caution. It is the mandate of the Timeline Authority to stop the sale and smuggling of illegal time charges and repurpose or destroy them.

## **TIME PIRACY**

Time piracy is formally defined as the illegal and unsanctioned hijacking of the timeline that results in the formation of a new branch. Alongside the illicit sale of time charges, this remains the second most important issue faced by the Timeline Authority. Time pirates are responsible for numerous branches in the timeline on a daily basis. Some are harmless fools who accidentally stumbled upon time travel technology. Others are extremely dangerous, ruthless pirates who use time travel technology for nefarious personal, social and monetary reasons. Members of the Timeline Authority must track and observe these pirates and ensure any of their attempted branches are stopped before they critically destabilize the timeline. One common example which tends to occur on a weekly basis is the attempt by time pirates to go back in time, save Julius Caesar, and rule a new Roman empire alongside him.

## **MAPPING THE TIMELINE**

One issue that remains a barrier in stopping time pirates is the inconsistency of the new timeline with the old timeline. Despite most events being extremely similar, there are instances of stark changes between the two where certain events occurred differently. Time charges require very specific spatial and temporal coordinates to function accurately. If details about a specific event are unclear, there is a risk of the time charge missing the intended time and location and thrusting the travellers into dangerous scenarios. To remedy this issue, it is the duty of the Timeline Authority to map this new timeline and ensure that history is correctly recorded. This

can be done through a variety of missions that can be planned and carried out by members of this committee.

## FACTIONS

### **TERRAN DOMINION AND COMMONWEALTH OF MAN**

The stories of the Terran Dominion and the Commonwealth of Man are inseparable. In the old worldline, it all began when the Earth entered sometime around the 7th Millennium. This event caused a separation distinguished by the societal classes of the time. Wealthier aristocrats, politicians and the Elite on Earth took to space on their expensive yachts as a means of avoiding the harsh winter. They were able to take refuge in their vacation settlements on moons and planets throughout the solar system. Those who stayed on Earth were primarily the underprivileged societal classes, many of whom died in the struggle against the cold. The few survivors managed to band together and persevere through the eternal winter. Although the ice age was expected to last thousands of years, one of the elites who had escaped to space struck a deal with Martians for access to terraforming technology which she used to quickly end the ice age. Returning to Earth with hired mercenaries, she declared herself a newfound Empress of Earth and used her wealth to quickly grow an Empire known as the Terran Dominion. Those who had stayed on Earth banded into a resistance group known as the Commonwealth of Man.

In the old worldline, this resistance was quickly crushed and the Terran Dominion became the sole power overseeing affairs on Earth. However, during their efforts to open the gate to the new worldline, the Timekeepers managed to create a branch in which the Commonwealth of man was still resisting the overwhelming force of the Terran Dominion. The members of the Commonwealth of Man became instrumental in the final discovery of the new worldline and are the only known variants allowed to exist within judgement of the Timeline Authority. Upon their arrival in the new worldline, these members returned to Earth to continue their resistance to the Terran Dominion, despite being in a completely alternate universe.

Nowadays, the Terran Dominion is a highly centralized and powerful empire based on Earth but with influence throughout the Solar System. They have connections in various matters and affairs making them a valuable asset for most nations, despite not being the most cooperative allies. The Terran Dominion continues it's attempted subjugation of the Commonwealth of Man. The Commonwealth of man on the other hand is much more fragmented but maintains a considerable presence on Earth and in surrounding systems. Their popularity is extremely significant amongst the less privileged of the Terran Dominion. The Commonwealth of Man is seen as a powerful nuisance keeping the hunger of the Terran Dominion in check, making them allies of interest for the Martian Republic, the Solar Union and anyone else with an interest in controlling the power of the Terran Dominion.



## **SOLAR UNION**

During the Great Split, individuals from disparate parts of the solar system, the moons and cloud cities around Jupiter, Neptune and Saturn, all took refuge with the Solar Union. The Solar Union was a grassroots movement that sought to make sure ordinary citizens were saved from the destruction of the old timeline. At first it was a collective of refugees from varying locations and so there were many internal disagreements. However, by organizing the Solar Union based on communal principles, ensuring everyone was guaranteed their basic rights and necessities, democratizing institutions and workplaces, and opening up opportunities for their citizens, things changed. The Solar Union became a place where renegades, those leaving their nationality and ties to their homelands, all came in order to live more peaceful lives. Rapid automation of their agricultural practices have allowed them to become the largest supplier of food and have very important trade relations with all other empires. Because of their utilitarian ideals, the Solar Union is known as the ultimate compromiser seeking to keep all parties happy and minimizing disagreement.

## **MARTIAN REPUBLIC**

Ever since the colonization of Mars, Martian society has above all other nations excelled in scientific progress and innovation. Much of the research performed in Martian labs and conceived of by Martian minds forms the basis of technology humanity used to expand throughout the solar system. Anything from genetic engineering of agricultural products to advanced fusion devices powering colonies draws its origin from Martian. Arguably even the time travel technology used by the TA which was built by Risaku wouldn't have existed without a robust Martian scientific institution. It should come as no surprise then that the Martian Empire has positioned itself as the sole technocracy of the solar system. During the great split, research into time travel devices and alternate dimensions performed on Mars was vital in the discovery of the path leading to the new worldline. Martians remain leaders in technological development and understanding of time travel, however, some of their focus has also shifted to political matters. One of which is the subjugation of the entire planet and especially the Red Sand Collective who are seen as a menace to the Martian way of living.

## **RED SAND COLLECTIVE**

The Red Sand Collective is a nomadic organization which emerged from the ruins of ancient Martian cities. Initially consisting of a decentralized collection of tribes, they soon banded together as a means of withstanding the crushing hand of the Martian Empire, which sought complete assimilation of all Martians into their society. The Red Sand Collective are the dictionary definition of survivors. Generations of genetic enhancement has allowed them to excel at environmental and situational adaptation which has ensured their persistence across time and space. Despite being primarily located on Mars, the Collective has branches on moons, planets, stations and asteroids across the solar system. This widespread network makes the Red Sand Collective one of the most effective intelligence gathering organizations. Many of their members possess exceptional abilities in espionage and smuggling. That is not to say that they are just common thieves. The Collective prides itself on an elaborate code of honour governing



combat, societal interaction and foreign relations. Transgressions of this honour code are punishable by banishment and exile from the collective.

## **CARETAKERS**

Not much is known about the origin of the caretakers. The group is small, mysterious and highly secretive in their practices. They display fanatic cult-like behaviour often associated with religious zealots. It's hard to have a complete conversation with a caretaker without them mentioning their belief in the one true worldline, a paradise for those who are virtuous and follow the path set out by the universe. During the great split, the caretakers are believed to have possessed exceptional knowledge regarding the path to the new worldline and the universal rift. Much of the mythology of the Great Split is passed down and created by Caretaker so one should be skeptical when referencing these stories. However, according to the caretakers, their spiritual connection with the universe is what allowed the pathway to the new world to be discovered. Many rationalists in the Timeline Authority dispute this fact, but the spiritualists amongst us certainly believe in the mystic powers of the caretakers. Based out of Earth, the caretakers are uncompromising in their belief and will not tolerate anyone standing in their way. They should not be underestimated.

## **DISTANT AND NEAR OBJECT WORKERS COOPERATIVE (DNOWC)**

It's difficult to say where human society would currently be without the resources provided by the asteroid belt. Minerals and water locked up in asteroids provided the necessary foundation for human expansion across the solar system. To harvest these resources, a dedicated workforce was needed. This began with small expeditions from nearby planets and moons, however, soon enough, demand reached a point where permanent settlement of the belt was necessary. Asteroids were spun up to generate artificial gravity and closed system settlements began being constructed. As generations passed, the weakened gravity led to the evolution of the Micros, their distinct long and slender bodies as well as their affinity for cybernetic enhancement. Micros now are the predominant settlers of the asteroid. Due to the limited career opportunities, many Micros ended up working jobs in asteroid harvesting, shipping and logistics. These competencies were essential during the split for the logistical transportation of resources and refugees. The collective interest of Micros represented by the DNOWC a union for those working with distant and near solar objects. The union is powerful, however, because of the sheer number of individuals it represents, it often fails to capture everyone's interest. Micros accept the DNOWC leadership as unofficial representation but the organization is much more decentralized with many subfactions and special interest groups.

## **VENUSIAN VANGUARD**

The Venusian surface is known to be amongst the most harsh and testing environments to live in. Many have attempted to terraform the surface of the planet, however, the cost and scale of such a project meant that a truly terraformed green venus was never realized. Because of this many nations saw Venus as the perfect training ground for their elite soldiers. Soon enough, multiple nations placed military bases, outposts and training grounds in the Venusian clouds and on the Venusian surface. Throughout the rise and fall of empires, these military institutions



banded together and eventually formed their own government, the Venusian Vanguard. The Vanguard turned Venus into one of the most militarized planets in the solar system. With access to advanced weaponry and diverse fighting techniques the Venusian Vanguard was able to achieve a truly military society. Children are taught to fight at a young age and the true measure of a citizen's worth is often their military rank. This cutthroat environment turned the Vanguard into one of the most feared and powerful military dictatorships and the solar system. With every nation vying for their support, the Vanguard grew increasingly isolationist, only stepping up during the great split to provide combat support against armies of time pirates. These growing military capabilities make them one of the most valuable assets in the fight to protect the timeline.

## **CHARACTERS**

**Governor General Naomi Deimos** - The Timeline Authority

**Time Marshal Gideon Moss** - The Timeline Authority

**Councillor Theo Ness** - Terran Dominion

**Ambassador Mika Sinclair** - Terran Dominion

**Minister Aurora Sinclair** - Commonwealth of Man

**Minister Ash Xu** - Commonwealth of Man

**Ambassador Eileen Arnd** - Solar Union

**Rory Hollister** - Solar Union

**Duchess Alia De Pleiades** - Red Sand Collective

**Andromeda** - Red Sand Collective

**Vice-President Omer Matsuda** - Martian Republic

**Chief Scientist Zara Fortney** - Martian Republic

**Chief Oracle Ekaveer** - Caretakers

**ANA** - DNOWC

**Representative Março Quarta** - DNOWC

**General Hajo Schiewe** - Venusian Vanguard

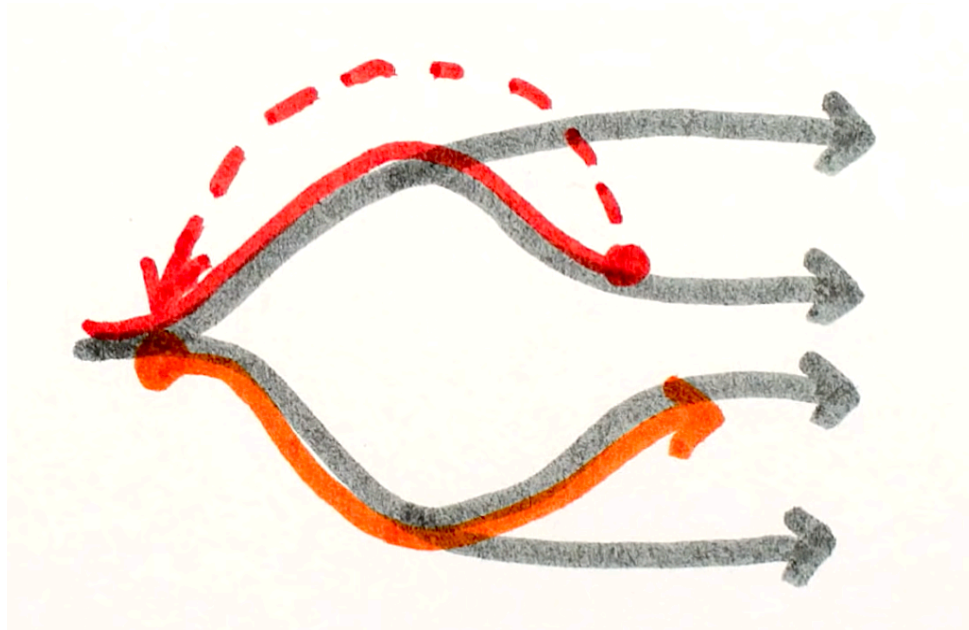
**Specialist Bo Reeves** - Venusian Vanguard

## **COMMITTEE MECHANICS**

### **TIME TRAVEL**

Time travel is done through time charges, a scarce and finite resource. Limited charges are available to Timeline Authority members so their use must be strategically planned. To use a time charge, it is necessary to possess information regarding the time and place you will be travelling to and input this into the device. This enables more accurate spatio-temporal positioning when time travelling. Without it, your time travel will either be unsuccessful or you will be transported to a different time and/or space than what was expected.





- **How does time travel actually work?**

According to what the Timeline Authority has studied, going back in time causes a divergent branch to be created, separate from the original timeline. This knowledge was extracted from Risaku's work and is the foundation for the current understanding of time travelling phenomena. Divergent branches are a real and tangible split from the initial timeline requiring matter and energy to manifest, hence driving the increase in entropy.

- **What does the TA know about the grandfather paradox?**

If you were to go back in time and kill your grandfather, you would still exist. However, a version of you in the timeline branch where your grandfather was killed would not be born. This was discovered when a member of the TA went on a mission and saw their parents and grandparents perish in another branch and yet they remained alive. Instances such as this have allowed the Timeline Authority to theorize and refine their understanding of how time travel works.

- **Why does the luminosity of stars decrease when time travelling?**

It all comes down to entropy. Matter, time and energy cannot be created or destroyed, only converted from one form into the other. Since there is a finite amount of energy present in the observable universe, the creation of new branches through time travelling accelerates the dissipation of energy in the present. This is why whenever a new branch is made, the Sun's luminosity decreases. Of course, it isn't just the Sun whose energy is being consumed but that is where the most visible observation of this phenomenon is present. This is why the TA was created because if left unregulated for long, the solar system would decay and die out sooner than expected.

- **How far back can I travel and how far into the future can I travel?**

Refer to the answer on how time travel works as that should answer this question: To use time charges, it is necessary to possess information regarding the time and place you will be travelling to and input this into these devices.

- **What if you time travel with only one time charge?**

Unless you have a method to time travel again (another time charge found where you time travel), you will be stuck in the time/branch you travelled to. Someone possessing another time charge must come to rescue you.

- **How do timeline branches relate to worldlines?**

Within one timeline, there can be many divergent branches which the Timeline Authority deals with. However, there might be an entirely separate worldline. The only known one to the TA is the one the Timeline Authority escaped from during the great split and the current one the authority is situated within. The following diagram might help understand this relation better:

## **THE BRANCH T&D (TRACKER AND DESTROYER) 3000**

These branch trackers and destroyers are a single device in the possession of all Timeline Authority members. This device can both track where branches were created along with information about how to travel to that branch. And, they can also destroy branches if abnormalities have been fixed and there are no errors shown on the device.

- **How can the Branch T&D 3000 be used?**

It can sometimes automatically pick up a signal if you're close enough to a location. Otherwise, Timeline Authority members need to be more strategic with this tool to do effective tracking. This could mean searching in appropriate locations, looking for abnormalities and suspicious activity. This is a tool, the hard work to successfully use the tool and complete missions must still be done by TA members.

- **Once a branch has been destroyed, what happens to those in the branch?**

According to the Timeline Authority's current understanding, they no longer exist. Whether their end was painless can never be known. What is known is that the luminosity of the Sun in the present is restored a bit and stabilizes when a branch is closed.

- **Has anyone ever been stuck in a branch that was closed?**

Yes, an accident like this has occurred in the past. Although this is taught to all Timeline Authority members when training, details about the incident are never shared.

## **TIMELINE AUTHORITY COMMUNICATIONS**

TA members all have receivers and transmitters that pass through the Timeline Authority Comms department. This allows members to communicate with each other publicly and privately even when they are on divergent branches. Because these communications are broadcasted across time and space, these communications are amenable to interception with the right technology and preparation.

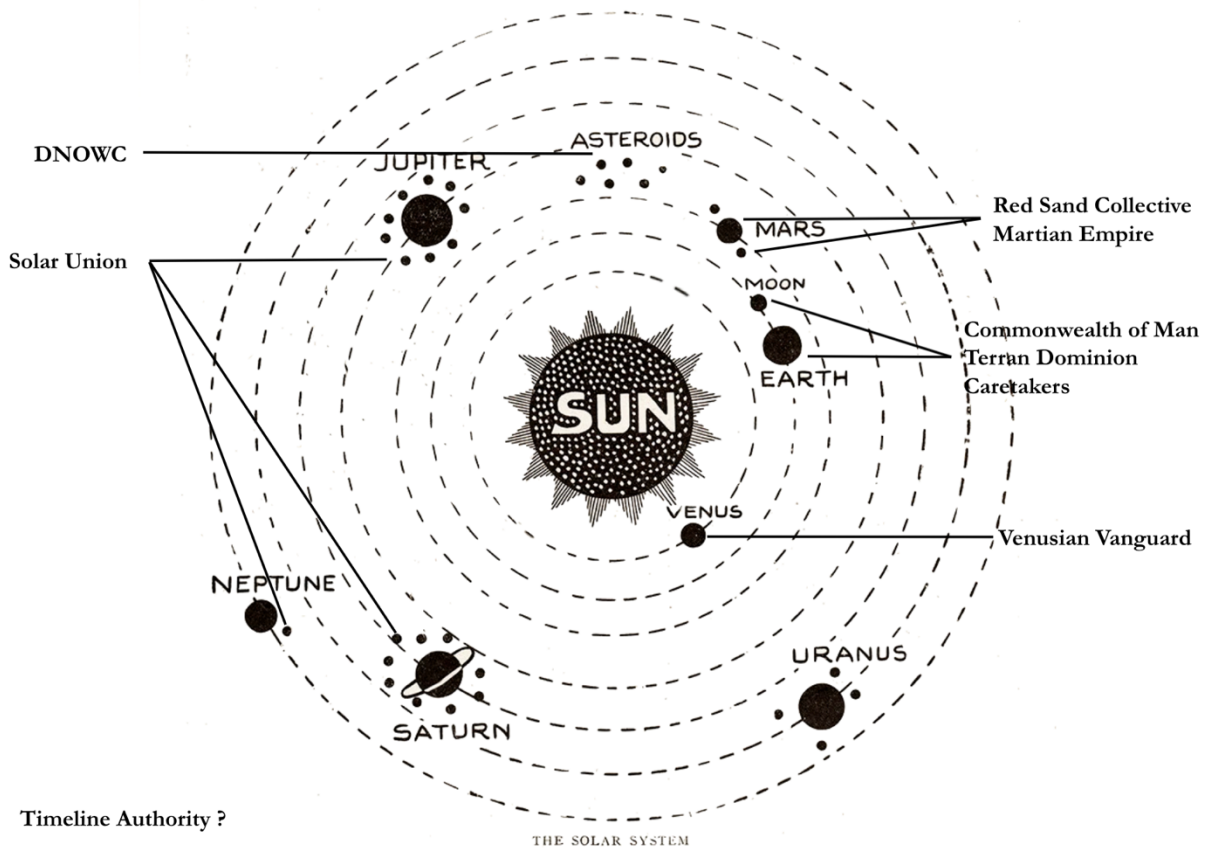
## **POINTS**

Every Timeline Authority member has a set number of points. These points can be used as either resource points or influence points and enable individuals and the committee to acquire



resources, invest in research and development, and influence their respective governments. These points can be gained through completing missions, focusing on acquiring wealth, influence and power, and much more. Most transactions will require some payment usage of Points so it is best to use these wisely and when they matter the most.

## MAP



## KEY TERMS

**The Old Worldline:** The old abandoned worldline containing the original version of all human history.

**The True Worldline:** The new worldline discovered during the Great split containing altered versions of human history where the Timeline Authority currently resides.

**Worldline:** A complete version of reality containing a single universe.

**Timeline:** An inherent property of every worldline, ideally exists as a single unaltered chain, can be branched.

**Branch:** Divergence in the timeline which causes instability and an increase in entropy.

**Time Pirate:** Illicit time travellers not sanctioned by the Timeline Authority.



**The Great Split:** The famous migration event where our ancestors immigrated from the old worldline to the true worldline.

**The Vanishing:** The unexplained, consistent and rapid vanishing of stars beyond the solar system.

**Time Charge:** Device used to travel forwards and backwards in time. Single use only.

**Temporal Tracker:** Device used to track branches and the use of time charges.

## ADVICE FOR PREPARATION

Although inspired from pop cultural sources, this committee, its setting, background and characters are all entirely fictional. Therefore, when attempting to prepare for this committee there are two important areas which we recommend the delegates focus on. The first is quite obviously the background guide which contains information that was intentionally placed to set up the story and to provide delegates tools to achieve their goals in committee. Having an intimate understanding of the background of this committee will ensure that delegates don't miss out on important elements of the story that may emerge later in the committee. This is why if any sections of the background are unclear, delegates are highly encouraged to reach out for clarification. The second area delegates need to focus is their own creativity. Perhaps more than any traditional crisis committee, delegates need to approach the Timeline Authority with an open mind and willful effort to build, shape and add to the storyline. With each delegate bringing in unique creative elements drawn from their own life experience and knowledge, we hope this committee will become populated with diverse and compelling stories of struggle, conflict, justice and peace.

**CHARACTER GUIDES TO BE POSTED ON SSICSIM.CA**

