

**Appendix CTC – Continuous Turn Cycle Example**

<b>July 2007</b>						
<b>Sunday</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>	<b>Saturday</b>
1 A	2 A B	3 A B C	4 B C D	5 C D E	6 D E F	7 E F G
8 F G H	9 G H I	10 H I J	11 I J A	12 J A B	13 A B C	14 B C D
15 C D E	16 D E F	17 E F G	18 F G H	19 G H I	20 H I J	21 I J A
22 J A B	23 A B C	24 B C D	25 C D E	26 D E F	27 E F G	28 F G H
29 G H I	30 H I J	31 I J A				

The preceding is an example of how the game would run continuously with the maximum of ten positions playing, if the game began on July 1, 2007, where each position is represented by a letter, such as Position “A,” Position “B,” to Position “J.” Each position has a three day period to submit their Regular Turn actions, for example, Position A must submit actions on July 1, 2, or 3, then again on July 11, 12, or 13, and again on July 21, 22, or 23. With ten positions playing, on average, each position will have three turn periods per month, with less positions playing, the turn cycle would be shorter. Optimally, a game should have at least six active positions to keep the game ‘interesting’ and dynamic; it is possible in shorter games to extend the periods to submit Regular Turn actions.

✓ See Three Daze, 2 The Streams of Time, p. 84.

On any given date when two or three positions are eligible to submit actions, the actions would be processed in the order received. So, for example, Position “A” might decide to submit their actions on Sunday, July 22<sup>nd</sup>, and Position “J” may have already submitted actions the previous day, and Position “B” decides to wait until July 23<sup>rd</sup> to submit actions (because the players cannot agree on their actions). On July 23<sup>rd</sup>, Position “C” submits their actions just after midnight, while Position “B” submits their actions in the late afternoon of the 23<sup>rd</sup>. When actions from the 23<sup>rd</sup> are processed by the Concierge, Position “C’s” actions would be processed first, then Position “B’s” actions, according to the sequence of Power Activations (see Clockwork Universe, 3 The Streams of Time, p. 90). Depending on the relationship of Positions “B” and “C” it may or may not be important whose actions are processed first.

Remember that combat runs semi-independently of the Continuous Turn Cycle, see Relativity, 2 The Streams of Time, p. 85.