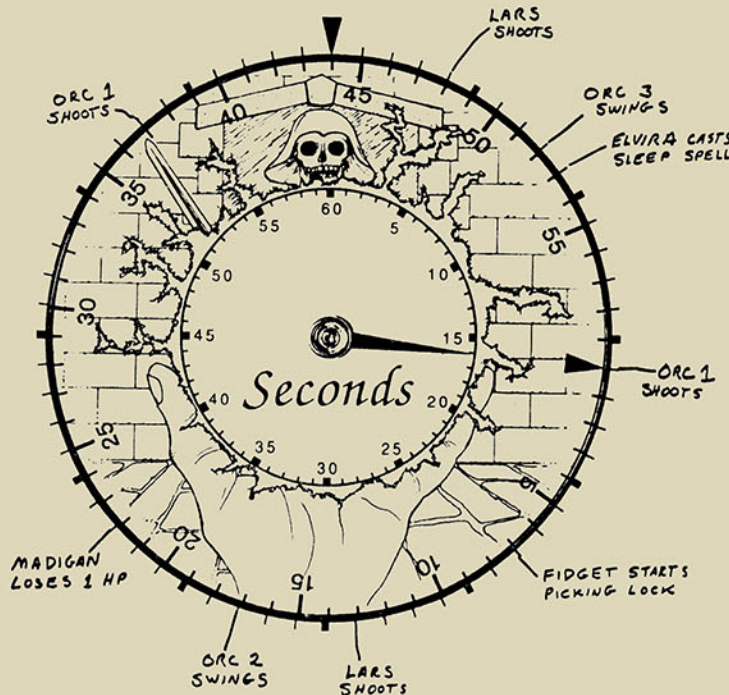


No More Rounds!



*Simple Operation:
Mark new
events around
the edge of the
transparent dial,
and rotate the
pointer on the
dial from event
to event.*

Elysian Field® Timetracker™ Deluxe Set A "Revolutionary" New Product From Britton Designs

Imagine playing your favorite
roleplaying game, BUT...

... there is no such thing as a ROUND,
just seconds, minutes, hours...

... every activity, every type of weapon, every kind of spell,
takes its own allotted time...

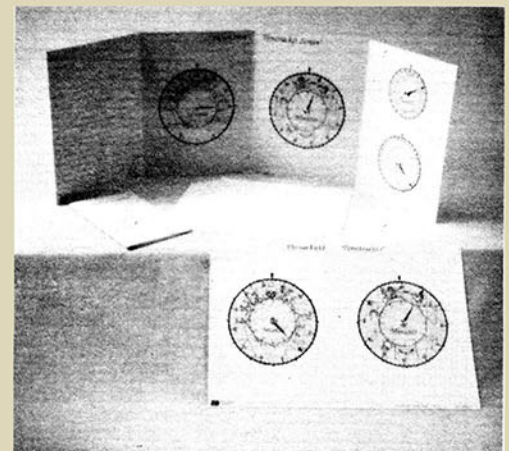
... nobody ever wonders who goes next, because
it is obvious, just by looking at the dial...

... any action can be started or changed at any moment,
regardless of whether it is movement, or casting spells,
or missile fire, or melee, or picking locks...

... AND BEST OF ALL, THESE THINGS ARE SO EASY TO DO
THAT YOU HARDLY HAVE TO THINK ABOUT THEM.

IN THIS PACKAGE YOU WILL FIND:

- One Timetracker Screen™ with seconds, minutes, hours, and days dials.
- One Timetracker players clock with seconds and minutes dials
- One instruction booklet
- Five replaceable background sheets



Includes guidelines for use with AD&D®* This product has NOT been approved by TSR, Inc. for use with AD&D®
Guidelines for use with other game systems will be available in the future, or you can design your own.

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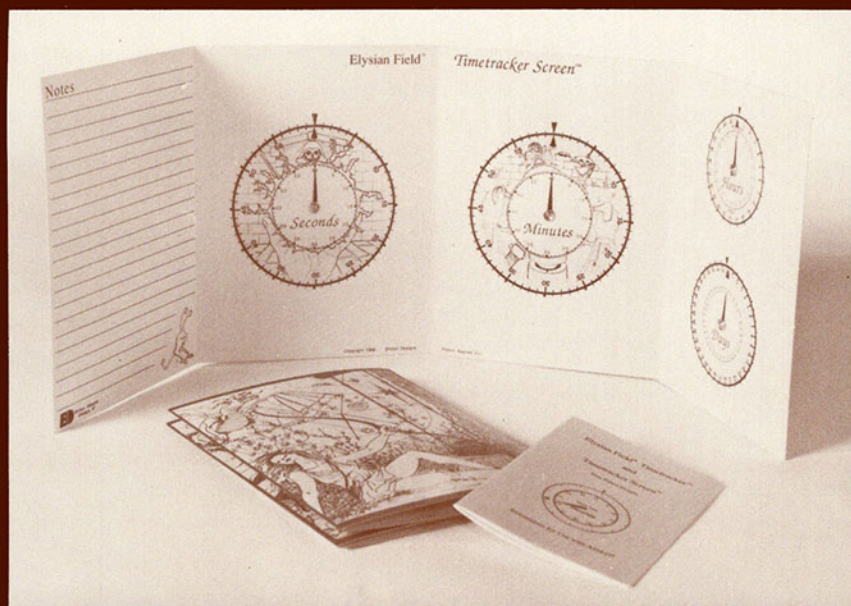
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Part #5003

Elysian Field® Timetracker™

Timetracker Screen™

from Britton Designs



Instructions for Use with AD&D®*

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Timetracker™ art by Kira Lathrop, Cliff Winnig, and Ben Jones

Rule adaptations by Ben Jones. Special thanks to Georgia Lind, Curt Duval, Jeff Swegler, David Feldman, Todd Puch and Cliff Winnig for their help and suggestions.

Utility Patent on Timetracker™ applied for

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1448 E. 52nd St., #146 Chicago, Ill. 60615

Table of Contents

Table of Contents	1
What Does Timetracker™ Do?	2
How Does Timetracker™ Work?	4
Using Timetracker™ with AD&D®	11
How Long Do Things Take?	11
Hand Weapons	13
Missile Weapons	13
Monsters Without Weapons	13
Multiple Attacks and Weapon Specialization	14
Rolling for Surprise	15
Combat Procedure	16
Spell Casting	18
Movement	19
Damage	22
General Usage Guidelines	23
Markers	23
Players Changing Their Minds	23
Replaceable Background Sheets	23
Using Minutes, Hours and Days	25
Overlapping Events on one Dial	25
External Events	25
Months and Years	26
Days of the Month	26
Example of Using the Clock	28
Alternative Combat Rules	30
Other Games, News and Tips	30
Melee Summary	32
Spell Casting Summary	33

What does Timetracker™ do?

No more turns! Timetracker™ provides a very simple way to use time in your role-playing game intuitively, the way you use it in real life. With Timetracker™ you can keep track of time the natural way, with every character and monster "doing its own thing" at the same time. Now you don't have to force every character's actions into arbitrary "rounds" and "turns". If you think one character should take three seconds to do something, and another should take twenty-three minutes to do something else, then that's how it should happen in your game. That's what Timetracker™ does for you. The events that Timetracker™ handles can be as quick as a single second, like a punch in the nose. They can be minutes long, such as a thief picking a lock or the duration of a spell. The Timetracker™ players' clock (the one with only two dials, for seconds and minutes) handles events with durations or delays of up to a game hour. The Timetracker Screen™ handles events or durations of up to a game month.

Did you ever want to . . . ? Timetracker™ automatically takes care of several problems that you have probably encountered in your game. It makes the timing of many simultaneous events so easy that you hardly have to think about it. Have you ever wondered about questions like these?

- Why does one side go all at once and then the other side? A party might be wiped out by the time they get to react!
- What's the use of listing the speeds of weapons and spells when short swords, two-handed swords, and halberds all swing once per round, and spells go off after everything else?
- Why don't small creatures react faster than big creatures? Aren't houseflies, rats, rabbits, and

halflings a jump or three ahead of humans, horses, and giants?

- "Are you sure my spell has expired? I only counted six rounds, not eight."
- Why does it always take ten minutes to pick a lock, regardless of the dexterity of the thief and the complexity of the lock?
- Why can't characters swing and then move, instead of the other way around?

With Timetracker™, questions like these won't bother you any more, because characters can do anything the players choose, at any time, for as long as they want, with no fuss about keeping track of them.

Now you don't have to . . . Some people think using Timetracker™ will add more complexity to their game, and slow it down. Too much homework and book-keeping. But instead it removes as much complexity than it adds. Think of the things you will never have to do again. You don't have to go around the table asking what everyone is doing this round. Everyone starts a new action when they finish the old one. The characters with faster weapons or spells, or those with multiple attacks, or those which recover from surprise faster, usually go first because their dice rolls for the timing of their activities are lower, not because they have special exceptions to the rules (which they hope the gamemaster remembers). There is no need to decide when during the round a spell takes effect, before or after the spell caster was hit. It takes effect unambiguously when the proper second arrives. Using Timetracker™ cuts down on the amount of time you spend discussing the rules, and has the advantage of being far more intuitive and realistic.

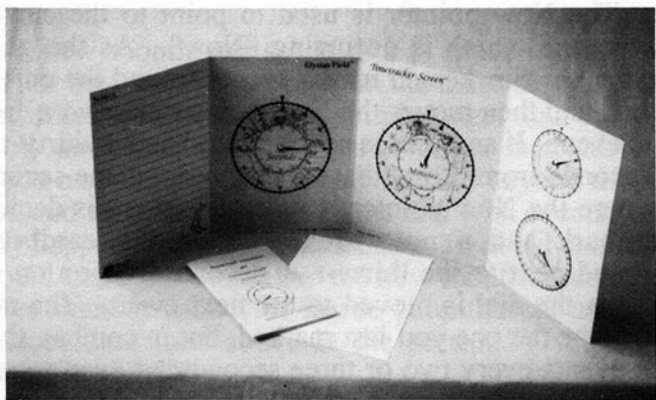
How does Timetracker™ Work?

Timetracker™ has two versions. The regular Timetracker™, or players' clock, has two dials, one for seconds and one for minutes, and is meant to lie on the table in plain sight of all the players. One of the players, designated the timekeeper, records the event marks on the clock in view of the gamemaster.

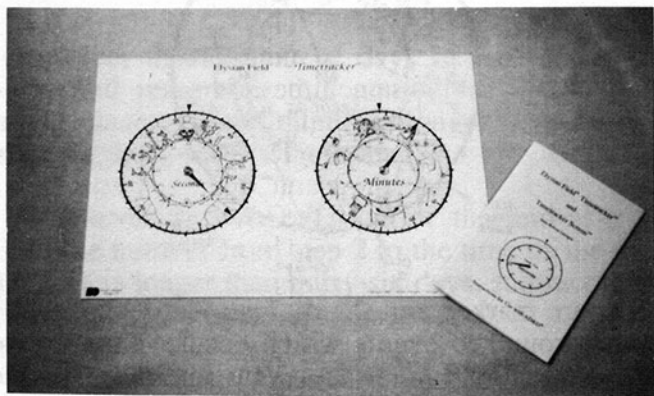
The Timetracker Screen™ is intended for gamemasters and is used in place of his regular gamemaster's screen. He records his secret events on that clock, but watches the players' clock as well, and announces the occurrence of his private events at the right time.

Both versions are made of cardboard laminated with mylar. Many types of marker can be used on it, including "permanent" ones, and the lamination makes it easy to remove the markings. See the discussion of markers in the General Usage section.

The Timetracker Screen™ has four dials. Two are the same as the regular Timetracker™, for seconds and minutes. In addition, it has a dial for hours, and a dial for days. The hours clock is a twenty-four hour clock, and rotates once per game day. If there are events such as sunrise and sunset which occur daily at the same time every day, they can be marked using a "permanent" marker, (which can be removed with rubbing alcohol). The days clock has thirty-six days on it in case the gamemaster wants to have unusually long months. Only the gamemaster can see the dials on the Timetracker Screen™. He uses them to keep track of events which the players don't know about, like when the second monster will arrive. Sometimes only the gamemaster knows when the players might succeed in something they are trying to do, and he will put this on his own clock. However, all the clocks work in exactly the same way.

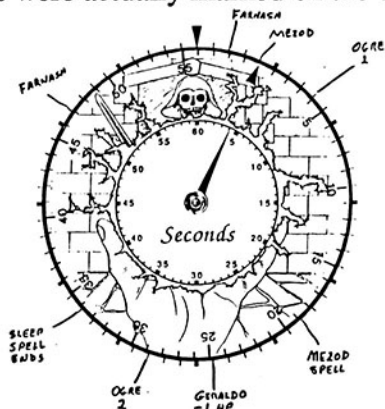


Timetracker Screen™



Timetracker™

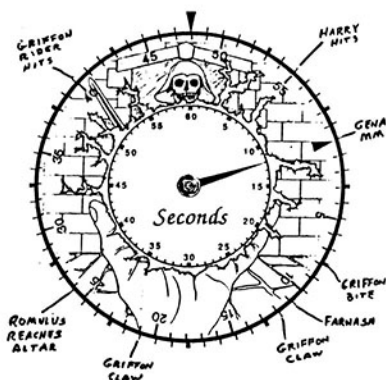
Each movable dial has numbers marked along its edge, and a large pointer, the "Now pointer", at zero. The numbers are used to mark the time of events which will happen in the future. The Now pointer is used to point to the current event, the one which is occurring "Now". As the game progresses, the timekeeper marks events around the outside of the dial and then moves the Now pointer clockwise from event to event. If an event is supposed to happen thirty-two game seconds from now, (that is, thirty-two game seconds from where the Now pointer is when the event is decided on,) a mark and a note are made on the cardboard background next to the thirty-two second division on the dial. Then the dial is moved to the next event. The next event may be the one you just marked, but in combat, there may be events every two or three seconds, or even several simultaneous events during a single second. More events may be decided on and marked down at any time. The timekeeper moves the pointer clockwise to the next event marked at the edge of the dial, regardless of the order in which the events were actually marked on the clock.



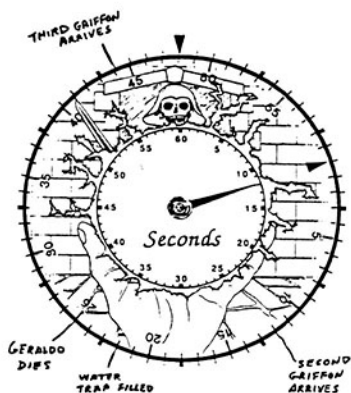
As events are marked and the dial is rotated, eventually it will come around to events which occurred the previous minute. You should erase the event marks for previous events before they interfere with new marks that you are making for future events, generally immediately after they are complete.

Each dial is transparent, and in addition to the numbered gradations around the edge, it has a pointer or hand in the middle. Through the dial you can see a clockface, which represents "clock time", or "absolute time". The hand rotates on the clockface just the same way that hands rotate on an ordinary clock. Clock time tells what time it is in the game. This is not very useful during melee, since what really matters in combat is the sequence of events from second to second and minute to minute. It is much more useful for the gamemaster. For one thing, he uses clock time to coordinate his seconds and minutes clocks with the players clock. The question "What game time is it?" should be answered in clock time, not by reading the number at the top of the dial. The gamemaster should make sure his clocks and theirs agree. Since the players don't know about his events, he must keep track of time and notify the players when one of his secret events occurs, before they skip to the next public event.

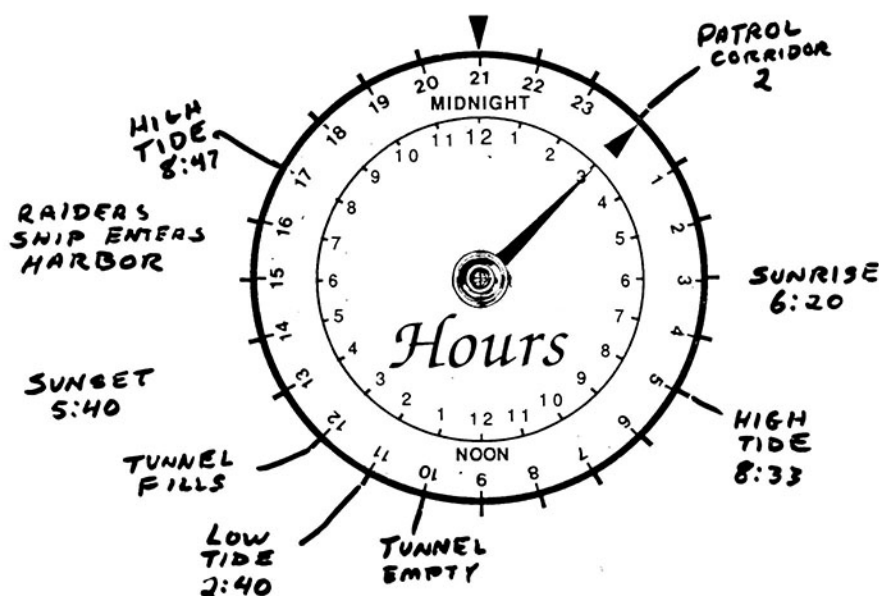
Players' clock



Gamemaster's clock

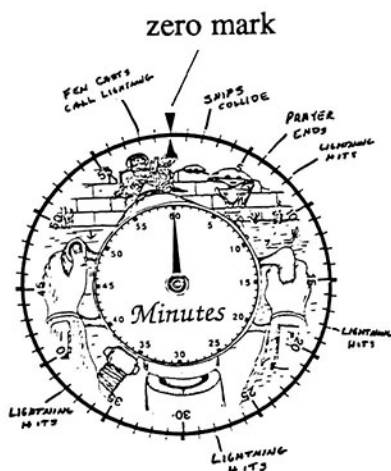


The gamemaster also uses clock time to insert "external events" into the flow of the game. By rolling dice for the timing of some event, he can have the event happen at exactly the right time down to the second, even in the confusion of melee. To do this he uses clock time for marking events instead of the numbers at the edge of the dial. For example, having the sun rise at the right moment can be extremely important when battling a vampire. With Timetracker™ there is no hassle in determining that crucial moment. Other "external" events made easy are weather, political events in the gamemaster's world, and the actions of separated members of the party. Amazing coincidences can happen this way by chance, not just by the decision of the gamemaster.

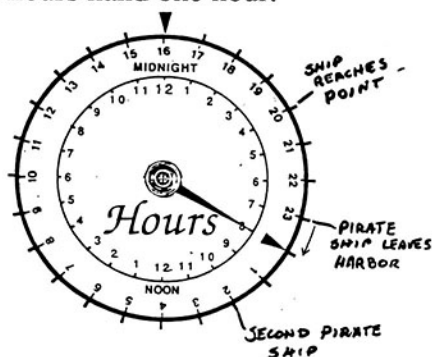


At the top of each clock, on the background, is a triangular mark. This is the zero mark, and is used for keeping track of when the clock makes a full revolution. Whenever the Now pointer of one clock reaches zero, the clock timing the next larger unit of time is rotated clockwise one division. For example, when the seconds clock passes zero, the minutes clock advances one minute. When the minutes clock passes zero, the hours clock advances one hour, etc. In order to be consistent in having the zero mark at the top of all the dials, the hours dial has midnight at the top and noon at the bottom.

When the minutes hand passes zero . . .



. . . advance the hours hand one hour.



If you examine the days dial on the Timetracker Screen™, the first thing you will notice is that the clock time dial has 36 days in the month. This is to allow for the fact that real months vary in length. No single number will satisfy the normal calendar, so why not also allow for the creativity of gamemasters? Guidelines for how to use the dial with months that are not 36 days long are found in the section on "Using Minutes, Hours and Days".

While you are examining the days dial, you will also notice that number one is at the top of the dial for days, while zero (actually labelled sixty or twelve) is at the top of the others. The reason for this is that days are counted differently than seconds, minutes, or hours. An hour or minute is not counted as "1" until it is finished, while the first day of the month is called that when it starts, as soon as the previous month ends. However, no matter what we call the first day of the month, the dial itself must start at zero because it is used to count the number of days of duration or delay starting from the current day. Therefore when we use the dials, one hour after a day begins it is **one o'clock** in the morning, but one day after the month begins it is the **second day** of the month.

How you insert events that are supposed to happen sometime during that next minute, or hour, or day is covered in the section on "Using Minutes, Hours and Days".

Using Timetracker™ with AD&D®

This set of guidelines has been prepared by Britton Designs for use with Advanced Dungeons and Dragons®, which is published by TSR, Inc. There is no official set of adaptation rules produced or authorized by TSR for use with Timetracker™. Britton Designs has prepared these rules as a set of unofficial recommendations. Other sets of guidelines for other games will be available in the future. You can send inquiries to Britton Designs to find out what rule sets are available. In addition, roleplayers are very creative people. Feel free to improvise, try new things. And we'd like to hear your ideas. Test them out, see if they hold up, and then let us know about them. See the section on "Player Suggestions".

In order to use Timetracker™ in your game, you will have to be prepared to make quick decisions about how to use it in unusual situations. That is nothing unusual. Gamemasters must do this often anyway. Most decisions needed for Timetracker™ will be in regard to how long it takes to do something, or how fast something is moving. You can use your real-life experience as a guide as long as you keep in mind that time in AD&D® is stretched by a factor of about four. That is, you can consider a round to be long enough to do something that normally takes about 15 seconds.

How long do things take? Before you can use Timetracker™, you need to know how long it takes to do something you want to do.

Most people admit that the AD&D® combat system is "unrealistic" because it doesn't really take a minute to swing a sword, or to shoot two arrows, or walk a hundred and twenty feet. However, the entire AD&D® game is carefully planned so that all the parts operate at the same scale, whether you base it on something called a minute or a round. The only disadvantage is that calling it a minute becomes misleading when you are trying to estimate the duration of an

event not covered by the rules. In order to keep the flavor and balance of the game system, we will keep the same scale of time, while using Timetracker™ to allow every event and activity to be independent of every other.

A round in AD&D® is one minute using Timetracker™. A turn is one hour. You will not have to use the words "round" or "turn" very much with Timetracker™, because time flows continuously when you are using it. However, it will be handy to have that guideline for unusual situations.

First, note that in the official AD&D® rules, since the "average" melee round takes a minute, we can say that the "average" attack takes a minute. Fast weapons might take less time. Slow weapons might take longer. The AVERAGE, however, is defined for convenience to be about sixty seconds. It is easy to scale all attacks and spells to this average time. Then one turn of the seconds dial corresponds to one round, on the average. However, any event that took longer than sixty seconds would "wrap around" the dial more than once, and would overlap on the seconds dial with events which took less than sixty seconds. This can be done, but it would be annoying to keep track of if it happened too much. Therefore we will recommend the following method, which averages slightly under sixty seconds. Other possible methods will be discussed in the "Alternative Combat Rules" section.

In this procedure, you prepare for melee by adding up several numbers for each weapon to be used, to produce a final number called the **speed advantage**. The most important factor in the speed advantage is the weapon speed, including magical bonuses. However, it also includes the character's height, dexterity and armor type. For fighters, level and weapon specialization are included, making it unnecessary to think about how many attacks per round the character gets.

During melee for each attack the speed advantage is added to a die roll, called the **time roll**. The result gives the number

of seconds the attack took. The number is marked on the clock, and when that event arrives, the attack hits.

Hand Weapons TSR has provided us with the numbers we need for the speed of attacks. In their Player's Handbook™, Unearthed Arcana™, and Oriental Adventures™, and in the Players Handbook™ for the Second Edition, the weapons charts list a speed factor for all hand weapons, and every spell lists a casting time. These numbers can be used when determining the number of seconds it takes to hit an opponent or cast a spell, in the procedures below.

Missile Weapons For missile weapons, we have had to estimate a speed factor, because AD&D® provides only the number of missiles per round, not the speed factor. Note that an archer can shoot twice per round in the AD&D® rules. This means each normal shot takes thirty seconds, on the average. We will account for this here simply using a moderate weapon speed of 3. The character's dexterity and armor type will generally account for additional speed.

Similarly, darts take twenty seconds using a weapon speed of 2.

A heavy crossbow is divided into loading and firing, each of which is rolled separately using a weapon speed of 8.

Other missile weapons can be arbitrated by the gamemaster using the above examples as guidelines.

Monsters Without Weapons Most monsters' weapons are natural (or unnatural) extensions of their bodies. They use a weapon speed of zero, and hence are faster than most humanoids. On the other hand, they have no dexterity bonuses, and do not increase in speed as they gain in level, as fighters do. Finally, small monsters are a little faster than humanoids, but large monsters are slowed down by their size. Overall, monsters do not gain a great advantage in this system.

Multiple Attacks and Weapon Specialization

High level fighters and fighters with weapon specialization can attack more than once per round. This is already accounted for by including the character's level in the weapon's speed advantage. All fighters benefit by this method, including first level fighters. The advantage increases every level. The character need not wait until seventh level to receive the increase in speed.

When a character or monster has multiple attacks with different weapons, such as two claw attacks and a bite, or a weapon in each hand, we suggest that a Time Roll (see below) be made for each attack separately. They should be rolled all at once, and all the attacks should be resolved before the Time Rolls are made again. When the last attack in the group is made, then all the Time Rolls are made for the next group of attacks. This offsets the advantage that monsters have of not having weapon speeds. You can think of multiple attacks as being "planned" by the attacker all at once, and he does not "plan" more attacks until the last plan is finished. The exception to this is a monster which has multiple heads. In that case all the heads are independent. The Time Roll for each head is rolled as if they were separate monsters.

Rolling for Surprise

Preparation for each Character:

Use this procedure when characters have to roll for surprise or for recovery from some unexpected situation such as a sudden darkness spell.

1. Start with the character's level.
2. Multiply by 2.
3. Add his dexterity, or intelligence, or wisdom, depending on the situation.

The result is the character's **recovery advantage**.

At Game Time:

4. Make a **time roll** by rolling a d6 and multiplying by 10. (As an interesting alternative, roll a d6 for the tens digit counting all sixes as zeroes, and a d10 for the units digit.)
5. Subtract the **recovery advantage** from the **time roll**. This is the number of seconds the character takes to recover.
6. Make a mark at that number on the seconds dial.
7. When the Now pointer reaches that mark the character has recovered and may choose an activity.

Combat Procedure

Preparation for each weapon:

1. Start with the **weapon speed**, and adjust for magic bonuses, if they apply. Bonuses make make the weapon faster, so subtract them. Minuses make it slower, so add them. (At the gamemaster's discretion, bonuses may and may not speed weapons up. Magic that speeds up a weapon will be quite valuable in this set of rules, even if it does not help hit or increase damage.)
2. **Multiply by 6** the adjusted weapon speed.
3. **Add 10**.
4. Add the **height** (or length, for monsters) of the character, in feet. Round to the nearest foot.
5. Subtract the character's **dexterity**.
6. Subtract the character's **armor type** (not armor class.)
7. Subtract all magic **armor bonuses** which make the armor lighter or faster. Add armor minuses which make it heavier or slower.
8. **For fighters only:**

Multiply the fighter's **level** by two and subtract it from the result.

If the fighter has **weapon specialization** in the weapon, add six before multiplying by two.

The result is the **Speed Advantage**. It is possible for it to be a negative number.

At Game Time:

9. To attack, first make a **Time Roll**, using a d4.
10. Multiply the **Time Roll** by 10. (As an optional procedure, roll a d4 for the tens digit and a d10 for the units digit. Count all fours on the d4 as zeroes, and all zeroes on the d10 as tens. The result is a number from 1 to 40.)
11. Add the **Speed Advantage** for the weapon. If the result is less than 1, use 1. The result is the **Attack Time**, in seconds.
12. The timekeeper will **mark the Attack Time** on the dial. In the special case that the event occurs more than 60 seconds in the future, use one of the procedures described in the section titled "Using Hours, Minutes and Seconds".
13. When the event arrives and is completed, **damage** (if any) takes effect immediately.

Optional Rule (highly recommended):

When someone with a short weapon is facing someone with a long weapon, the short weapon may have a false advantage because of its speed. To remedy this, we recommend the use of a rule like this one: The character with the shorter weapon can parry but cannot attack until his opponent misses, thereby leaving an opening. At that point, he makes a Time Roll. If his Attack Time is shorter than his opponent's Attack Time, he may attempt to strike once. Without this rule, someone using a dagger would often defeat an opponent using a long sword.

14. Decide your **next action** and make another Time Roll. The player does not have to decide immediately. At any point during the action the player can decide, and make a new Time Roll from wherever the Now pointer happens to be then.

Spell Casting Casting spells is very similar to using a weapon. Instead of the Weapon Speed Factor, the "Casting Time" of spells is used.

Preparation:

1. Start with the **casting time** of the spell. This is listed in the description of every spell in the Players Handbook™.
2. **Multiply by 6.**
3. Subtract the **intelligence** of the character.

The result is the **Speed Advantage**.

At Game Time:

3. Make a **Time Roll** using a d6.
4. Add the **Speed Advantage**. The result is the **Spell Casting Time**.
5. The timekeeper finds the Spell Casting Time on the Timetracker™ seconds dial, and will **make a mark** there.
6. When the Now pointer reaches that event, the **spell goes off**. The timekeeper marks the duration of the spell on the clock, starting there. If the duration is in minutes or hours, or even days, mark it on the appropriate clock. The spell caster may choose a new activity and go to 3, above.
7. When the event mark for the end of the spell is reached, the **spell ceases**.

Movement: Movement is a little more complicated than combat and spell casting. You have to know how many yards (or feet, or meters) a character moves per second. Scaled to game time, If a character moves at 12" per round, he is moving at 120 feet per minute, or 10 feet every 5 seconds. (Outside it is 10 yards every second.). You can vary this number according to how much the character is encumbered or hurrying. (In real life, modern champion sprinters, with nothing in their hands or on their backs, with excellent footwear on an excellent running surface, wearing no cloaks, pouches, or baggy clothing, run 100 yards in about eight or nine seconds, or 12 yards per second.)

A thorough treatment of movement would require a whole new set of rules. Therefore we will simply cover the common situations, and the gamemaster can decide the outcome of unusual situations.

Running to a Destination: The situation may arise that a character wants to run to a particular place, and you need to know when he arrives there.

1. First, you need the character's movement rate from the AD&D® books. Convert it to yards (meters, if you prefer) using this table:

<u>Movement Rate</u>	<u>Feet (or Yards) per Second</u>
6"	1
9"	1.5
12"	2
18"	3
24"	4
36"	6

2. Modify the movement rate for the degree of hurry, panic, encumbrance, etc.

3. Next, you need to know how far away his destination is. You will have to get that from your maps.

4. Divide the distance by the yards per second. This is the amount of time the character will need to arrive at his destination. (Does he get through the door before the fireball goes off?) Find this number on the dial of the clock, and make a mark there. When the Now pointer arrives at that marker, he has reached his destination.

Running Away: The second common situation we will deal with here is that of simply covering as much distance as possible until something happens. This is the recommended method of moving, because everyone knows from second to second where the character is, and it gives the player the option of changing his direction (if another monster comes out of that door he was running toward.)

1. You need the movement rate in yards per second, from the above table.
2. Modify the movement rate by the amount of panic, encumbrance, etc.
3. Start the character running away wherever the Now pointer happens to be.
4. Whenever the Now pointer moves, count the number of seconds that it skipped over.
5. Multiply that number of seconds by the movement rate to obtain the distance covered.
6. Move the character that distance. It is especially useful to be using figurines and a grid for this method.

Damage Since damage takes effect instantly, sometimes the target of an attack will be killed by another attacker before the attack lands. In this situation, the character can immediately terminate the attack, turn to another target, and make a new Time Roll. Any time spent on the previous attack is wasted.

When a weapon hits its target, the damage takes effect immediately. If a character goes into negative hit points, then he starts losing points at a rate of one per minute. Simply leave the mark on the clock and subtract a hit point every time the dial passes it.

On the other hand, if you feel like gambling, the gamemaster can roll to determine when the next hit point will be lost by the character. (He could roll a d12, 2d6 or a d10 and a d6.) He would mark it on his private clock, and not tell the players the roll until the point was actually lost. The uncertainty might serve to spur the healthy characters to faster rescue efforts.

General Usage Guidelines

Markers You can write on the Timetracker™ with water-soluble markers such as Vis-a-Vis™ overhead projection pens, with China markers, and with permanent markers such as Sharpie Markers™. You can remove water-soluble markings with a damp towel. (Be careful not to make it too wet. Drips can wipe out whole parties.) You can remove China marker by rubbing with a paper towel. Permanent markers come off with ordinary 70% rubbing alcohol from the drugstore. Permanent markers are most useful for gamemasters to record events that are days or weeks away, to be sure they are not erased accidentally.

Players Changing Their Minds As play progresses, characters and players can see the battle progressing second by second. At any moment, a player can announce that his character is stopping what he is doing and starting to do something else. This is perfectly reasonable. Wherever the Now pointer is, he rolls for a new Attack Time, marks it on the clock from the CURRENT position of the pointer, and erases the mark for his abandoned activity. The time he spent on the old activity is wasted, as it would be in real life. He is not normally allowed to change his old activity to a new one with the same event mark, unless there was an honest mistake in recording what he was doing.

Replaceable Background Sheets

Timetracker Screens™ come with one or more plastic sheets with two holes in them which correspond to the pivots in the hours and days dials. These are designed to let you easily run more than one campaign with the same Timetracker Screen™. The snaps on the hours and days dials of the Timetracker Screen™ are removable (On the seconds and minutes dials they can be removed but are harder to unsnap.) You can remove the hours and days dials in order to place the sheets underneath the dials. The advantage of doing this is to allow you to run several games with the Timetracker Screen™ without the notes from one interfering

with the notes from the others. Sets of five mylar overlays with two holes in the right positions, and extra snaps, in case the originals are lost, are available for this purpose, but you can also use acetate, tracing paper, or some other material that will let you see the days clock through it. The main requirements are that you should be able to see the inner clock dial through the material, and the holes should be cut small enough that the material doesn't shift while in place. Be careful not to lose the snaps if you decide to use this feature.

If you do not want to use the hours and days dials like this, and if you have trouble with the snaps coming off, then you can tap the snaps with a hammer as described below to make them hold more firmly.

If a fastener holding a dial in place pop off, you should be able to pop it back on by putting it on a flat surface and pressing on it hard. Make sure the hole in the dial is centered on the black ring in the snap. After you get it in place, you can make it stay more firmly in place by placing the Timetracker on a hard surface (like metal or wood, but not a tabletop) and hitting the fastener with a hammer.

If you lose any snaps, you can get replacements from Britton Designs. Send a SELF-ADDRESSED, STAMPED ENVELOPE, a letter telling us how many you need, and \$1.00 for handling, to Timetracker, c/o Britton Designs, at the address inside the front cover. If you need extra dials, let us know which ones, and add \$1.00 per dial. Send an envelope large enough to hold the dials you want.

Using Minutes, Hours, and Days

Overlapping Events on One Dial Sometimes, especially in melee, it is inconvenient to refer back and forth a lot to the minutes clock just because some attack time took more than sixty seconds. Also, when using months which have more than thirty-six days, some events may overlap at the beginning of a month. There are easy methods of using one dial to mark events which "wrap around" the dial more than once.

First, you could put the event in parentheses, and when the dial passes the event the first time, simply remove the parentheses instead of having the event occur. This can be extended to multiple parentheses, so that every time the dial rotates past the event one set is erased until the event itself occurs.

Second, you could mark the event farther away from the dial and draw a line only part way to the line where it occurs. When the dial passes the event the first time, the line is extended all the way to the dial, and occurs on the next pass.

Third, when an event is rolled that is more than 60 seconds in the future, a mark is put at the same place it was rolled, and 60 is subtracted from the time. The remainder is written on the clock with a plus sign, indicating that that number of seconds remain. For example, if an event is supposed to occur at second 72, put a mark at 60, with the note "+12". When the dial reaches the mark, put another mark at 12. When the dial reaches that mark, the event occurs.

External Events The gamemaster may plan events which are supposed to happen hours, days or weeks from "Now". He may roll dice for the approach of a storm, or of an army. He may want to keep track of a political plot which his players are unknowingly racing against. This type of event can be marked on the hours, minutes, and days clock. Note that the hours clock is a twenty-four hour clock. Sunset and sunrise can be marked on it with permanent

markers (removable with rubbing alcohol) and changed as the seasons change.

The days clock has thirty-six days, to allow the gamemaster to design an unusual calendar with as many as thirty-six days in a month. If all the months are the same length, he can use a permanent marker to indicate the last day of the month. If different months are different lengths, he should mark the last day of the month as soon as it starts.

Events on the hours and days clocks are marked just as on the minutes clock. The gamemaster might know exactly when the event occurs, or he might roll dice to determine the day or hour. It is not necessary to know in advance down to the second when an event will occur. Whenever the Now pointer of a clock passes zero, the next higher clock advances one division, and the time of the event on the lower clock can be determined then.

Months and Years In order to schedule events on larger time scales, we suggest using a notebook with individual pages for each month. You can list and describe the events which happen in future months in any order on the appropriate page. This information should include whatever information you have concerning when during the month the event occurs, what dice to roll to determine outcomes, etc. When the dial reaches the end of one month, you can open your notebook to the page for the next month and record the events on the Timetracker Screen™ days dial. You can roll all dice to determine the time and outcome of the events at that time, and also roll for weather and other background events.

Days of the Month When you start a new month on the dial, if the month is not thirty-six days long, be sure to make an end-of-month event mark at the corresponding day. (If the month is less than thirty-six days, it is also handy to draw a line from there to the thirty-six mark, to make sure the marks in between are not used.) You should mark the

end of the month whether the end of the month falls before or after the zero pointer. A new month starts when the dial passes this end-of-month mark, not when it passes the zero pointer.

When a new month starts, the dial is moved to the zero pointer, or day one of the month on the inner clock. This is true regardless of whether the month is longer than thirty-six days. When you are using months longer than thirty-six days, you may have events that are marked beyond the zero pointer, and they may overlap on the dial with events which actually happen during the next month. To avoid confusion, you could mark the events for the new month farther from the edge than the other, or inside parentheses, using the procedures described above in the section "Overlapping events on One Dial".

Here is a three procedure which you can use to mark events which fall after the end of months which are not thirty six days long. Events which occur before the end of the month require are marked normally on the dial at the corresponding day, even if they occur past the zero mark.

1. Make sure the end of the month is marked on on the dial.
2. Subtract the number of days in the month from thirty-six, and remember this number or write it in a convenient place. (If the month is longer than thirty-six days, subtract thirty-six from it instead.)
3. Whenever an event falls after the end-of-month mark, add the number from step 2 to the time of the event. (If the month is longer than thirty-six days, subtract it from the time of the event instead of adding it.)
4. Use this number to make the mark for the new event on the dial,. If the month is longer than thirty-six days, it is possible that the mark will fall BEFORE the current time on the dial. This merely means the event will be next month instead of this month. Be sure to make this mark in such a way that you can tell it will happen next month instead of

this month, as described in the section above on "Overlapping Events on One Dial".

EXAMPLE: Suppose this month has thirty days. You have put an end-of-month mark at day thirty. You have also subtracted thirty from thirty-six and marked the difference of six in the corner of the clock, for convenience. The day of the month is twenty-five, on the inner clock. A fighter has broken his bow and has gone to a bow maker to have a new bow made, and this will take twenty-one days. Adding the six days difference to twenty-one is twenty-seven. Make the mark for the new bow to be ready at twenty-seven on the dial, which in clock time is the sixteenth day of the next month. At the end of the day on the thirtieth, the dial jumps to the zero mark, which is always the first day of any month, and proceeds normally again.

EXAMPLE: Suppose the next month has forty days. You have put an end-of-month mark at day four. You have also subtracted thirty-six from forty and marked the difference of four in the corner. The day of the month is twenty-five again, and the fighter has again broken his bow, either not knowing his strength or not knowing his bowmaker. The bowmaker again takes twenty-one days, and we subtract four from that, leaving seventeen. The bow will be ready on the seventeenth, be too weak and cost too much. The dial is moved one day at a time until it reaches the number four (which is the fortieth day of the month), and then jumps back to the zero mark and proceeds normally again.

Example of Using the Clock In this example, the gamemaster's day clock reaches the thirty-sixth of Nornuary, and there is a total solar eclipse marked on his clock for that day. If events are quiet, he could avoid extra effort and simply announce that they see an eclipse that day. However, the party turns out to be visiting a tribe of natives, so he decides he wants to know what hour it occurs. He knows it has to be during the daytime, but at this season in the game, the sun rises at four a.m. and sets at eight p.m. The eclipse could occur in any of the sixteen daylight hours. He rolls a twenty-sided die until he gets a number sixteen or less, counting sixteen as zero. He adds the number to four,

when the sun comes up, and determines that the eclipse occurs at eleven. This really means that it occurs sometime between eleven and twelve. He marks the eclipse at eleven on the hours clock.

There is an important trick to remember here. If he had rolled sixteen on his "d16", he would use zero. Otherwise it would be impossible, using this method, for the eclipse to occur between four a.m. and five a.m., even if he had rolled a one. You can accomplish the same thing in other ways which you may prefer to use.

Now the eclipse is marked for eleven o'clock. When the clock reaches eleven, he could announce the eclipse, or determine that since the party is surrounded by hostile natives brandishing spears, more exact timing is needed. He rolls a six-sided die, counting six as zero, and multiplies the result by ten. Let's say the roll was a two, and the result is twenty.. Then he rolls a ten-sided die, counting ten as zero, and adds it to the first number. If he rolled a six, the result is twenty-six. (If he rolled a ten, the result would be twenty.)

Now the party is in the middle of melee. Eleven twenty-six has arrived. The gamemaster could make another set of rolls to determine what second during the minute the eclipse will start, but he decides that is silly, and it may be several minutes before anybody notices it anyway. Instead, he rolls for each member of the party to see how long it takes each one to notice. He decides that it will be unmistakeable to everyone in ten minutes, so he rolls a ten-sided die for each, subtracts the wisdom bonus for the wiser ones, and determines that someone in the party will notice in three minutes. He makes another mark on the minutes clock, three minutes from "Now".

After the clock reaches three minutes, he rolls a six-sided die and a ten-sided die, as he did for the minutes clock previously, to determine when during the minute the character will notice. He marks the event on his seconds clock. Just as the second arrives, the party is wiped out to the last man, the result of relying on bravado in the face of

overwhelming numbers. One character notices the sun darkening as he is struck by a last arrow, and makes a feeble gesture at this overwhelming sight. The natives see the gesture, and look up to see the sun going out, apparently as the terrifying last vengeful act of this powerful mage, and they run in terror from the ill-fated battleground, never to return. The gamemaster wonders if eclipses of the sun really are bad omens, while he waits for everyone to roll up new characters.

Alternative Combat Rules

Another method of handling combat reduces the effect of weapon speed on the time of the attack. First, prepare for each weapon a number which is the weapon speed adjusted for magic, and subtract dexterity. This is usually a negative number. In combat roll a d6 for the attack and multiply by 10. Add the (negative) number of the weapon. Then roll a d4 for recovery, and multiply by 10. In practice, the recovery roll and the d6 for the next attack can be rolled together.

When using this method, you can account for multiple attacks for fighters by using different dice. Use a d4 for the attack roll and a d3 for the recovery roll for fighters with 3 attacks every two rounds. For 2 attacks per round, eliminate the recovery roll entirely.

Spell Casting is similar, with the same adjustments for spell casting time and intelligence.

Other Games, News and Tips

There is a possibility that a newsletter will be started for those who are using Timetrackertm. To put your name on the mailing list for the newsletter, or to contribute tips and tricks which you have discovered, please write to

Timetracker™, c/o Britton Designs, at the address inside the front cover. In addition, a postcard has been provided in the Timetracker™ package so that you can register with Britton Designs. We will notify you of improvements in these rules (such as the rules for the Second Edition of AD&D®), or that the rules for other game systems are available. The names are not provided to other companies for any purpose.

There are many other ways to use Timetracker™. Often you will want to make use of the flexibility that Timetracker™ offers. For example, there is no reason why thieves have to take ten minutes to pick a lock. Instead, the thief could sit down and start working, and the gamemaster could roll to see, first, whether the thief will succeed at all, and if so, how long it will take, in minutes, hours, or days. But he won't tell the player. A hard lock may take a long time, but the thief won't know whether he will succeed at all until the moment it happens. He might decide instead that the lock is beyond his skill, or that he doesn't have the tools. Or he might find that he is making progress, but who knows when he'll succeed? (Besides the gamemaster.)

Timetracker™ is a very new system, and we certainly intend to improve the technique of using it in role-playing games. We will be developing sets of rules to use it in other games such as those from Iron Crown Enterprises, Steve Jackson Games, Games Workshop, and others. In the meantime, you are using this one, and we want to know how you like it. If you have any complaints about Timetracker™, whether in the quality of workmanship, in the design, or in the rules, please let us know.

In addition, we are interested in your suggestions for improvement. There are a lot of talented gamers out there, and we will take your suggestions seriously.

If you have a suggestion or complaint, please write to:

Timetracker™
Britton Designs,
1448 E. 52nd St., #146
Chicago, Illinois, 60615.

Melee Summary

Preparation:

Start with 10

Add weapon speed, adjusted for magic,
times 6 (zero without a weapon)

Add character height in feet (monster

Subtract dexterity.

Subtract Armor Type, adjusted for magic.

Fighters only:

Multiply level by 2, and subtract.

For weapon specialization, add 6 to level,
then multiply by 2 and subtract.

Result is **Speed Advantage**

At Game Time:

Roll d4 times 10, or d40.

Add Speed Advantage.

Mark on seconds dial.

Spell Casting Summary

Preparation:

Start with 10.

Add Spell Casting Time, times 6.

Subtract spell caster's intelligence.

Result is **Speed Advantage**

At Game Time:

Roll d4, times 10.

Add Speed Advantage

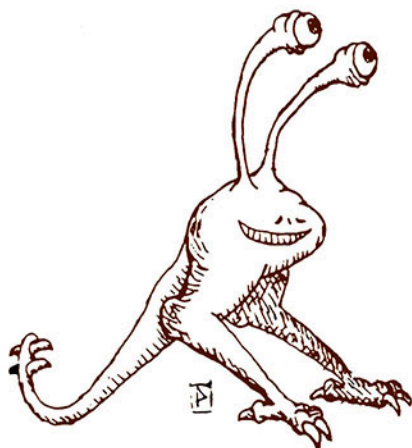
Mark event on seconds dial.

When the mark is reached, the spell goes off, the duration is marked on the clock

When the duration mark is reached the spell ends.

Movement

<u>Movement Rate</u>	<u>Yards per Second</u>
6"	1
9"	1.5
12"	2
18"	3
24"	4
36"	6





MELEE RULES

PREPARATION:

1. Start with the **weapon speed** in seconds for the weapon being used (zero without a weapon).
2. Adjust for **dexterity** and/or **strength** and/or **level**. The result is the **Base Attack Time** for that weapon.

REPEAT:

3. Make a **Time Roll** and add it to the **Base Attack Time**. The result is the **Attack Time**.
4. Make an event mark at the **Attack Time** on the dial.
5. Wait until the **Now pointer** reaches that event.
6. **Roll to hit** using the standard rules.
7. **Apply damage** immediately using standard rules.
6. Choose a **new activity**. (Go to 3.)



SPELL RULES

PREPARATION:

1. Start with the **spell casting time** in seconds.
2. Adjust for dexterity and/or intelligence. This is the **Base Spell Time**.

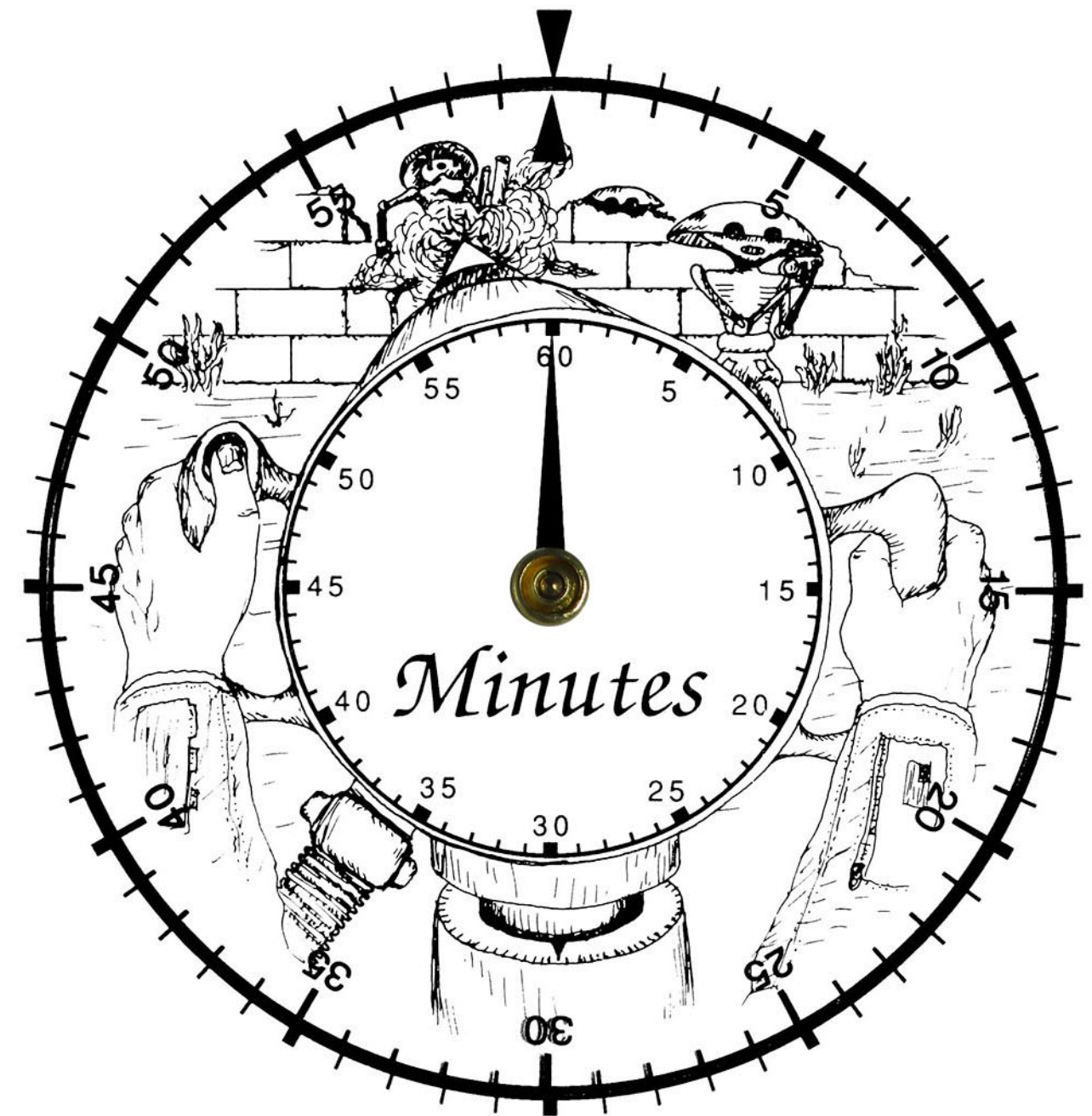
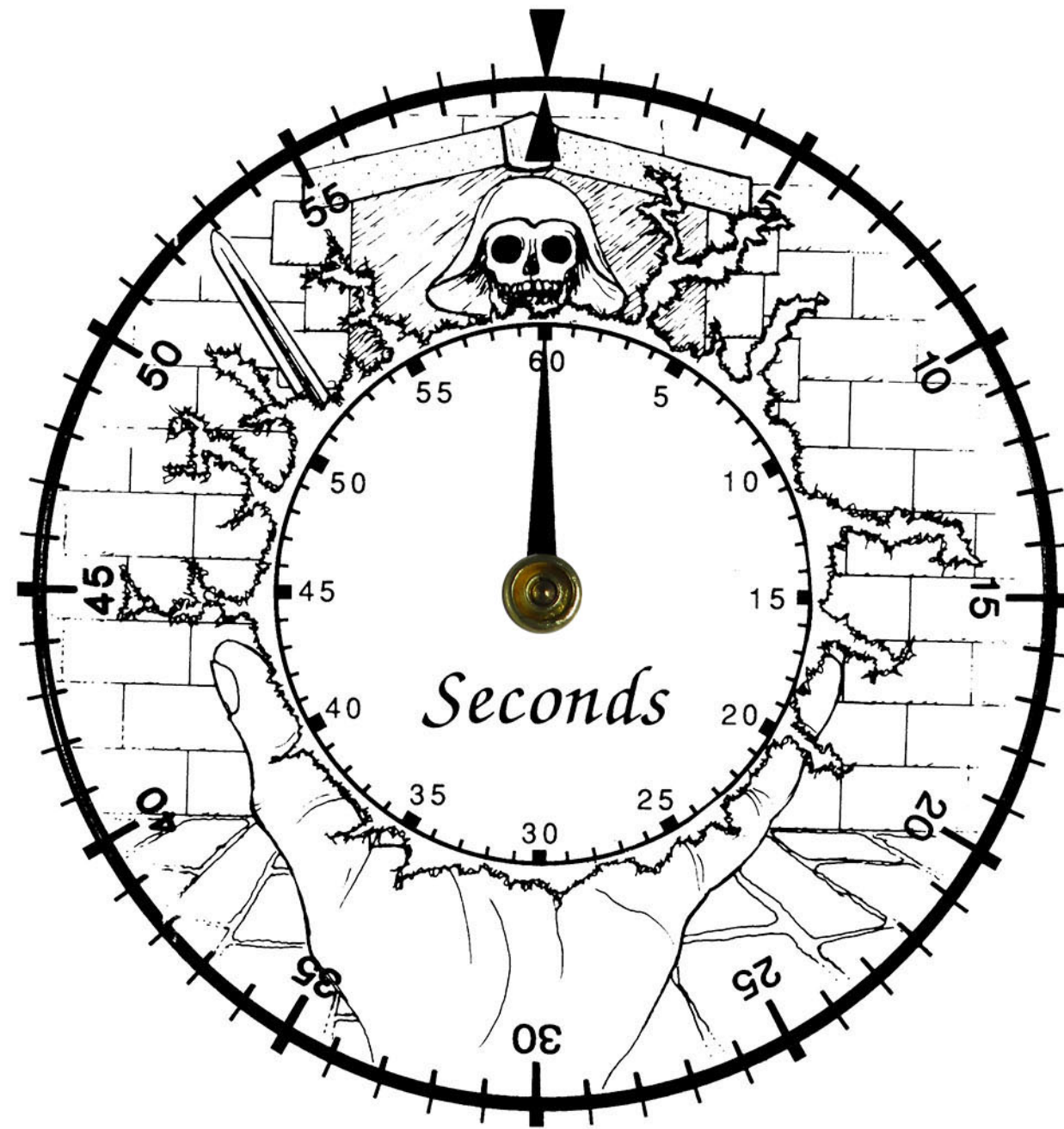
REPEAT:

3. Make a **Time Roll**. Add it to the **Base Spell Time**. The result is the **Spell Time**.
4. Make an event mark at the **Spell Time** on the dial.
5. When the **Now pointer** reaches that event mark, the spell takes effect.
6. If the **duration** of the spell is not zero, locate the duration on the dial and make an event mark. If the spell does not require concentration, the spell caster may choose a new activity and make a new time roll. (Go to 3.)
7. When the **Now pointer** reaches the duration mark, the spell ends.



Elysian Field®

Timetracker™



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here.

Timetracker™
Britton Designs
1448 E. 52nd Street, #146
Chicago, Illinois 60615

Please answer the following questions and send this postcard to us. We will let you know when the improved manual is finished, when new rule sets are available, and inform you of new products released by Britton Designs. It will not be made available to any other company.

What game do you intend to use your Timetracker™ with? _____

Please list any other games you would be interested in having Timetracker™ rules for: _____

Would you be willing to share whatever tips and tricks you discover with other users of Timetracker™ ?
Yes or no _____

Where did you purchase your Timetracker™ ?

☐ at a store ☐ at a convention ☐ by mail ☐ other _____

What version of Timetracker™ do you have? ☐ Players Clock ☐ GM's Screen ☐ Both

Do you have any suggestions or complaints about Timetracker™ ? _____

Name: _____

Address: _____

City: _____ State: _____ ZIP: _____