

THE COURT OF TIME

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KCMUN

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1. Letter from the Secretary General

Firstly, it is with immense pride and enthusiasm that I extend my warmest welcomes to all participants of the Kırmızı Çizgi High Schools Model United Nations Conference 2026, taking place on July 20th-21st-22nd in Antalya.

I am Güney Deniz Ala, Secretary-General of this distinguished conference. It is both an honor and a privilege to lead this organization in this position. Model United Nations has always been far more than a simulation, it is a journey. Whether you're a more experienced delegate or a first-timer, with KCMUN'26 I promise unparalleled growth and inspiration.

Our Academic Team: Under-Secretary Generals, Academic Assistants, and Board Members, represent the finest minds in Antalya, each meticulously selected to deliver your committees of exceptional caliber. From beginner to advanced committees, every session has been crafted for the maximum impact. My deepest gratitude goes to my fellow executive team Can Kurnaz, Berkcan Şahin, Mert Sürücü, Erdem Demirci and Çağın Orkan Benzeş, whose unwavering support made this vision reality.

I extend special thanks to the KCMUN'26 participants, whose passion set the standard we strive to exceed.

As we gather, let us draw inspiration from the eternal words of Mustafa Kemal Atatürk, founder of modern Turkey: “Ey Türk gençliği! Birinci vazifen, Türk istiklâlini, Türk Cumhuriyeti’ni, ilelebet muhafaza ve müdafaa etmektir. Mevcudiyetinin ve istikbalinin yegâne temeli budur. Bu temel, senin en kıymetli hazinendir.”

To delegates: embrace the challenge, defend your interests, and leave KCMUN'26 having elevated your voice on the world stage. I am eager to witness your brilliance. Sincerely,

Güney Deniz Ala

Secretary-General, KCMUN'26

2. Letter from Co-Under Secretaries General

Dear delegates,

Here is Dağhan. I am the Under Secretary General of the Court of Time committee. I would like to say that I am happy that you all participated in this valuable conference. At the same time, it is also a pride that you have joined this committee, which is undoubtedly the best committee of the conference. We have prepared an extraordinary committee and committee functioning for you. Do not doubt its flow and the rest about the committee. But of course, the only condition for experiencing these is to have fully internalized the guide. PLEASE READ THE GUIDE UNTIL THE END. Since we will be together throughout the entire guide, do not hesitate to contact me at any time if you have any questions about the guide or the committee. I hope I am not the only one who is dying with excitement for the committee! I wish you a wonderful day...

Best regards...

Dağhan Aras Karanfilci

05417281289 - daghanaras00@gmail.com

Hello people, my name is Mesut and I am the Under Secretary General of this committee and I would like to start off with a few words regarding the committee.

Greetings representatives of humanity,

You are all successes of mankind. All of you are a reminder that people can do great things that affect the rest. Please keep that in mind.

This committee might feel like that idea that popped in your head at 3 a.m. and yes, it may be a brain buzzer, and a little confusing to execute, but I believe in you. We can achieve greatness. We can triumph over that confusion and have fun whilst progressing. Isn't that the ultimate dream? Well, anyway, please read the guide as a whole, feel free to reach out with any question via whatsapp using the telephone number written down and most importantly, believe in yourselves.

Have a wonderful conference and remember to make lots of new and fun memories.

See you there!

MESUT EGE ÇAKIRER

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3. Procedure

Debate Structure

Debate is structured into formal and informal segments, often transitioning between:

Formal Debate: Follows the speakers list. Used to present national positions and introduce documents.

Moderated Caucus: Short speeches on a focused topic, allowing for rapid exchange.

Unmoderated Caucus: Freeform negotiation; typically used for drafting documents and writing directives.

Delegates should use these formats strategically based on the stage of the discussion and their diplomatic objectives.

Crisis and Procedural Flexibilities

Given the urgency and global impact of issues before the Court of Time, the flow of the committee will be heavily relying on directives, which is a crucial point in crisis procedure. While the debates affect the initial council action and the final document, the directives will be influencing direct action and covert operations that the Council or each delegation personally plans out.

The unique nature of the Court of Time calls for a higher level of legal precision, strategic negotiation, and political awareness. Whether you are a permanent member, a non-permanent member, or an observer state, your role contributes meaningfully to the outcome of this committee. Use procedure to your advantage, but never forget that diplomacy remains your most powerful tool.

Directives (if needed) (explained in article 6)

Personal Directives

Personal directives are directives that include only you and the actions you will be taking. So the actions that you take will be completed by only you and the people under your command. Now, there is a format for writing and sending directives. Firstly, you need to fill the 'From' and 'To' part. The 'From' part will include your name and the 'To' part will include the department you are sending the directives to, which is Related Authorities (RA) or the Related Department (RD). Then, you need to write the real time in real life and the date in the committee which will be regularly changing with time updates and changing events. Lastly, you need to write the type of the directive as a headline. After the format, the real directive begins. In order to fulfill the directive's potential to the maximum, you need to be answering all WH questions (Who, Where, Why, When and How) during the process. It is up to the writer to merge all categories but it is encouraged that you write them separately to make things easier for the crisis team to understand your directive fully.

Here is an example:

From: Menelaus
To: Related Authorities

Personal Directive

Date: 1192BC, May 3rd

Capturing Tiryns

Time: 12.34 (Spartan Cabinet)

What: I will capture Tiryns with my 5,000 agoge men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard. Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns. How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100 soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven and the commanders of the groups will eliminate the soldiers who made the mistake such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation

when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. Meaning of mercy will disappear from their minds and any offers made by the enemy will be rejected for they have disrespected our Nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Joint Directives

These directives are similar to personal directives, but they include more than one delegate. The only difference is you need to add the delegate's name that is included to the "from" part, and have their signatories at the end.

Top Secret Directive

Top secret directives are the most crucial directives in the committee. These directives can be written as personal or joint. In these directives, an act that will change the whole progress of the committee gets prepared or done. You can do secret operations, kill people and blame it on someone else, whatever you can imagine! But keep in mind, Top secret directives are read very painstakingly. A tiny error or mistake can cost you a lot, so you need to be careful when writing and include all the details, even the tiniest ones. A top secret directive is encouraged to be more than at least 10 pages, but the effectiveness changes on the quality, not the quantity.

Crisis

A crisis can occur through an update of an unsuccessful directive or successful sabotages. The delegates will have a limited amount of time to write efficient directives and handle the crisis. If not, other and bigger crises will arise.

Updates

Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The Crisis Team evaluates whether they are adequate or not; every conference with crisis committees includes a Crisis Team that reads and inspects directives.

Keep in mind that updates don't always come from directives, they can occur by themselves too.

Press Release/Declamation

Press releases, while not being considered a directive, follow a similar format during the preparation process. Press releases, or declarations based on the time period the committee takes place in, are usually speeches with the goal of addressing the committee. As the name suggests, they may also be speeches or statements given to media outlets, and are read by or to the general public. Press releases mostly have a goal of influencing the listeners or get support from the listeners.

Here is an example:

From: Erwin Smith	Press Release	Date: 845, July 23rd
To: Related Authorities		
Motivating the Soldiers		Time: 18.17 (Wall Maria Cabinet)

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body, we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless?... They were not! Their memory serves as an

example to us all! The courageous fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced with the cruelty of this world! My soldiers push forward! My soldiers scream out! My soldiers RAAAAAGE!

A Press Release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

From: Rollo	Declamation	Date: 802, August 28th
To: Related Authorities		
Standing our Ground		Time: 10.27 (Frankish Kingdom Cabinet)

All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the **only** thing that matters. So, gather yourselves. Gather all of your strength, all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

4. The Groundwork and Composition of the Court's Assembly

a. Convening of the Court

So, let's address the elephant in the room. You have found yourselves here, in the Court of time. Maybe you were dead lying in your hearse, face up, hands crossed, maybe you were drifting in your ashes that someone has been keeping safe from intruders for generations, maybe you were a lost soul wandering on the face of the earth or maybe you were an atheist and found yourself here in the blink of an eye right after your death. The important thing is, time remembers you. History remembers you. That is the biggest thing that you have in common with all of your soon-to-be colleagues in this room.

And now you might be wondering: "Why am I here? I am an important figure that shaped my future in my own timeline, same as everyone here, but the past is the past. We did what we did and vanished into the dusty pages of history. Or maybe we are in heaven because of what we did. Because of our contributions. Maybe this was the ultimate goal of divinity all along. Maybe we had to touch the people. Maybe we had to contribute to humanity. But this doesn't feel like heaven. Is this really it? This tech-y futuristic room with an hourglass in the middle? No, no this can't be it. Maybe they wanted to get our signatures or something before we are sent to wherever we are being sent to." Well, we regret to inform you that none of those scenarios are even close to the truth. You were chosen and recognized by your actions, correct. However you are not being judged for your actions nor are being admired by them.

The purpose of your summoning is simple. You each are a part of the clog that spun sometime between the ages of mankind. You have been specifically chosen, not just for who you are, or what you did. The Court's purpose is not for judging you or what you did. And you *know* what you did. You **ARE** the Court, well not you specifically but all of you historical figures that underwent the aforementioned summoning. You represent yourselves but more importantly each of you represent an ideology, a dream. And you shall stand by it no matter the cost. You are to find solutions or to improve your past and all of your actions.

b. Authorities of the Court

Your authority is not something that ordinary people can comprehend, but rather an authority that will gain strength by being molded in the hands of chosen souls like yourselves. Time is a very dangerous tool in the wrong hands. Erasing everyone's mind and memory with a single document is not something just anyone can do. Time is like modeling clay in your hands, and it must not fall into the wrong hands. The Court has five areas of jurisdiction: absolute powers, judicial powers, emergency powers, information powers, and restrictive powers.

Your first type of absolute power can be described as the power to shape the grains of sand in an hourglass and impose your desired physical laws. You can alter any historical event as you wish, erase perceived errors, and replace them with new ones. You can also restore erased timelines and create alternative ones if they don't seem appealing. Needless to say, you can

cause a person to be born or never exist at all. This power isn't limited to individuals either. You can control the rise and fall of civilizations, preventing their existence or causing them to exist in a different time period of your choosing. Perhaps you could even replace them? Who knows? While doing all this, you can also delay or accelerate the discovery of certain technologies. These are just a few examples... Of course, you are responsible for the existence of many things on Earth in the timeline. Not someone else. And if someone else tries to control this, that's where your judicial powers come into play.

Your judicial powers allow you to arrest those who commit crimes against time, or, if you deem arrest too harsh, you can only try them and impose certain sanctions. You also have the power to imprison identified time criminals in a specific location. While it might sound a bit fanciful... in short, you can impose sanctions on a time criminal based on any action related to time. And revoking their time travel rights doesn't sound so bad, does it?

Your emergency powers should only be used when you're in a deadlock. They are powers that both diminish the court's credibility and severely damage timelines. You can freeze a specific year on a timeline, or even isolate a period from others. Of course, this is assuming the effects will continue into future years. You can seal time cracks on timelines. You can also make some adjustments, albeit limited to physical laws. The simplest and perhaps most powerful example of this is temporarily suspending the rules of causality. Acting recklessly when using these powers can lead to consequences that could completely destroy the active timeline. So think twice before using them...

Your information privileges allow you to gain insight into a timeline, which is your natural right as a court. You can access all event records of a timeline—past, present, and future—and observe its alternate universes. While doing so, you can also simulate possible futures, gaining prior knowledge about your next move. When examining these alternate universes, you'll also have the opportunity to investigate individuals and events erased from history within those universes. It would be wise to use these privileges to critically examine your decisions before making them...

Your most important powers are those of restriction. If all your powers were unlimited, you wouldn't be any different from a god, would you? But you are not a god; you are a court established to improve time, and your powers are, of course, limited. Every intervention on

the timeline will inevitably cause a change in another event. Furthermore, when making a major change, a qualified majority, not a simple majority, will be considered. The court cannot intervene in the same event a second time. I don't think we want the timeline to become corrupted... If the risk of paradox as a result of timeline intervention exceeds a certain level, the court's powers are automatically suspended, and your access to many events is restricted as your authority and prestige diminish. Some events are defined as 'Fixed Points in Time' and cannot be changed. I wish you ease in dancing on time with these broad powers, guardians of time...

c. Officials and Participants of the Court

The participants and authorities of this great court were chosen from among the most powerful people globally throughout human history, along the active timeline. Some embodied good, others evil. Influence is influence. And the court looked at nothing but their impact when choosing them. Each was resurrected within this court during their lifetime or after their death, transporting the chosen ones to a courtroom, a place entirely separate from the world, giving them the opportunity to examine the consequences of their undeniably great past influences. While some achieved their intended goals, others still clash with their ideologies. These influences may have worked in the past. But what is essential within the court is their ability to demonstrate this influence across the timeline. Will they be able to identify harmful timelines and continue to create an extraordinary impact as history repeats itself? We will see during the assembly of this court. The real question is: what is truly global influence, and how is it determined? If one day you ask yourself this question and set out to find the answer, start by looking in the mirror.

5. The Purpose of the Court's Convening

a. Altering the Time Loop and the Events within the Loop

You are to fix things. You are to improve. You are to experience and learn from mistakes. You are to better yourself and your ideologies. You are to find the closest thing to perfection. You are to create. You are to build. You are to use and alter the aforementioned time and its loops. That is your purpose. That is your meaning. That is your reason. Everything will be understood. Everything will have meaning. Everything will be the road to the absolute. And the absolute will be the road itself. Maybe perfection was the friends you made along the way. Who knows? You do, maybe. Or you don't. Maybe daddy time itself keeps your purpose for you. Maybe it's hidden away. Maybe it's in plain sight. Maybe it was on the side of that road when you passed it at that specific time. Or maybe it wasn't. Or maybe you didn't. Once again, who knows? Maybe you do. Or you don't. Maybe you will feel and experience it. Maybe you won't have the time to. Maybe you already did. For the last time, or maybe the first:

Who knows?

And that, dear humans, is how it feels to have the authority to alter time. You are holding the threads of something far beyond your 'reach'. You are reaching far beyond your imagination, or any imagination of any human in that matter. So be wise, or don't.

You can never know if you don't try.

b. Multiverses

First things first, this isn't a child's plaything. You can't compare it to anything you have seen from your noisy picture box advertisements. Not those 'multiverses' that have the same person in 3 different costumes. No team of heroes or spider people, no wizards that have rings on their finger and perform circles like some kind of serious ritual. This is something beyond your comprehension. Beyond the understanding of any human that ever existed on earth. And you with your flock of people have been given the power to control it, or them. It depends on you whether it's plural or not, honestly. You are to create them, learn from them, understand them or terminate them. You treat them like they are alive, like they are above

you. Control them but thread the needle precisely. If you don't, daddy time won't be happy. And you do not want to do that.

Remember, you have power over them but that does not mean treat them like a plaything. Respect them. Be gentle. Do not hurt even if you terminate. Learn. Realize. Improve. Achieve something greater, even if its one step closer to the:

c. Ideal Utopia

You are to achieve this thing. But if you do not even know what it means, how can you? Well, we will try to explain it with a few words.

Firstly, nothing is impossible. Throughout the endless concept of time and between your history books, even to the first traces of humanity, nothing was ever impossible. You just improved. You just progressed. Things that you thought were utopic are possible somewhere in the future. It always has been, and it always will be. It will stay that way because that is the sole purpose of humanity. To learn. To experience. To improve. To progress. To fathom. To truly understand. The term 'society' is built on improvement and progress as the same members of a species. The same as you will do here.

Nobody is expecting *perfect*. Nobody will truly understand *perfect*. No one will ever know if it exists or not. But wouldn't it be so much better if you could alter the mistakes of your past or improve on them? Well now you can. And each time that you do, you will get one step closer to perfection. Also known as:

THE IDEAL UTOPIA.

6. In-Court Debate and Decision-Making Process

a. Identification of Objective and Subjective Distorted Time Segments

As you know, both in everyday life and throughout history, there exist certain objective judgments and subjective opinions. Ultimately, it is humanity itself that decides what falls into the subjective category and what into the objective. For instance, while the fact that water is a necessity for humans is universally acknowledged, the question of whether exploiting a region constitutes a necessity is highly debatable. This is precisely where the Court steps in.

Is there something in history that ought not to be there-something that is nonetheless accepted by all? The Court's mandate is to rectify this and replace it with the optimal temporal arrangement, grounded in an objective framework. This is where the crucial part begins. Diverse figures, ideologies, and mindsets... Surely, we cannot expect both sides of a conflict to desire the exact same outcome. The establishment of the Court and the creation of this environment stem from this very fact. It is up to you to consider these ideologies, debate the merits of each case, and reach a consensus on who is in the right. Everyone has an equal voice before the Court administrator; the choice of which ruler or action to champion rests entirely with you. All you need to do is make your voice heard.

b. Repair of Objective and Subjective Distorted Time Segments

Ideas have been shared and consensus reached or perhaps there are opposing views but there is no turning back. I hope you managed to get your idea across to the others... Because it is time to tinker with the settings of time itself! And everyone will remember this -better or worse-. So, you had better make sure the decision works in your favor.

i. Documents that may Emerge as a Result of the Consensus

Chronoweave Protocol

This is the final decision document, intended to record the ultimate resolutions agreed upon by all. Once a consensus is reached regarding a change to a historical event or situation, the document -following a specific procedure- details the subject's or situation's prior state, timing, and conditions, alongside its newly ratified state and conditions; upon acceptance, it completely replaces the previous timeline with the newly written one. It is remembered in the form decided upon by all of humanity, and events that unfolded in connection with it are shaped according to this new version.

Draft document:

CHRONOWEAVE PROTOCOL

by: the Court of Time

Time Interval of Situation: ../../.... - ../../....

Situation's detailed past form:

THE COURT RULED THAT ...(THIS) SITUATION CREATES A DISTORTED TIME SEGMENT BECAUSE OF ...

Situation's detailed new version:

Signatories:

Temporal Decree

This document is designed to alter the flow of time. It can accelerate or decelerate the normal passage of time. The document must contain the reason for the alteration, the signatures, and the modification coefficient.

Draft Document:

TEMPORAL DECREE

by: the Court of Time

THE COURT HAS DECIDED TO ACCELERATE/DECELARATE THE FLOW OF TIME
BY A FACTOR OF ... DUE TO ...

Signatories:

Emergency Time Lock Order

This document is intended solely for halting the flow of time in emergency situations. Because it exerts a massive impact on the timeline, it must be used as sparingly and cautiously as possible. Emergencies must be carefully selected, and the document should serve only as a last resort to rectify otherwise inescapable situations. It is also the shortest document.

Draft Document:

EMERGENCY TIME LOCK ORDER

by: the Court of Time

THE COURT IS AT AN IMPASSE. TIME IS NO LONGER A RIVER, IT SHOULD NOT.

All signatories:

Timeline Restoration Act

As the timeline and events shift, it is inevitable that certain corruptions will arise, given that time-related events from the original timeline will also change; unless, of course, the changes are made with careful deliberation. This is precisely the document required to prevent or rectify such corruption. The document must detail the specific decision and the moment in time of the corrupted timeline, as well as the corrupted timeline itself and its corrected version.

Draft Document:

TIMELINE RESTORATION ACT

by: the Court of Time

Corruption in the timeline:

The date range of the corrupted timeline:

The decision that created corruption and its time:

The corrected version of the corruption:

Signatories:

Temporal Sanctions

Our final document -which is just as essential as the others- establishes and implements sanctions against states or individuals outside the Court who interfere with time, whether accidentally or intentionally. Throughout history, states and individuals have shown a keen interest in time; attempts to invent time machines and efforts to alter the past are just two examples of this. Since your mission is to safeguard time and steer it toward a better state, you likely do not look kindly upon such external interference... While the decision to impose sanctions on these parties rests with you, this is precisely the resource you would turn to when you wish to enforce them.

Draft Document:

TEMPORAL SANCTIONS

by: the Court of Time Judgement

Identity and details of the person/state subject to sanctions:

Reason for sanction:

The imposed sanction:

Witness statements:

The perpetrator was heard. The final verdict of the Court of Time is to subject the individual or state to a sanction. The matter is then referred to earthly justice.

Signatories:

As might be expected, not every decision can be reached through consensus. In cases where consensus is not achieved and opposing decisions arise, the existence of opposing poles is inevitable. The debates resulting from this polarization -governed by the workings of the "Court of Time"- entail the opposing sides setting forth their respective positions in writing, utilizing the aforementioned documents.

For opposing parties wishing to resolve such situations at the negotiating table rather than in the field, the following procedure has been established:

At least two parties to the dispute voluntarily draft their respective documents and submit them to the "Court of Time." These documents are presented to the participants of the Court of Time and put to a vote. Under this system -where abstention is a valid option- the documents accepted by the majority are adopted and implemented. In the unlikely event of a tie, the documents are evaluated by the highest-ranking officials within the Court of Time; the document deemed superior or the one that most effectively refutes the opposing proposal is adopted and implemented.

For parties wishing to make decisions on the battlefield rather than on paper, recourse is had to the "multiverse wars" procedure, an environment where they can exercise their powers in actual combat.

iii. Multiverse Wars

The Multiverse Wars mechanism is specifically designed for opposing factions wishing to settle matters in the field. This system offers two distinct options: creating a multiverse subject to the agreement of all participants designed exclusively for combat between the factions, or a "timeline conquest" carried out on a disputed timeline, involving a specific event and moment upon which no consensus could be reached.

First, a vote is held on the initial option, namely, the choice to fight in a separate, specially created multiverse to avoid damaging the timeline in question. If the proposal receives the unanimous approval of all Court participants, a new multiverse is created by the Court, and the parties engage in combat equipped with specific directives and allocated resources. The victor then compels the Court to enforce their own decision regarding the disputed issue.

If even a single person casts a vote rejecting this option during the initial vote, the diplomatic route is adopted. However, the party seeking war is granted the authority to conquer the specific timeline where the unresolved issue exists. Thus, even if the Court has opted for diplomacy, a party adamant about its decision may either personally or by dispatching armies via directives proceed to that timeline to enforce its will. Should they succeed in their actions there, the Court re-evaluates the decision, revokes the diplomatic path, and almost invariably accepts and implements the party's original demands. In this manner, the fate of the timeline is sealed.

7. The Passage of Time and the Transition Between Events

The passage of time is different and subjective for everyone. Seconds can feel like hours when you hate someone and your heart races, while hours become seconds when you're in the arms of someone you love. But this relativity doesn't apply to court. While the outside world continues at the same pace, time doesn't flow at the same speed within the court setting. Human imperfections like aging and time constraints don't apply to court participants. You're in a court room, completely independent of the world you control. Of course, you can't be completely independent of the world you control either. After all, when you have hourglasses at your disposal, isolating yourself doesn't seem very feasible. And when I say the world continues at the same pace, don't forget that you can change it by using your authority. Every grain of sand in the hourglass is at your command. If you say stop, it stops; if you say slow down, it slows down; if you say speed up, it speeds up. What a power!

The shifts between time periods will occur between stops determined by court officials, within the most interpretable centuries. These stops will be skipped century by century, and comments and thoughts on a situation perceived as problematic by at least one court participant will be gathered to revise the timeline. These thoughts will then be considered, and the timeline will be revised using the aforementioned documents. So, you'd better watch where you step; it could be a dinosaur's footprint, or the tire tracks of a tank leaving trails of blood... Or maybe you'll step on a robot's electrical grid, who knows?

8. Further Notes

We realize we've reached the end of a rather complicated path. However, we hope and are confident that it will be as enjoyable as it is challenging. Thank you for your patience and efforts, and we wish you all the best. Also, during the conference, cosplaying and bringing committee-related items (hourglasses, clocks, etc.) will not be considered against the rules, provided they are not excessive and remain relevant to the committee. You will also be permitted to decorate the committee with certain props. Now it's your turn, timekeepers!

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