

# WELCOME TO ANYWHEN

This book describes the Infinite Worlds, the “standard setting” for **GURPS Fourth Edition**. Here, history varied on other Earths; the Union Jack flutters over America, Mongol ponies graze in Britain, and zeppelins float unperturbed everywhere. The heroic Infinity Patrol, licensed by the corporation that discovered parachronic travel, keeps Homeline safe and improves life where it can. Between crosstime plagues, samurai with force swords, and unpredictable storms that blow people to other worlds, its work never ends.

Any kind of campaign, on any kind of world, fits here – in fact, it’s *already* here somewhere! You don’t have to play the Patrol or even obey them. You can steal alternate Monets, hunt werewolves in medieval Germany, or seek the Holy Grail across the worlds. You can treat this book like your own personal alternate Spanish Main and loot it for goodies and excitement to carry back to your own game world. You can even build a game world – an infinity of them – from scratch, using this book’s alternate Earth design systems and advice.

It’s only a short jump (as it were) from alternate histories to time travel. Time travel stories often become alternate Earth stories, as the plucky traveler wrenches history from its appointed course to save his adopted hometown in the past. Hence, this book also contains complete guidelines for time travel games, from using time machines to how to get away with killing your grandfather in the past. This book provides two different time-travel campaign frames for people who don’t want to go world-hopping . . . and allows the combination of time travel and parallel worlds for infinite possibilities, including some in the Infinite Worlds setting.

Add mutants, magicians, and world-hopping Nazis – you will need another Earth just to fit it all in.

So get to it – time’s a-wasting.

– Kenneth Hite

*History is not merely what happened: it is what happened in the context of what might have happened. Therefore it must incorporate, as a necessary element, the alternatives, the might-have-beens.*

– Sir Hugh Trevor-Roper,  
“History and Imagination”

## ABOUT THE AUTHORS

### Kenneth Hite

On a close parallel Earth, Kenneth Hite’s first RPG publication credit was **GURPS Alternate Earths**. In all Earths he can access, he co-wrote that book and its sequel for Steve Jackson Games, as well as writing **GURPS Cabal** and the third edition of **GURPS Horror**, and compiling and co-authoring **GURPS WWII: Weird War Two**. His “Suppressed Transmission” column covers high strangeness for *Pyramid* magazine; on some Earths it is called “Thirteen O’Clock High.” On the most terrifying worldlines, it has been collected in two volumes to date.

He lives with his wife Sheila in Chicago, the center of all worlds worth visiting. In no Earth has his M.A. in International Relations proved at all useful, but one never knows.

### Steve Jackson

Steve Jackson has been devouring time-travel and parallel-world science fiction since he was about seven years old, and jumped at the chance to inflict his own contribution on the field.

He is the founder and editor-in-chief of Steve Jackson Games, but, as shown by the present book, still gets to write something once in a while. He hopes to do it again someday.

Steve lives in Austin. He enjoys SF conventions, gardening, the Web, tropical fish, Lego, and – oh, yes – gaming.

### John M. Ford

John M. Ford is the author of nine novels (so far), including the alternate history *The Dragon Waiting*. On the gaming front, he has done work for GDW, West End Games, and Steve Jackson Games. If he survives to finish his next novel, he’ll probably write an opera. With roleplaying in it. Somebody has to be the first.

## PUBLICATION HISTORY

Much of the background in this book was drawn from the Third Edition books **GURPS Time Travel** and the two volumes of **GURPS Alternate Earths**.

The Origins Award-winning *Time Travel* was a collaboration between Steve Jackson and Mike Ford. Steve sketched out a parallel-world setting that owes a great deal to the works of H. Beam Piper. Mike fleshed it out with high-quality rubber science and added the whole “Time Corps” background, cut from whole cloth woven on the loom of Fritz Leiber. They respectfully acknowledge Those Who Went Before, and only wish they could go back and shake their hands.

David Pulver recast the material in *Time Travel* and other **GURPS** books for Fourth Edition, after which Kenneth Hite added yet more background, rearranged all the puzzle pieces, and fit the entire assemblage between two covers.