Time Scale: The Cycle System

Each turn represents **one cycle**, approximately 12 Duskaran days, or roughly one-third of Duskara's 35-day orbital period around HD Xanthea. Three turns equal one full orbital period.

A cycle is long enough for:

- Crops to show growth stages
- Major weather patterns to develop and pass
- Community projects to make visible progress
- Interpersonal dynamics to shift
- Resources to be depleted and replenished

This pacing balances immediate needs (food, water, storm preparation) with longer-term development (infrastructure, exploration, cultural evolution), matching the rhythm of life on Duskara where settlers must think in terms of the planetary cycle while responding to daily challenges.

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