

# Visit the City

The Citizen may only use this move if they are able to reach the Uptime Gate from their current location. This must be worked out with the Grandfather. This move takes up all Downtime actions and the Citizen may not do anything else.

This move does not reduce stress or help heal. No progress clocks are advanced for the character.

After Downtime the Citizen has one more hold to use for their **Your Whole Life Behind You** move.

[moves](#), [downtime](#)

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