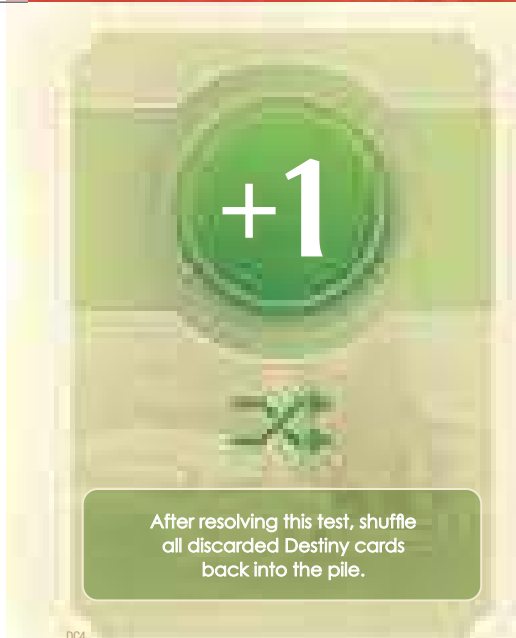


DC3



After resolving this test, shuffle
all discarded Destiny cards
back into the pile.

DC4



DC5



DC6



DC7



DC8



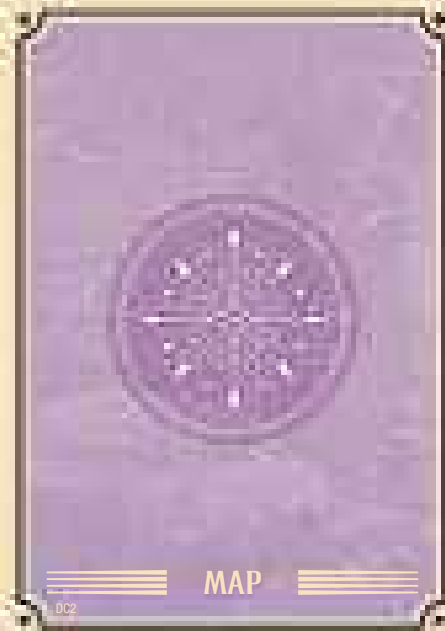
1

"You're such good children to help an old lady."
You decide to ask her about Damien: "If I saw the missing boy? Yes, he came by the store on the morning he disappeared. What did he buy? Wait, I think I have the duplicate of the receipt... Here it is!"

Take **ITEM 16**.

DESTINY

-2/_/_/_/_/+2



DAMIEN

1958 NT

OPEN THIS DECK
ONLY WHEN
INSTRUCTED.

COMMON
CARDS

DC 1/51

DESTINY

-2/_/_/_/_/+2

DESTINY

-2/_/_/_/_/+2

DESTINY

-2/_/_/_/_/+2

1

1

1

ITEM

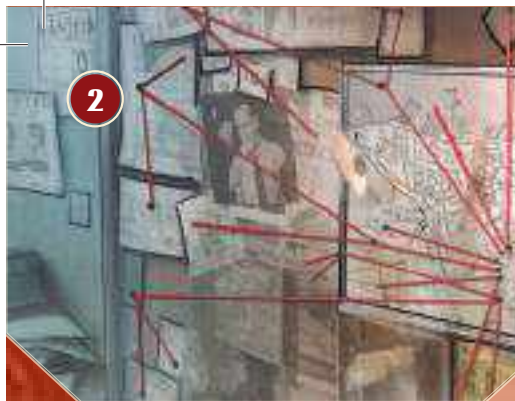
D69

DESTINY

-2/_/_/_/_/+2

DESTINY

-2/_/_/_/_/+2



2

As the detective leaves the room for a minute, you notice the board behind her. It might help you to figure out the order in which Damien went to some locations of Dundalk on the morning he disappeared. You decide to make a copy of this board.

Take **ITEMS 29** and **30**.



3

You find today's newspaper.

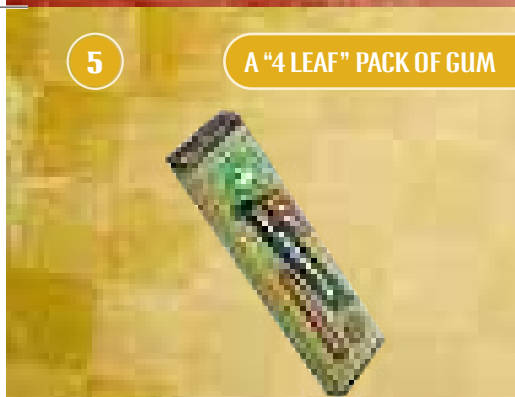
Read your **Interaction card 7**.



4

The terrifying clown suddenly changes into the newspaper seller. You recognize Filip, a boy from the school. "Damien? I'm glad he's gone! Never trusted this guy!"

To talk with him, read your **Interaction card 2**.



5

A "4 LEAF" PACK OF GUM

Look into the pack to see if you win!

Reveal immediately a Destiny card:
If the result is less than 0, take **ITEM 32**.
If the result is greater than or equal to 0, take 1 from the Vortex (without exceeding your starting level), 1, and **ITEM 28**.



6

A SPACE COLA BOTTLE

Anton saw you gave a lot of yourself to help your friends, so he gives you a Space Cola, an energy drink.

Quest completed

Remove this card at any time to take 2 from the Vortex without exceeding your starting level.



7

The world seems to rewind. Words are swallowed up. Everything is upside down. The distorted noise of the diner finally goes back to normal.

To listen to some music, spend 1, then choose the song you want by taking only **ONE** of these Items:

- **ITEM 21** - As She Comes Black Desire
- **ITEM 22** - Run on a Band Paulo Macca
- **ITEM 23** - Follow My Lead To The Mansion Cavendish



8

Everything goes back to normal. The detective is busy and seems to be writing a report. He hastily sends you away: "Get out! I've got to take care of the guy we just busted. As if I didn't have too much work already with this damn accident on Main Street, this guy had to wreck the bar from next town!"

If you are Amy and you do have tokens **F** and **K**, take **ITEM 33**.



9

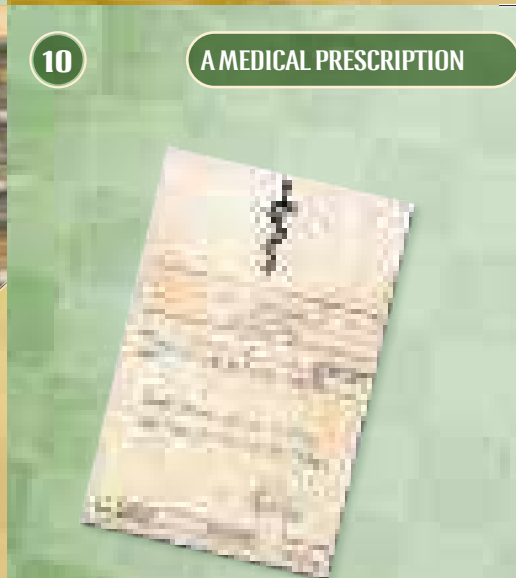
Everything just instantly goes back to normal. The old lady picked up her things but she is struggling to carry her basket. You could help her and do your good deed of the day.

You can help the old lady if you want:

You can give it another try.

4

Take **ITEM 25**.



10

A MEDICAL PRESCRIPTION



11

ANTON AND DAMIEN'S
ASSIGNMENT

An assignment written by Damien and Anton. After lightly coloring over it, you read the message that was written on the previous page.

12

SLEEPING PILLS



Some sleeping pills.

13

DAMIEN'S LOCKER



The locker is empty: it has already been searched. But a tiny piece of paper has been left out by the police.

14

A DONUT



A greasy and sugary stale donut.

15



Mr. Gaunt gives you a dry welcome:
"You are supposed to be here at 8, when the bell rings. Where were you?"



Explain why you are late:



16

DAMIEN'S RECEIPT



Take token G.

17



Mr. Gaunt fell asleep on his chair after you dropped the sleeping pills in his coffee. You can take Damien and Anton's assignment on his desk.

You can spend 1 to search the desk. If you do, take ITEM 11.

18

A CHOCOLATE BOX

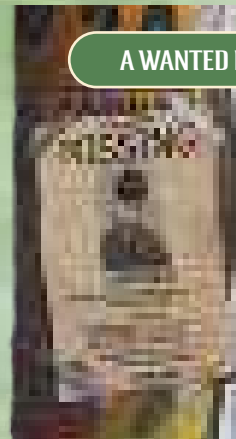


A "Croc's Cacao" chocolate box. What a coincidence! These are your favorites!

Remove this card to get a +1 bonus during a test.

19

A WANTED NOTICE



You ripped off the wanted notice of Damien on Main Street.

Damien Hammer, 14 years old, disappeared on 11/27/58. Brown eyes, about 5'2", 100 lb. Wore a navy blue jacket and brown velvet pants. If you have any information, please call 867-654-32.

13

13

13

12

12

12

11

11

11

ITEM

ITEM

ITEM

16

16

16

15

15

15

14

14

14

ITEM

ITEM

ITEM

19

19

19

18

18

18

17

17

17

ITEM

ITEM

ITEM

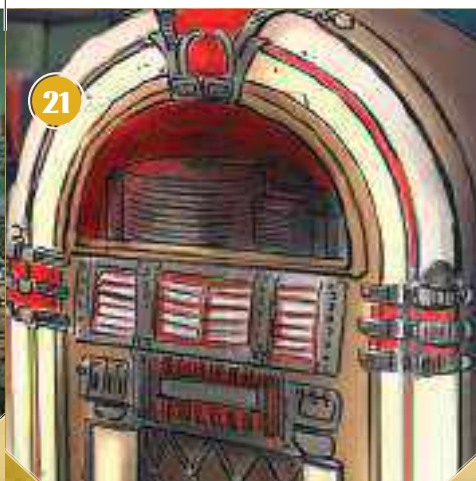


20

After the shadow has disappeared, you enter the staffroom. It's empty. You find a newspaper next to a full coffee pot.

Read your **Interaction card 7**.

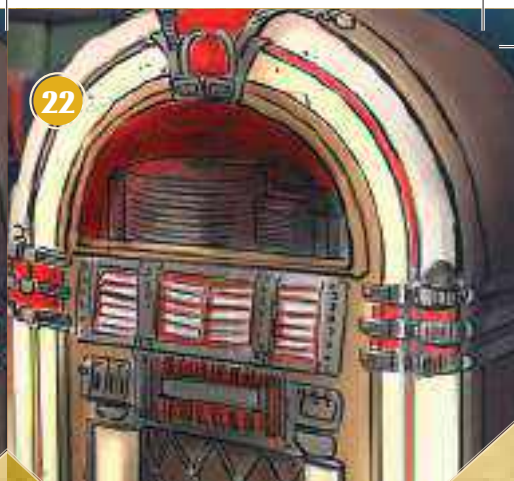
If you have **ITEM 12**, you can use it with the coffee. If you do so, take **token C**.



21

You can hear some music playing in the diner. The waitress thanks you with a nod: she probably likes to work with some music.

Remove this card.



22

You can hear some music playing in the diner. The man drinking his coffee glares at you. You disturbed him while he was reading his newspaper.

Remove this card.



23

The atmosphere is getting stifling in the diner. However, you feel a surge of serenity and the urge to find Damien.

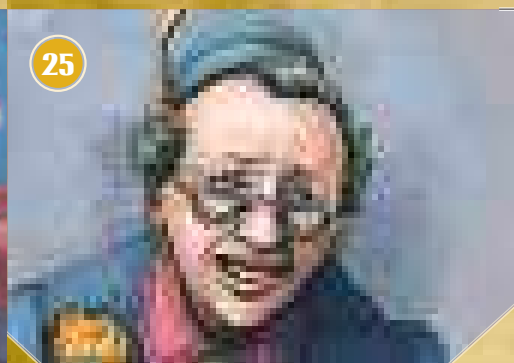
Take **1** from the Vortex (or **2** if you play Anton) without exceeding your starting level. Then remove this card.



24

Everything goes back to normal. Hannah glances at you, as if nothing happened: "Hello!"

To talk to the waitress, read your **Interaction card 1**.



25

The old lady is grateful for your help: "Thank you very much! I'm doing poor Mrs. Matthews' grocery shopping... When I think that this rascal disappeared. He should be sued, instead of dear Mr. Allen. He couldn't do anything. I'm sure this kid did all this on purpose!"

Take **1** and **token O**.



26

"Thank you very much! You remind me of the kid who caused the accident. He threw himself on Mr. Allen's car, he just had to swerve to avoid him... He almost ran over my Dickens! But Mrs. Matthews has been hurt. The kid just didn't care. He ran toward the forest, as if nothing happened. I'm pretty sure he was laughing!"

Take **token M**.



27

A WALLET

An almost empty wallet.

Remove this card to take **2**.



28

The manager gets out of his office and congratulates you: "Well done, kids! Well done! Don't forget to tell you won in my store! And if I can be of any help..." He is so thrilled that he answers all your questions: "The missing kid? Yes, he came on Thursday morning. Here's his receipt!"

Take **ITEM 16**.

22

22

22

21

21

21

20

20

20

ITEM

ITEM

ITEM

25

25

25

24

24

24

23

23

23

ITEM

ITEM

ITEM

28

28

28

27

27

27

26

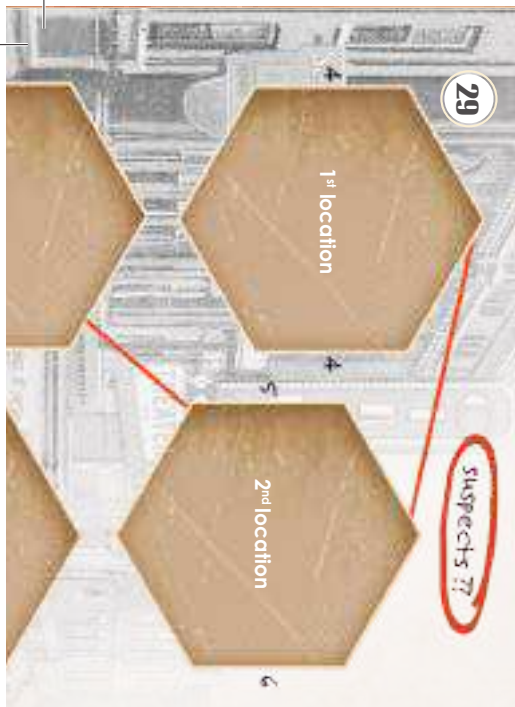
26

26

ITEM

ITEM

ITEM



At any time, you can put the **4 hexagonal tokens** of the locations Damien went to in chronological order (try to remember the time). Figure out the **biggest number** you can see, then the Time Captain takes the corresponding item and resolves it.



31

The policeman at the reception desk does not take you seriously and speaks in a firm tone: "NO! No children allowed here! By the way, shouldn't you be at school?"

You must convince him to let you in.

If you want to negotiate, the Time Captain chooses an agent to initiate this test. That agent can get support from other agents. If an agent removes **ITEM 14** or **ITEM 18** before the Destiny card is revealed, the agent who attempts the test gets a **+2 bonus** to their result.

You can give it another try.

7

Take token A.

32

All the fuss alerts the manager who gets out of his office and asks an employee to call the police. Then, he turns toward you.

While waiting for the police, read your **Interaction card 4**.

33

"What? You're sure he was seen on that morning? If this is true, you're right, Fox couldn't be in two places at the same time. Dammit! I have to start it all over!"

The policeman takes the key of the cell, then opens it. A tired-looking man gets out.

"Dad!"

Amy throws herself in his arms, while the man bursts into tears.

"Amy! I... I saw so many horr..."

He hugs his daughter tightly.

34

DUNDALK POLICE STATION

You must be wrong!

The police send a patrol but cannot find anything.

The group takes 1 from the Vortex and places it on the Update space of the Mission Return card.

Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

35

DUNDALK POLICE STATION

You must be wrong!

The police send a patrol but cannot find anything.

The group takes 1 from the Vortex and places it on the Update space of the Mission Return card.

Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

36

DUNDALK POLICE STATION

You must be wrong!

The police send a patrol but cannot find anything.

The group takes 1 from the Vortex and places it on the Update space of the Mission Return card.

Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

37

Time seems to stop.

Then everything speeds up.

You feel like you have been swallowed.

A whistling hurts your ears, while gusts of wind blow over your heads.

"Coooooome!"

The scream tears time apart. You feel a compelling force pushing you toward an old mansion.

Close the location you are visiting and move to **Location 13** at no cost.

The Time Captain opens **Location 13**, then reads **card A** out loud.

31

31

31

30

30

30

29

29

29

ITEM

ITEM

ITEM

34

34

34

33

33

33

32

32

32

ITEM

ITEM

ITEM

37

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37

36

36

36

35

35

35

ITEM

ITEM

ITEM

38

DUNDALK POLICE STATION

You must be wrong!
The police send a patrol but cannot find anything.

The group takes 1  from the Vortex and places it on the Update space of the Mission Return card.

Read carefully the testimonies of the last people who have seen Damien on Main Street, then choose another destination.

94



Everything darkens around you! Detective Ansel turns into a horrible creature with crooked fingers, ready to jump on you.



Fight!

Jennifer gets a -1 **penalty** during this test.

Jennifer loses

1 

4



96



"Very impressive! Thanks for coming to the Police Station with those information. You drew the same conclusions as me... Now, we must figure out where Damien went after all this... Do you have an idea?"

Choose only one destination:

To the hills > Take **ITEM 34**.

To the sea > Take **ITEM 35**.

To the mountains > Take **ITEM 36**.

To the forest > Take **ITEM 37**.

To the lake > Take **ITEM 38**.

97




Everything darkens around you. The floor gets loose and you feel you slowly sink into the ground.



Fight to get out!

Amy gets a -1 **penalty** during this test.

Amy loses 1 

4



99



You are on stage, in front of the whole school. They are laughing out loud because you have been punished and dressed up like a hot dog.



Get a grip!

Doug gets a -1 **penalty** during this test.

Doug loses

1 

4



96

96

96

ITEM

DC48

94

94

94

ITEM

DC47

38

38

38

ITEM

DC46

99

99

99

ITEM

DC50

97

97

97

ITEM

DC49

DC 51/51

MISSION ORDER

P1216 - DAMIEN
PLANET EARTH - 1958 NT

SETTING

Damien Hammer, a young boy who just arrived in Dundalk, has disappeared.

DISTURBANCES

It seems that the boy's disappearance is closely linked to recent temporal disorders.

OBJECTIVE

Figure out Damien's **chronological journey** through the different locations of Dundalk and gather clues to understand what happened to him.

Now, flip this card over.

DS2

DAMIEN

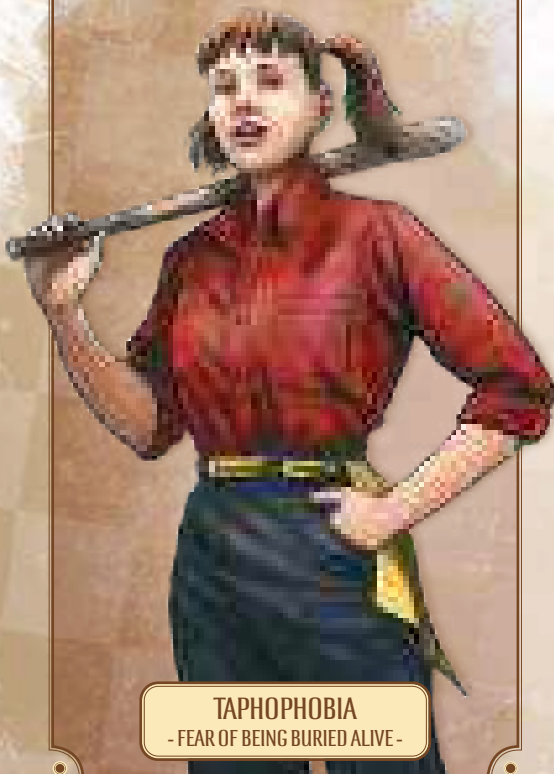
1958 NT

OPEN THIS DECK
ONLY WHEN
INSTRUCTED.

STORY
CARDS

DS 1/46

AMY FOX

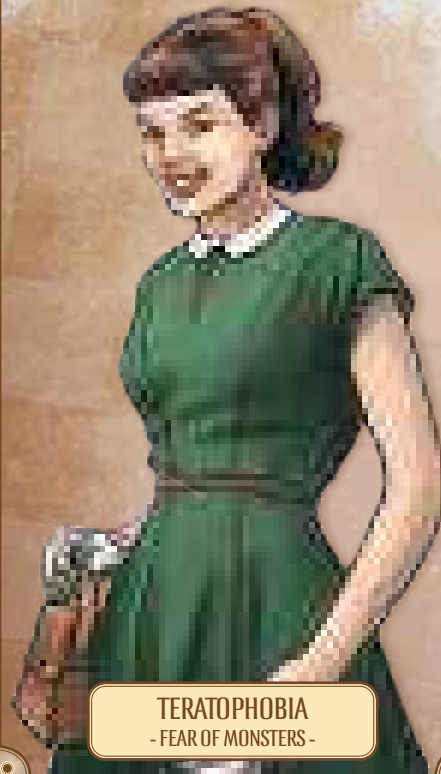


TAPHOPHOBIA

- FEAR OF BEING BURIED ALIVE -

DS4

JENNIFER HURLEY



TERATOPHOBIA

- FEAR OF MONSTERS -

DS3



ANTON CARNABY

ATYCHIPHOBIA
- FEAR OF FAILURE -



Anton is the son of the mayor of Dundalk, who is currently campaigning for re-election. This does not prevent Anton from being the school's scapegoat. To defend himself, he always (reluctantly) tells his father the names of the kids who bully him. Local policemen often pay a visit to his classmates' parents. This is why Anton has very few friends and was happy to get along with Damien who had just arrived in Dundalk.



DOUG EVARG

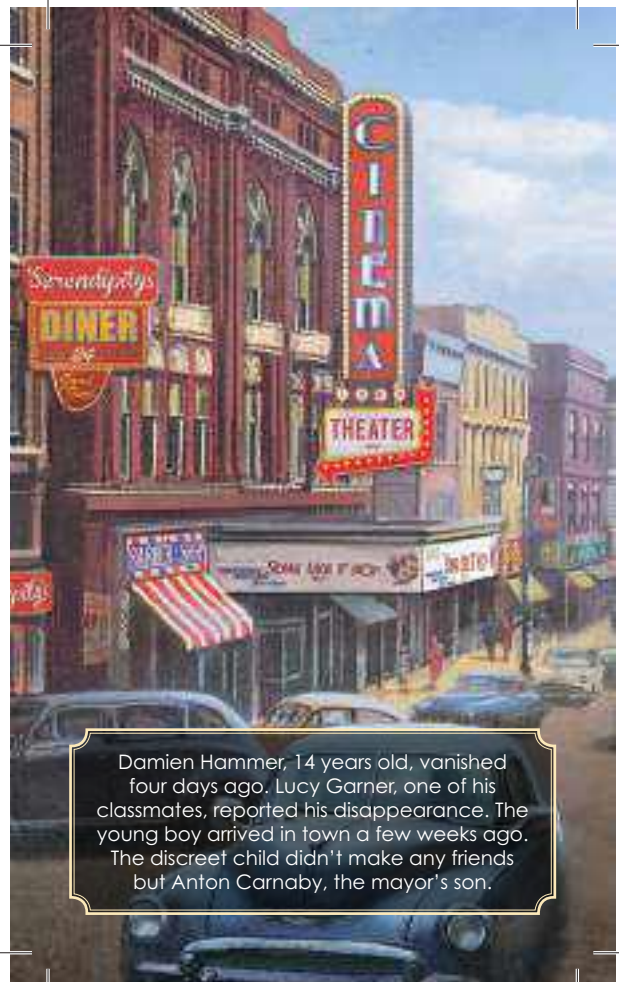
KATAGELOPHOBIA
- FEAR OF RIDICULE -



Doug was raised by his mother. He lives in the lower-class district of the town and has been working hard in some stores to provide for his family. Not long ago, he was the school's bully. Doug terrified his classmates, especially Anton, the "little prick". Following the complaint of Andy, one of his victims, he got nearly expelled. Now, he tries to make amends to keep his chances to join the sports team in Harvard. He believes that by helping find Damien, he will get Anton and his father, the mayor of Dundalk, on his side.



Transfer... Mission order... Find the boy...
Dundalk, small town, north east of the United States. Monday, December 1st 1958.



Damien Hammer, 14 years old, vanished four days ago. Lucy Garner, one of his classmates, reported his disappearance. The young boy arrived in town a few weeks ago. The discreet child didn't make any friends but Anton Carnaby, the mayor's son.

DOUG EVARG



KATAGELOPHOBIA
- FEAR OF RIDICULE -

DS6

ANTON CARNABY



ATYCHIPHOBIA
- FEAR OF FAILURE -

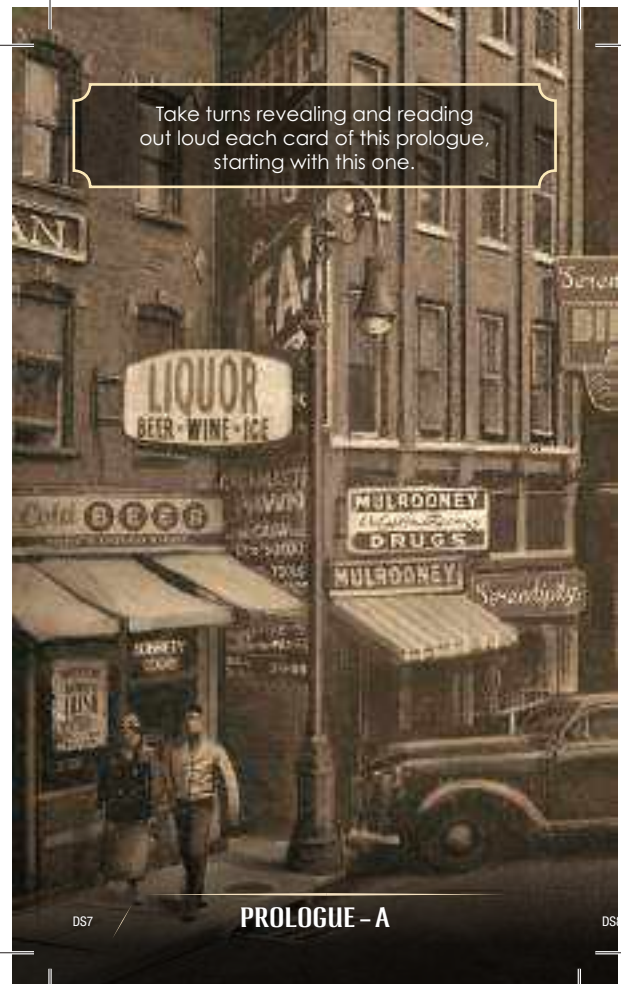
DS5



PROLOGUE - B

DS8

DS9



Take turns revealing and reading
out loud each card of this prologue,
starting with this one.

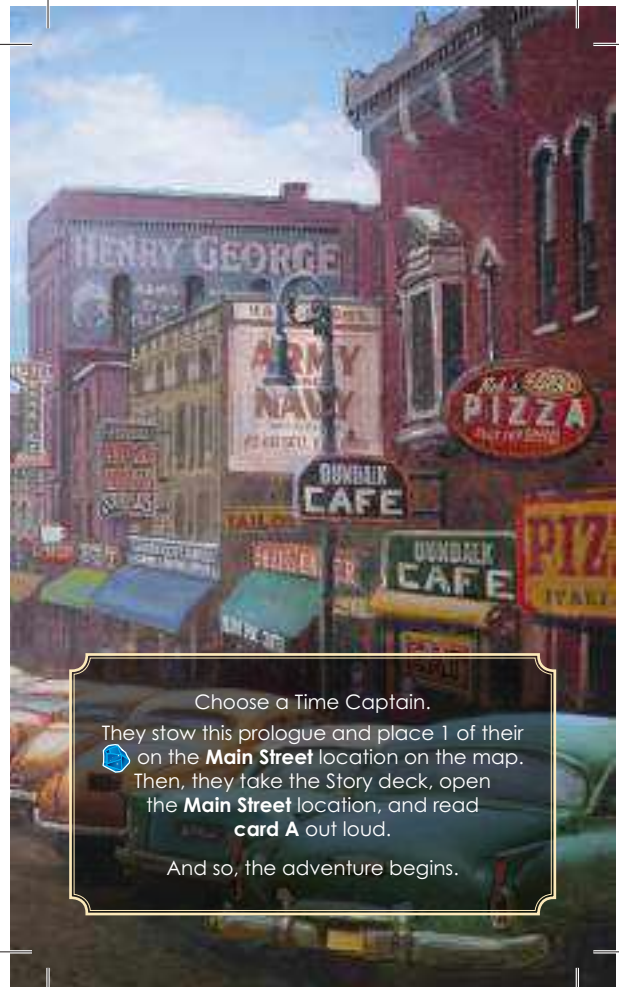
PROLOGUE - A


DS7

DS4



Anton managed to gather a small group of children to look for the missing boy. You will embody them.



Choose a Time Captain.
They stow this prologue and place 1 of their  on the **Main Street** location on the map. Then, they take the Story deck, open the **Main Street** location, and read **card A** out loud.
And so, the adventure begins.

ICON REFERENCE

- ATTRIBUTES -



Strength



Confidence



Dexterity

- OTHER ICONS -



Personal conflict



Allows to leave a conflict

- TOKENS / CRYSTALS -

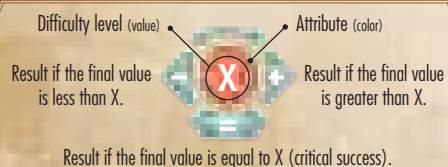


Coin



Azrak

- TEST -



A biting wind freezes your cheeks. Hanging on tightly on your bikes, you are cycling up the main street of Dundalk.

Each agent secretly reads the SNAP RECALL card of their receptacle.



Then, the Time Captain reads out loud:

You examine the street.

On the left, a **car** is parked along the sidewalk.

A **small notice** is plastered over a street light.

A **hobo** is begging with his dog, in front of a restaurant.

A young **newspaper seller** is shouting the news of today's edition.



DS10

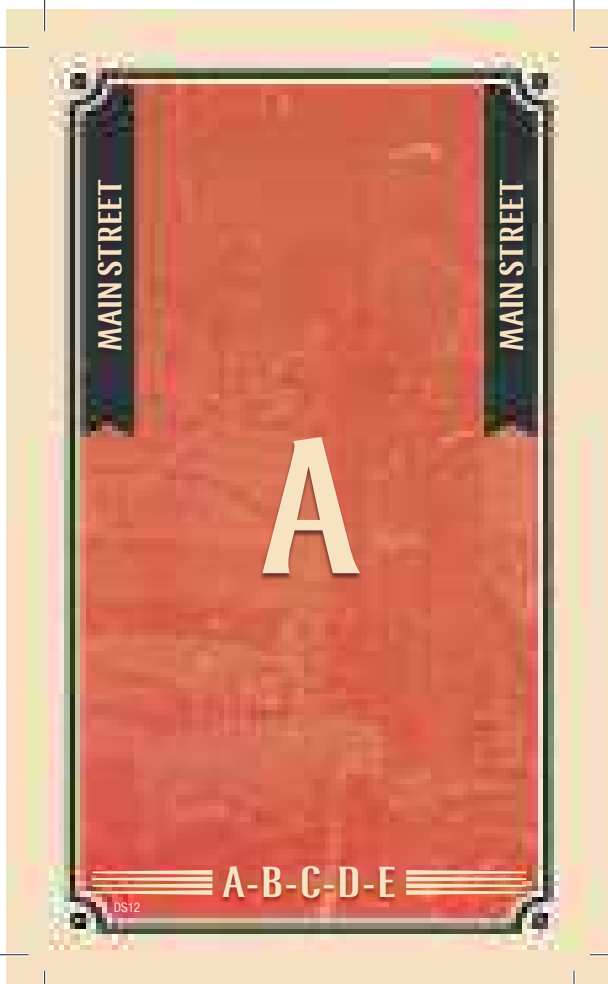
PROLOGUE - D



DS9

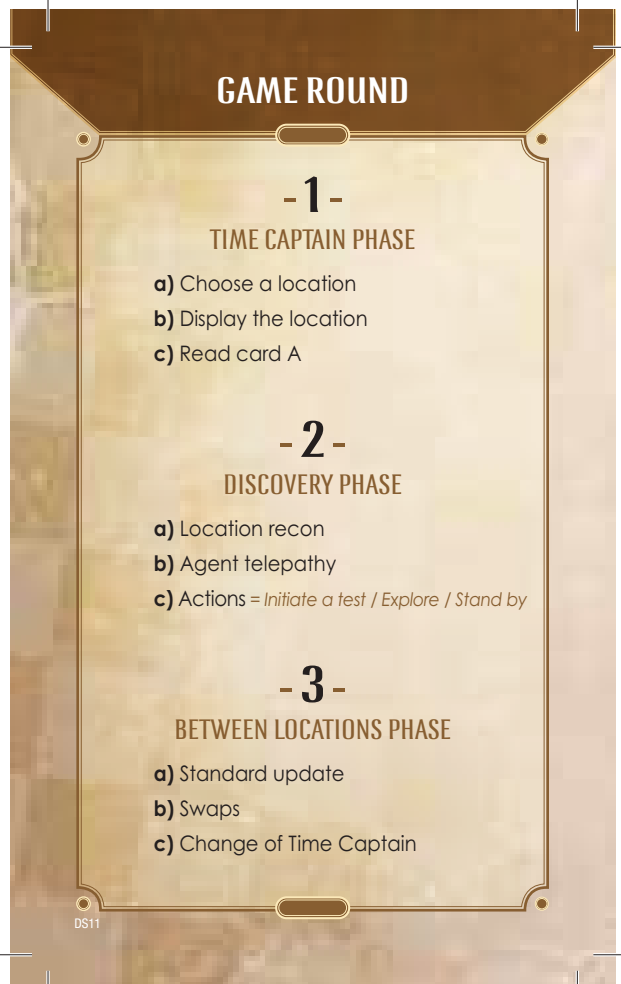
PROLOGUE - C

DS



DS12

A-B-C-D-E



GAME ROUND

- 1 -

TIME CAPTAIN PHASE

- a) Choose a location
- b) Display the location
- c) Read card A

- 2 -

DISCOVERY PHASE

- a) Location recon
- b) Agent telepathy
- c) Actions = *Initiate a test / Explore / Stand by*

- 3 -

BETWEEN LOCATIONS PHASE

- a) Standard update
- b) Swaps
- c) Change of Time Captain

DS11



There is no one inside. A newspaper and a sheet of paper lie on a seat.

You can force the door open
[LOCKPICKING] if you want:

You can give it
another try.

4

Take the paper
(ITEM 10) OR the
newspaper (read
your Interaction card 7).

Take ITEM 10 and read your
Interaction card 7.




Damien's missing notice hangs on a pole.

If you rip off this notice,
take ITEM 19.



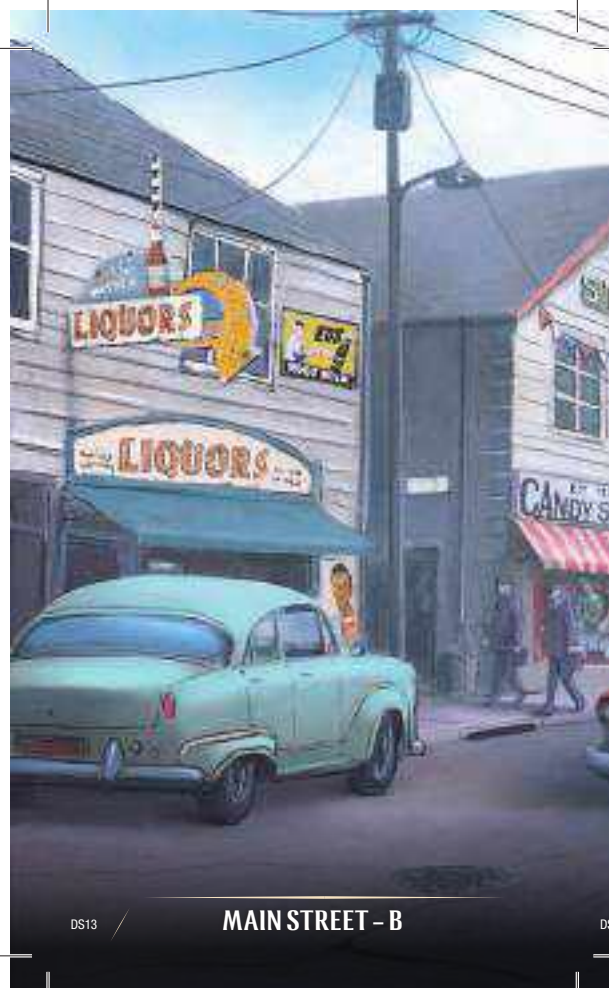
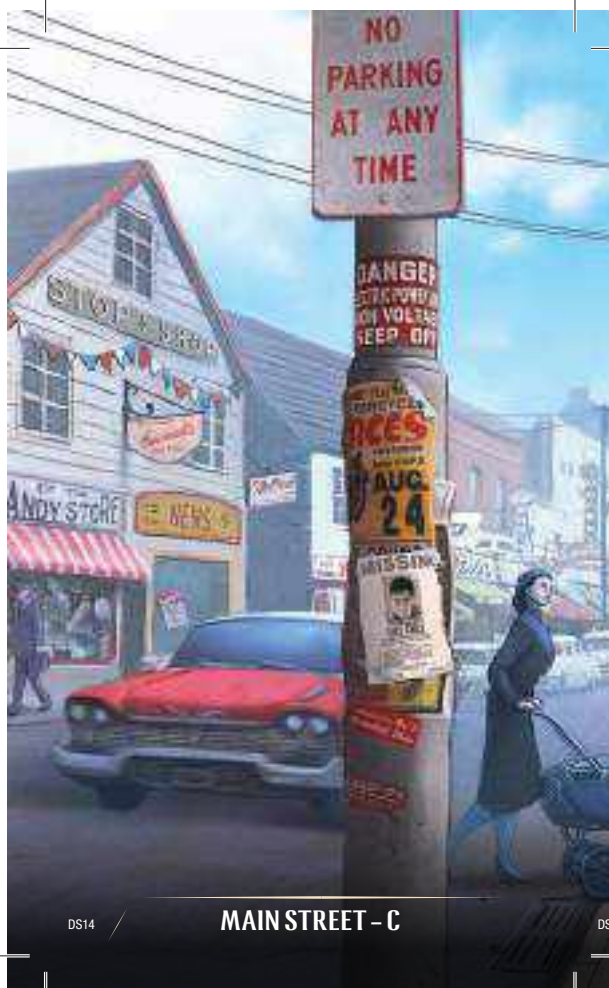
The hobo gently calls out to you:
"Please, d'you have a coin or something
to eat?"

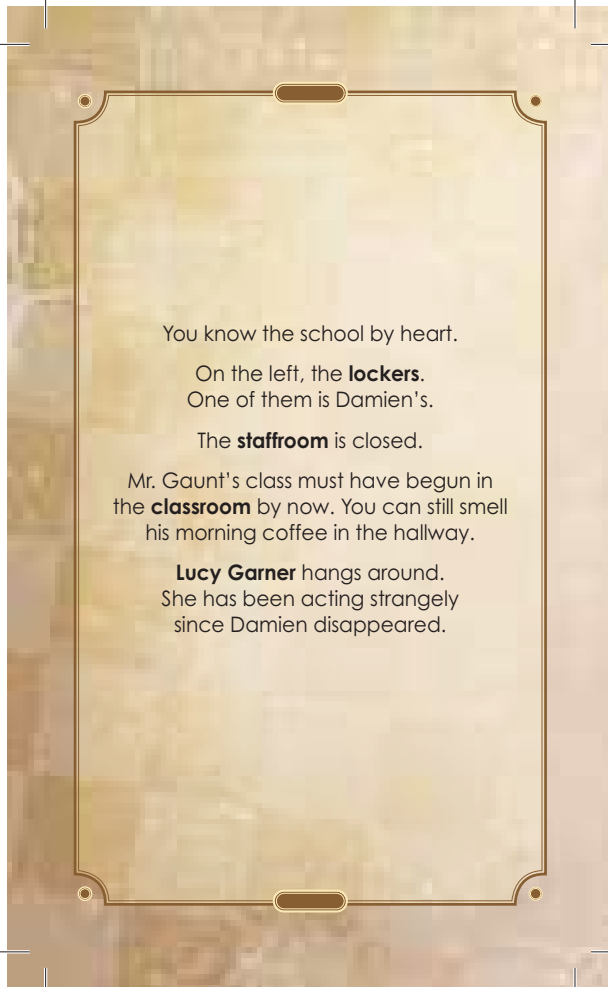
If you have 1 , you can give it to
the hobo and stow it, then take ITEM 26.



The newspaper seller turns into a terrifying
and armed clown!

Take ITEM 4.





You know the school by heart.

On the left, the **lockers**.
One of them is Damien's.

The **staffroom** is closed.

Mr. Gaunt's class must have begun in
the **classroom** by now. You can still smell
his morning coffee in the hallway.

Lucy Garner hangs around.
She has been acting strangely
since Damien disappeared.



Damien's locker is under seal.

You can force the locker open
[LOCKPICKING] if you want:

You can give it
another try.

3

Take **ITEM 13**.

Take **ITEM 13** and 1



You are suddenly facing a terrifying shadow.

Take **ITEM 20**.

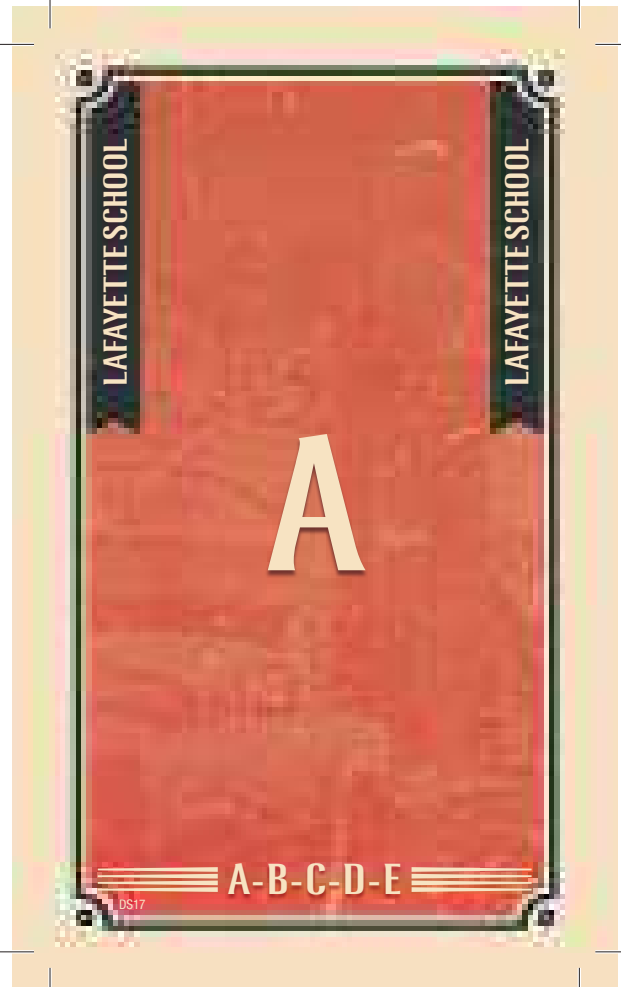


Mr. Gaunt's class must have begun by now:

If you wish to enter and disturb the class,
AND if you have token C, take **ITEM 17**.

If you wish to enter but do NOT have
token C, take **ITEM 15**.

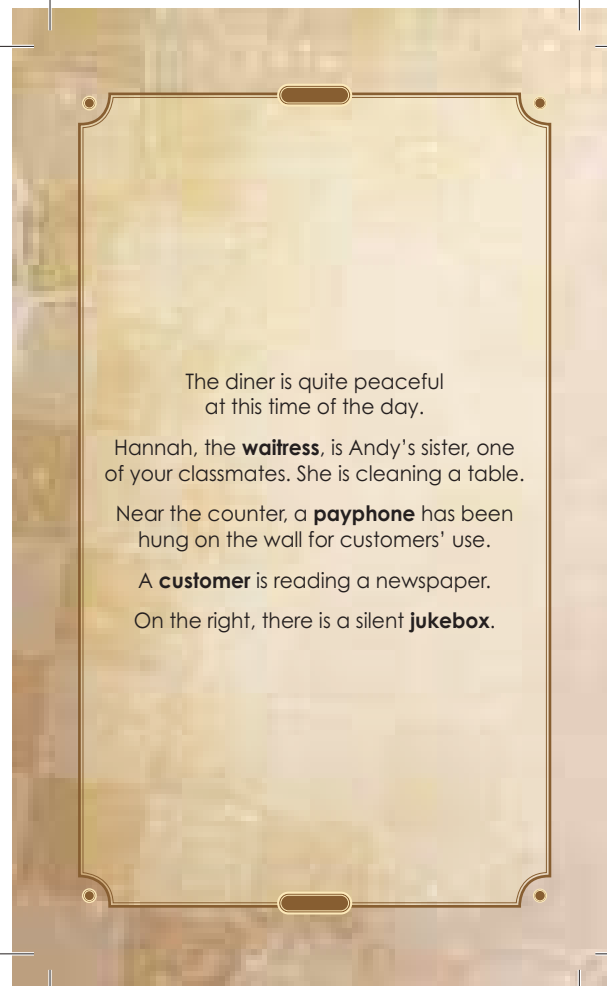
Otherwise, return this card
to the panorama.





"The guy who disappeared? I saw him on Thursday morning, laughing in front of the school, just before 8. I didn't see him in class, so I told Gaunt he was skipping. I shouldn't have?"

Take **token S**.



The diner is quite peaceful at this time of the day.

Hannah, the **waitress**, is Andy's sister, one of your classmates. She is cleaning a table.

Near the counter, a **payphone** has been hung on the wall for customers' use.

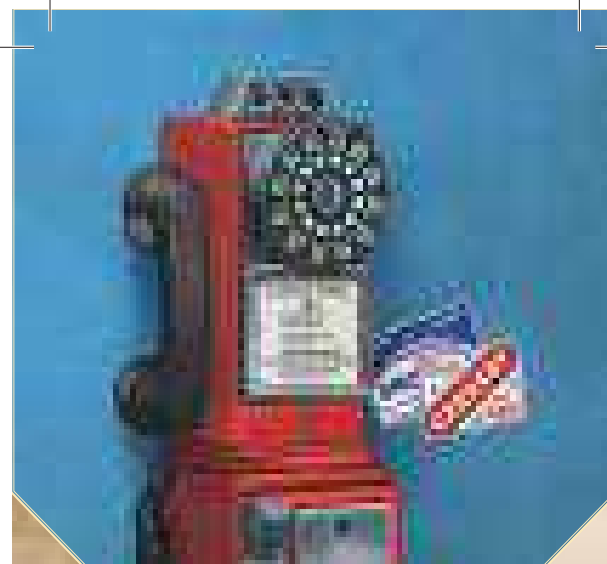
A **customer** is reading a newspaper.

On the right, there is a silent **jukebox**.



As you come closer to Hannah, you are dazzled by a flash, then everything becomes horrifying around you.

Take **ITEM 24**.




You could get your hands on some coins here...

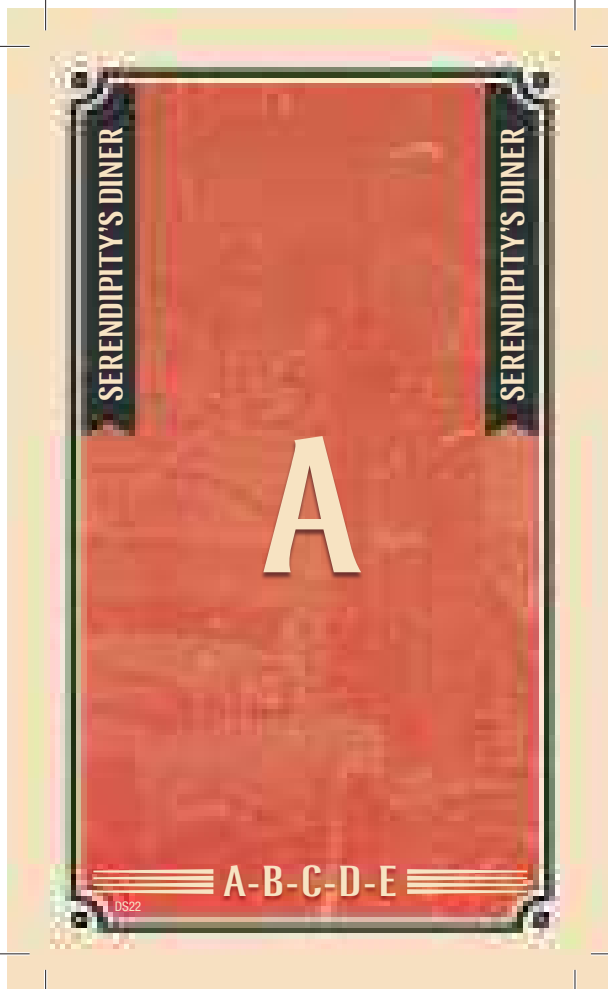
You can force the payphone open **[LOCKPICKING]** if you want:

Lose 2  and remove this card.

4

Take 1 

Take 2 



LAFAYETTE SCHOOL - E



SERENDIPITY'S DINER - C

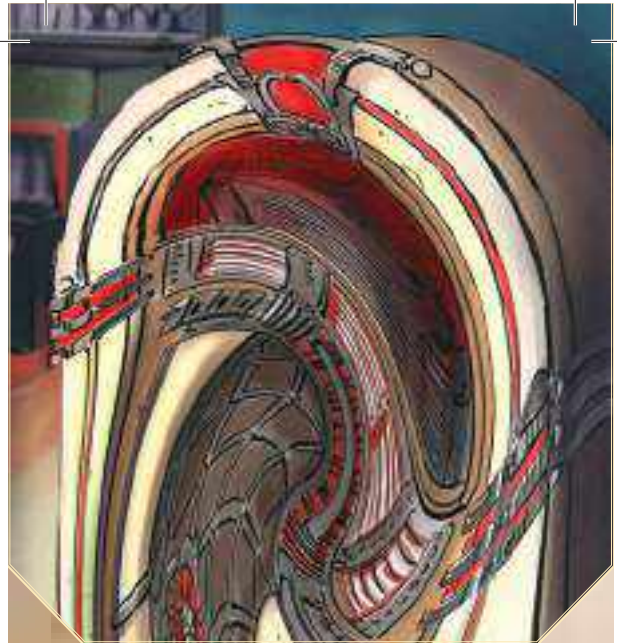


SERENDIPITY'S DINER - B



"Sorry kids, but morning coffee is sacred.
Could you leave me alone?"

If you insist on talking to him, read your
Interaction card 3.



The closer you get to the jukebox, the weirder
your surroundings become. Colors become
flashy, faces take psychedelic shapes, and
sound distorts before fading completely. You
are deaf!

Take **ITEM 7.**

The General Store doorbell's rings.
On the left, the **candy section** catches
your eye. You see a man walking around.
In an aisle, an **old woman** dropped
her groceries on the floor.
The **manager's office** is closed. A "Do not
disturb" sign is hung on the doorknob.
The **prescription drugs section** is not
self-service: everything is locked. An
employee is sorting them out.

A **cashier** is very busy,
attending to customers.



You are bewitched by the amazing quantity of
candies surrounding you.

You can try to steal a pack of gum:

Take **ITEM 32.**

3

Take **ITEM 5.**

OR

You can try to pick the customer's pockets:

Take **ITEM 32.**

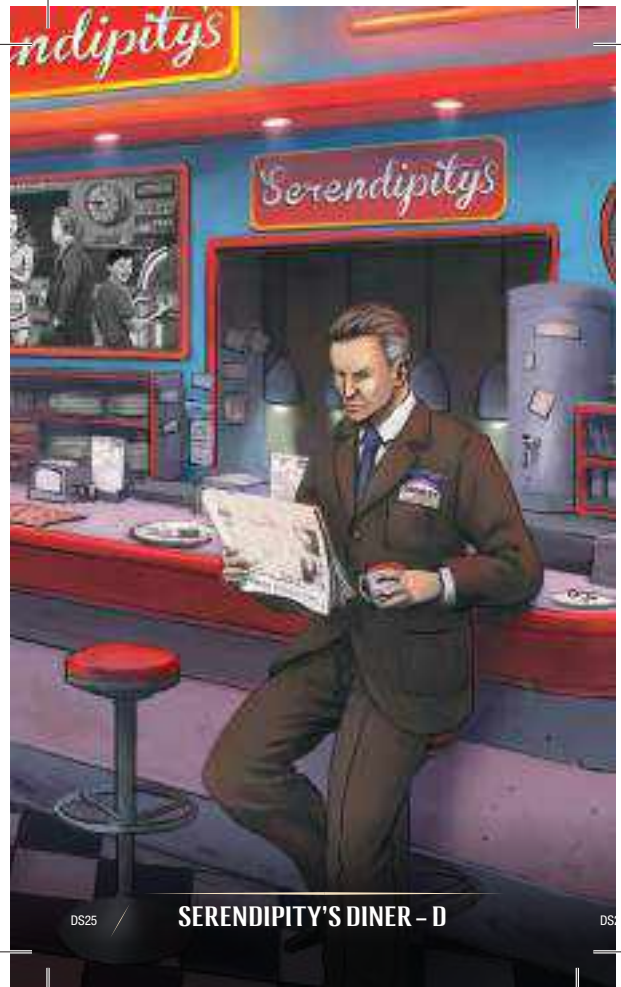
3

Take **ITEM 27.**



DS26

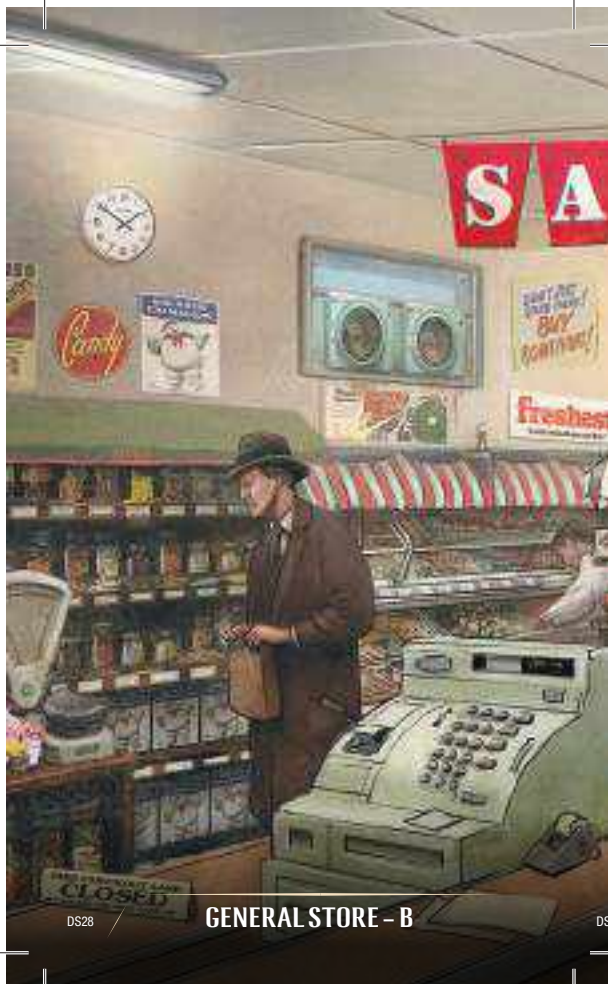
SERENDIPITY'S DINER - E



DS25

SERENDIPITY'S DINER - D

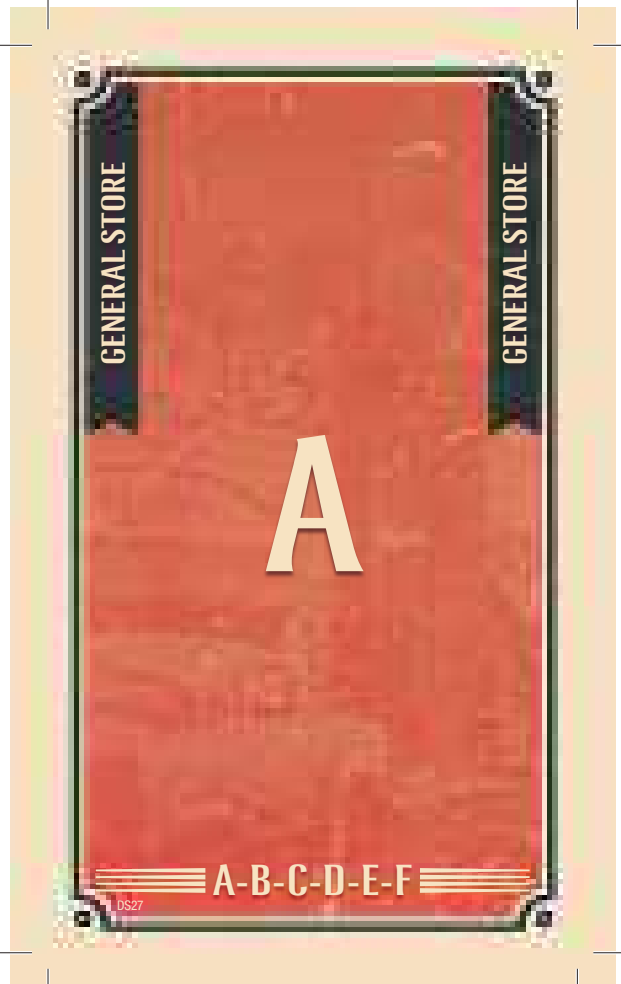
DS



DS28

GENERAL STORE - B

DS



GENERAL STORE

GENERAL STORE

A

A-B-C-D-E-F

DS27



As you come closer, the old lady turns into a horrible ghost!

Take **ITEM 9**.



The door is locked, but you can hear the manager inside. A newspaper is slipped under the door.

To take a look at it, read your **Interaction card 7**.



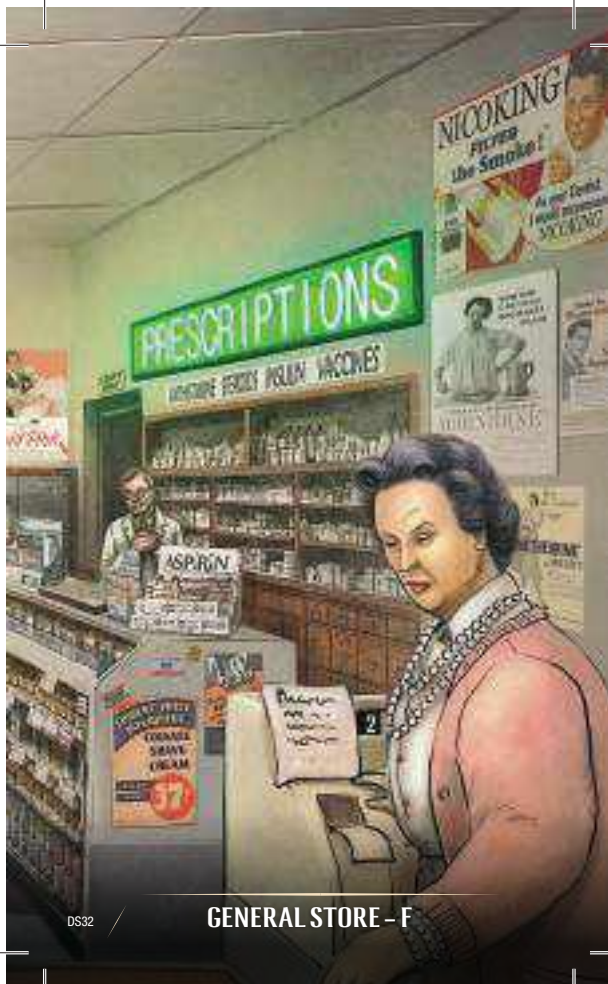
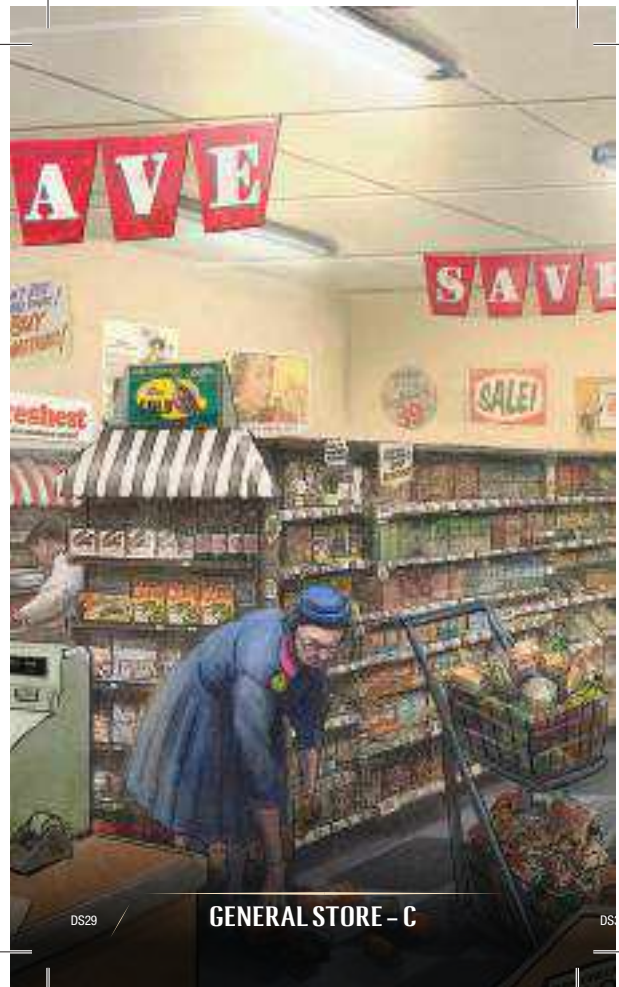
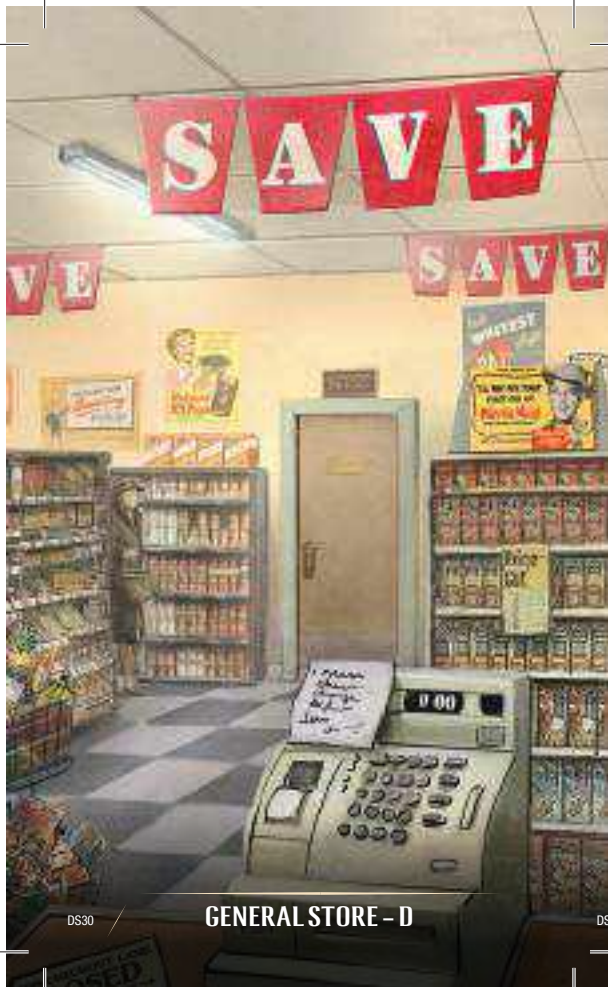
The prescription drugs are locked up.

If you have **ITEM 10**, you can remove it to give it to the employee.
If you do, take **ITEM 12**.



The cashier is very busy and does not pay attention to you.

If you have **token O**, take **ITEM 1**. If not, the cashier totally ignores you.



IMPORTANT: IF YOU DO NOT HAVE TOKEN A, TAKE ITEM 31 BEFORE READING CARD A OF THIS LOCATION.

You enter the police station.
The policemen are all busy. Some screams from a cell drown out their conversations.
The detective offices are in the back.
On the left, **two office doors** are closed. Policemen seem to be busy over a table.
Further away, you see **an office door ajar**.
You can find the **cells** at the far right of the station.



When you enter Detective Ansel's office, she seems deeply lost in her thoughts. She looks annoyed: "What are you doing here? You were skipping class and a patrol picked you up, right?"

To talk to Detective Ansel, read your **Interaction card 5**.




You just entered the office that Detective Yozor turns into a terrifying zombie about to jump on you.

Take **ITEM 8**.



The office is empty.

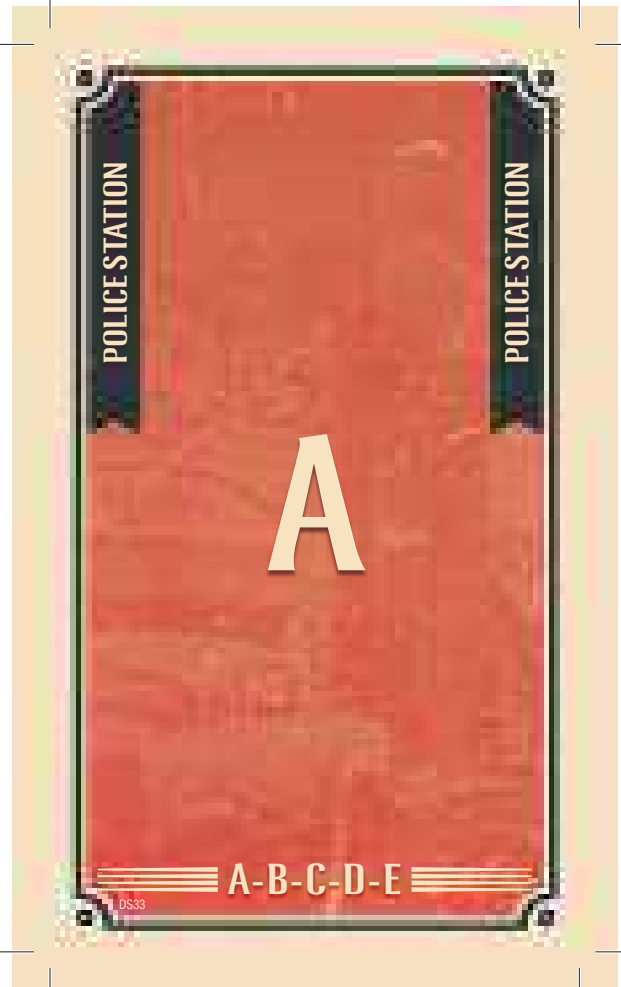
You can spend 1  to search the room, but someone may notice you. If you do, take **ITEM 3**.



DS34

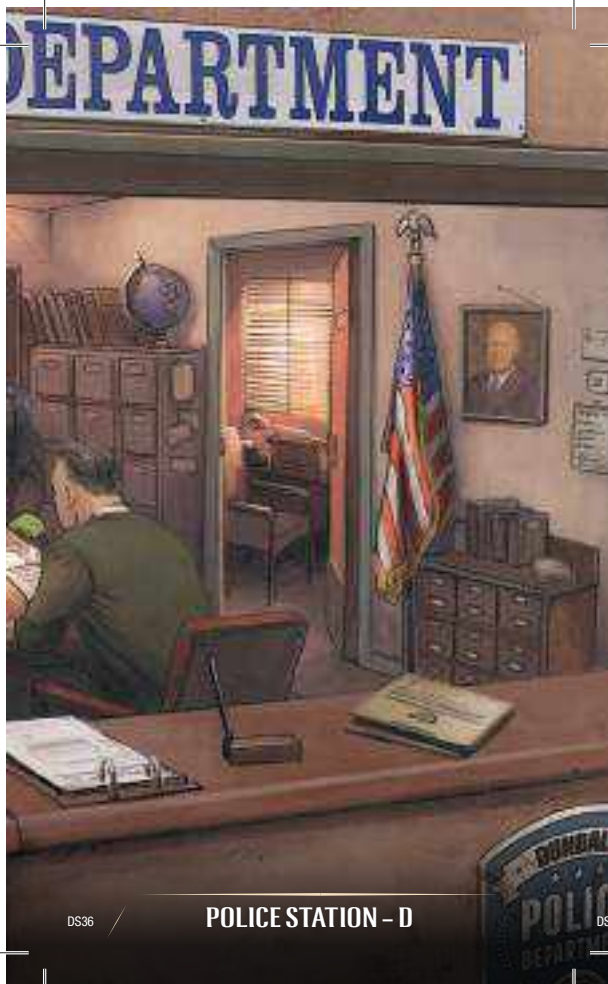
POLICE STATION - B

DS



DS33

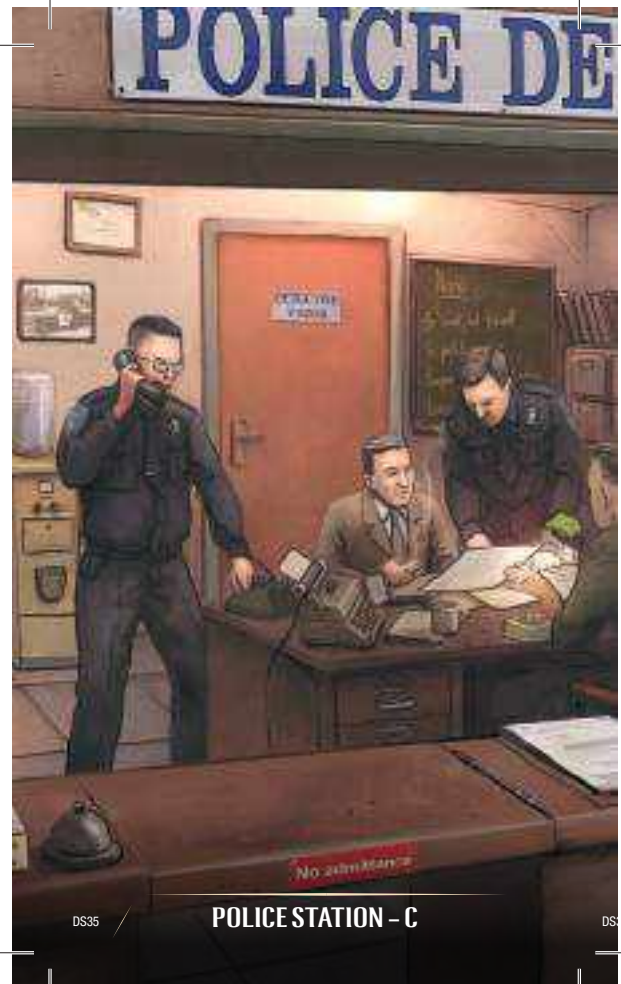
A-B-C-D-E



DS36

POLICE STATION - D

DS



DS35

POLICE STATION - C

DS



As soon as you approach the cells, an inmate runs toward you. He looks very upset.

"I haven't done anything! I swear! It was him! The ghost! I saw him vanish! Right in front of me! Tell my daughter Amy I haven't done anything!"

If you embody Amy, take **token F** and place it on your **Snap Recall card** : you recognized your father! If not, return this card to the panorama.

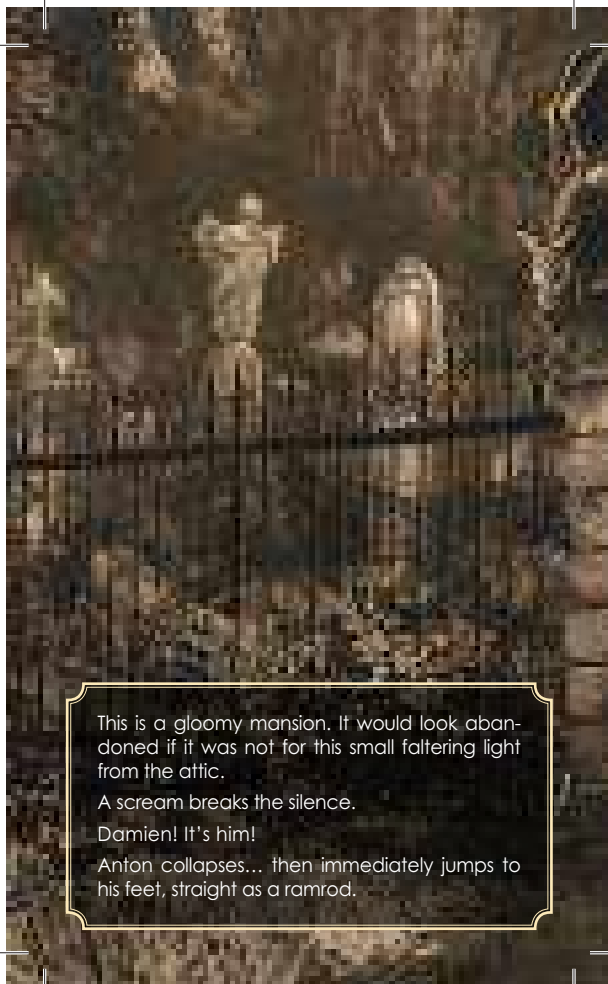
You walk toward the end of a dark path. From the huge decaying mansion in front of you come strange whispers: "Antooooon..."

Setup this location as depicted:



Anton is white as a sheet and looks exhausted.

Beginning with the Time Captain, take turns revealing and reading out loud each card of this location, starting with **card B**.



This is a gloomy mansion. It would look abandoned if it was not for this small faltering light from the attic.

A scream breaks the silence.

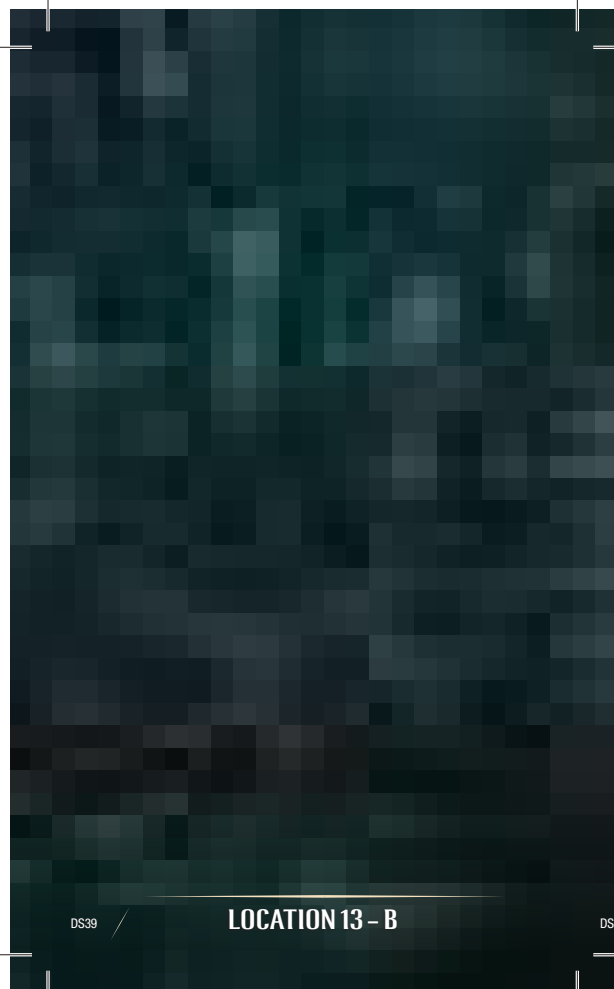
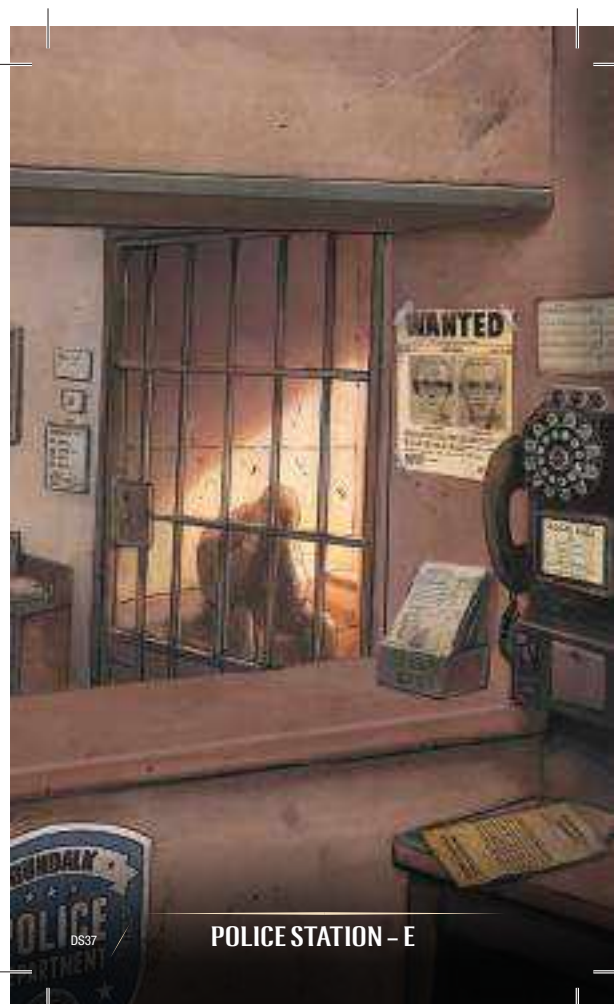
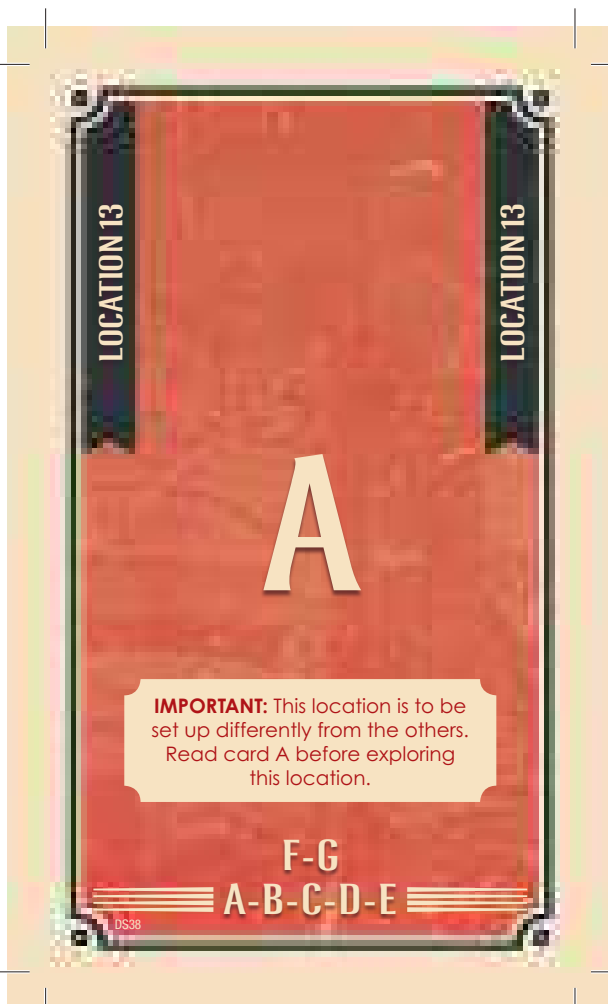
Damien! It's him!

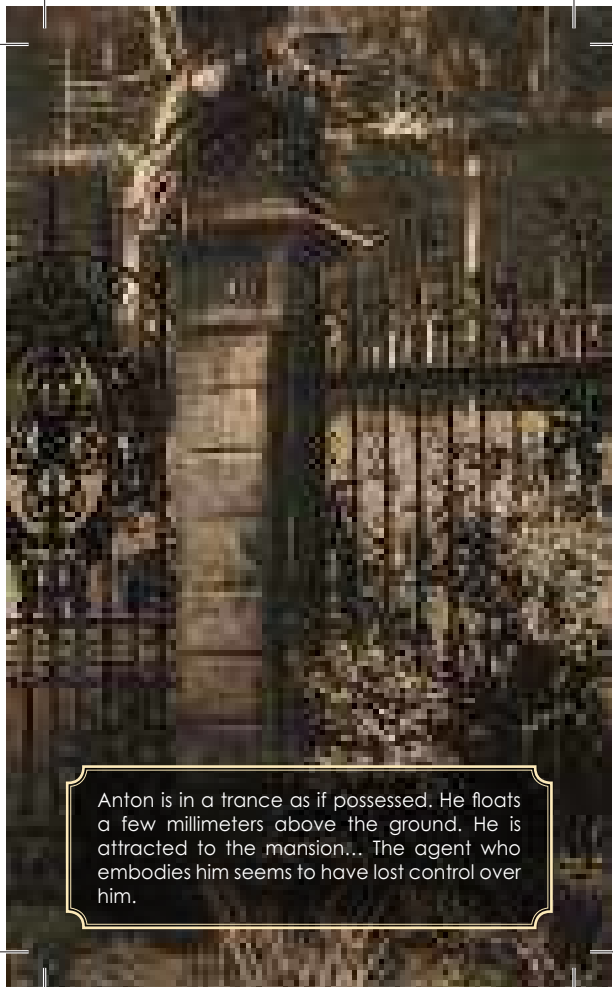
Anton collapses... then immediately jumps to his feet, straight as a ramrod.



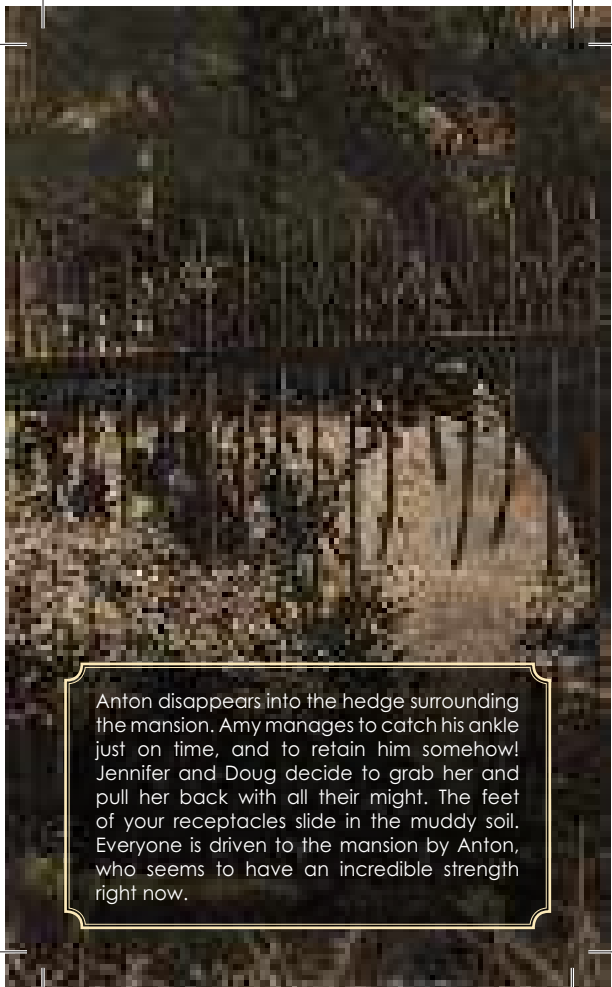
Damien is talking to you:

"Anton! Save me! But come alone! Do you hear me? Alone!"

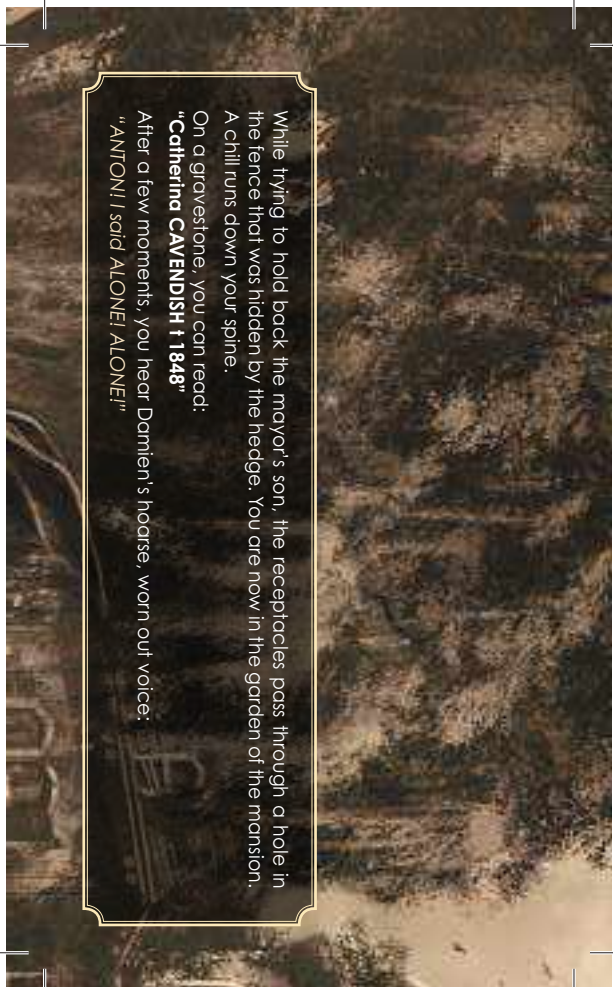




Anton is in a trance as if possessed. He floats a few millimeters above the ground. He is attracted to the mansion... The agent who embodies him seems to have lost control over him.



Anton disappears into the hedge surrounding the mansion. Amy manages to catch his ankle just on time, and to retain him somehow! Jennifer and Doug decide to grab her and pull her back with all their might. The feet of your receptacles slide in the muddy soil. Everyone is driven to the mansion by Anton, who seems to have an incredible strength right now.

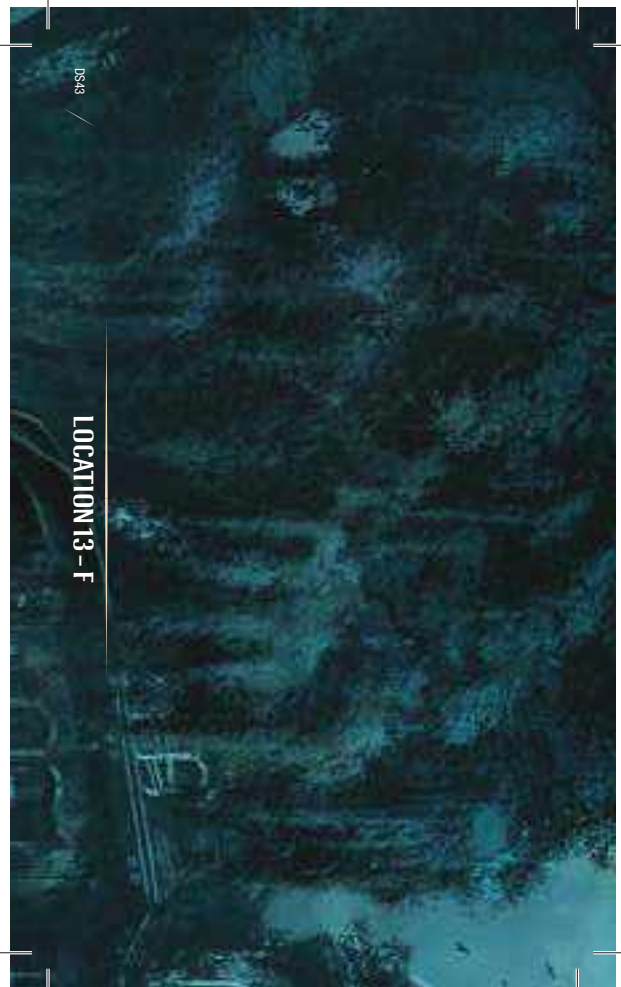
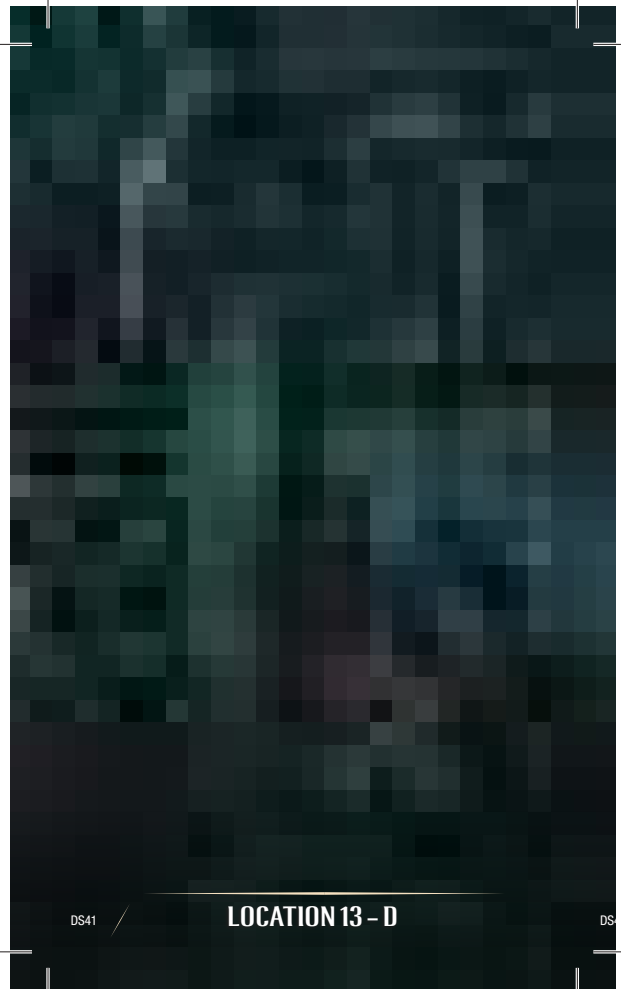
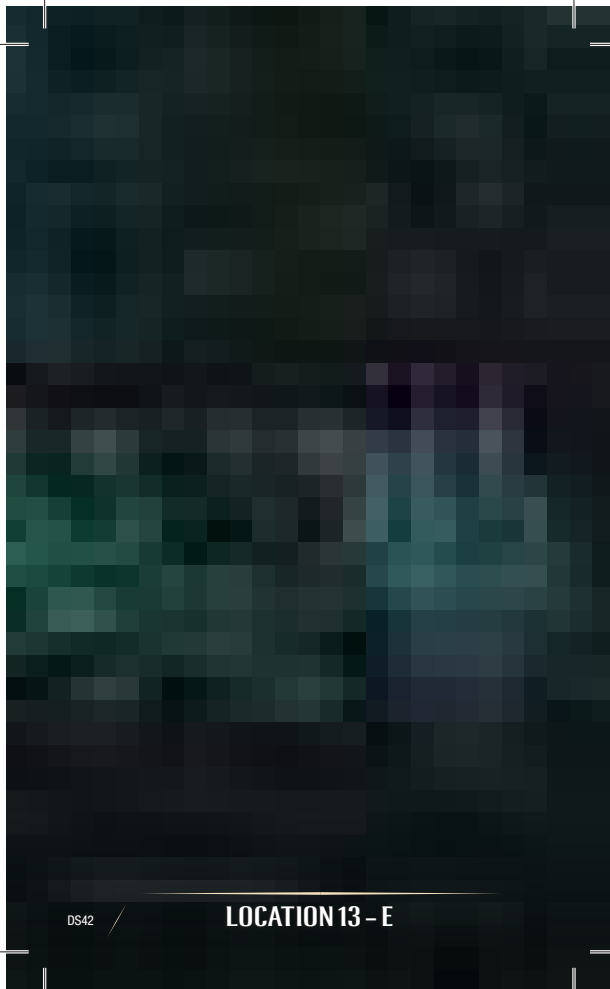


While trying to hold back the mayor's son, the receptacles pass through a hole in the fence that was hidden by the hedge. You are now in the garden of the mansion. A chill runs down your spine.
On a gravestone, you can read:
"Catherine CAVENDISH 1848"
After a few moments, you hear Damien's hoarse, worn out voice:
"ANTONI! I said ALONE! ALONE!"



Two thunderbolts crack the darkening sky over the mansion. The atmosphere is getting oppressive. The TIME Agency sends you a telepathic message:
"You found the origin of the Temporal anomaly! You have to learn more about this mansion. It is the key to everything. You are on your own, now... Good luck!"

To be continued in the full adventure of TIME Stories Revolution
1958 NT: The Cavendish Mansion
Read the Mission Debriefing card.



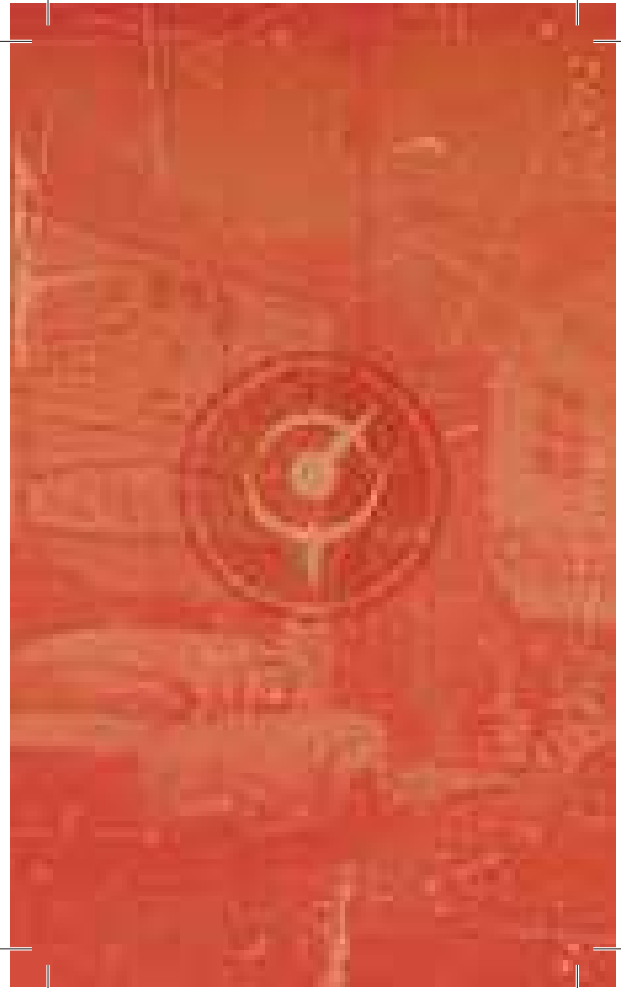
MISSION DEBRIEFING

DAMIEN

1958 NT

Damien Hammer has disappeared. This should never have happened. The TIME Agency has decided to use Damien's classmates as receptacles to investigate. Damien is gifted with powers. The boy willingly disappeared and left many clues in Dundalk to help Anton, his only friend, in tracking him down. The contribution of Amy, Doug, and Jennifer annoyed Damien, but he was unable to split the group. Anton has finally reached his lair... with his friends.

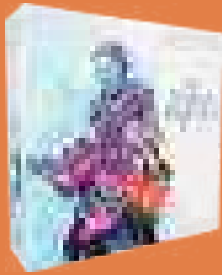
The receptacles have now entered the Cavendish mansion. Will they find Damien? What is the source of the temporal anomalies that the TIME Agency detected? Your mission continues in the **"The Cavendish Mansion, 1958 NT"** scenario, to be published in 2020.



TIME STORIES
REVOLUTION



EXPERIENCE



THE
HADAL
PROJECT

2099 NT

DS 46/46

MISSION
DEBRIEFING

READ THIS CARD
ONLY WHEN
INSTRUCTED.

DS45

"Anton! Do you want a donut? It's a day old and a bit stale, so it's on me."

Take **ITEM 14**.

The waitress turns to a customer: "Tommy... Play the song you want, but not Number 23! It reminds me too much of the missing kid. You know, he came here on that morning..."

Take token **D**.

TODAY'S NEWSPAPER



A mysterious assignment

Anton spotted Damien who was hiding to take some notes. When he noticed him, Damien ripped the page off his notebook, before putting it in his pocket. Then, they both worked on an assignment for Mr. Gaunt. Maybe you can make Damien's notes appear on the paper.

If you find **ITEM 11**, take **2** from the Vortex without exceeding your starting level.

You know Detective Ansel very well.

"Anton, I've been told you're hanging around in town, asking a lot of questions about Damien. I know you want to help, but... You have crucial information? OK, I listen, but you'd better be persuasive. I give you five minutes!"

Take **ITEM 2**.

"Young Camdby! I didn't recognize you... Well, I don't want to embarrass your father. I hope his campaign is doing well?"
You ask him about Damien: "Yeah, I saw the kid. He came on Thursday... Well, I kept his receipt. Here it is!"

Take **ITEM 16**.

"Here's the mayor's son. Haven't you seen my badge? Go and help your father for his campaign, he could use some help. And let me drink my coffee."

"Hey there! Right on time... Give me a hand carrying this stack of newspapers. And be careful crossing the street!"
I became very cautious since Mrs. Matthews had an accident. I'm sure this fool of Damien threw himself in front of the car on purpose.

Here, take this newspaper as a token of my gratitude, dude!"

Take token **M**, then read your **Interaction card 7**.

LOCKPICKING SET



+1 bonus to **[LOCKPICKING]** tests

Redemption

After years of bad behavior, Doug tries to make amends.

Support every other agent attempting a test at least once during the game. If that test is successful, tell the agent so they will not forget it.

When you have successfully helped every other agent, take **ITEM 6**.



You can see your face on the newspaper, as if you were the missing child... before it disappears.

Curiosity killed the cat. You should not have read this card.

"Doug? Doug? You work here, buddy! What were you thinking? If you have money issues, I can give you an advance. Come on, get out!"

You can accept: take **2** and remove this card.

OR

You can keep on talking about Damien: remove this card, then read your **Interaction card 6**.

"You're the stubborn kind, are you? I don't know any Damien. But have you seen this photo? It's me, with Simon Twigg, the famous player of the Boston baseball team. He's a nice guy, by the way. But... Who's the kid over there?"

Take token **D**.

"Douglas! Are you okay, boy? When are you working? I hope this will be quieter than last Thursday, when this crazy Damien crossed before Mr. Allen's car on purpose!"

Take token **M**.

"You're Doug, is that it? The school bully... You know that I'm Andy's big sister, right? He told me you stopped harassing him, but I can't forgive you. Get out of here and don't you dare lay a hand on my brother ever again!"

You are ejected from this location.

DAMIEN

1958 NT

OPEN THIS DECK
ONLY WHEN
INSTRUCTED.

PERSONAL
CARDS

DP 1/38

2



6



1



3



7



2



4



4



3



5



4



4



1



5



4





4



Every penny counts

Daughter of a dishonest salesman, Jennifer has never had much money, because of the crippling debt of her father. She tries to save money and has become quite stingy. She only has one ambition: getting rich.

At the end of the game, if you have more  than each other agent after the debriefing, remove 1  from the Update space of the Mission Return card.



You can see your face on the newspaper, as if you were the missing child... before it disappears.

"OK, but I keep my money then. Damien came to the store, on the morning he disappeared. Here's the proof!"

Take ITEM 16.

"Well, it's been some time. So, how does it feel coming here on purpose? It's my job to find Damien, OK? Keep annoying people with your questions and... You have crucial information? Right, but you'd better be persuasive. Doug, I give you one minute!"

Take ITEM 2.

"Hi, young girl! You like the photo on the wall, right? It's me, alongside Simon Twigg, the baseball star! It was taken on last Thursday, for breakfast! Look at the photo... Wait, I didn't notice that the missing boy was on it too!"

Take token D.

"Hi, Jennifer! Everything's alright, in spite of your father? Here, I got something for you. You need it!"

Take ITEM 18.

You ask him about Damien:

"Yes! I saw him on Thursday morning! He crossed the street, right in front of the car which hit Mrs. Matthews... and I think he did it on purpose."


Take token M.

"Hi, Jennifer! Have you heard the news? Simon Twigg, the baseball player from Boston, came here last Thursday morning! We took a picture with him! The boss even framed it! There's Damien on it; this may be the last photo of him..."

Take token D.

STROKE OF GENIUS



Remove this card and spend 1  to obtain a critical success during a test without revealing a Destiny card.



You can see your face on the newspaper, as if you were the missing child... before it disappears.

Curiosity killed the cat. You should not have read this card.

"Jennifer... Hurley? That does ring a bell... Yes! Your father got in trouble with some storekeepers. Well, I've been told what you do. It's the police's job, do you understand? You may risk... What? Do you have crucial information? OK, I listen. But if I'm not convinced in two minutes, you get out of here and go straight to school!"

Take ITEM 2.

"Shut up! No doubt, you're your father's daughter, this thief owes me a lot of money! I don't even want to wait for the police. Let's add this to the long list of what your father owes me. Get out of my shop!"

Remove this card.
You are ejected from this location.

"Hey, Amy! You come at the right time. I wanna stay cool but your father took advantage of all the fuss about the car accident Damien caused the other day and he snatched one of my newspapers. I don't want any trouble, but I need to get paid for it."

Take token M. Then, take token K and place it on your **Snap Recall card**; your father was on Main Street that day.

"Hi Amy! I saw your father running on Main Street right when the accident happened! I hope he's okay!"

Take token K and place it on your **Snap Recall card**; your father was seen on Main Street!

"Damien? Poor boy, I must be one of the last people who saw him. It was the morning when Simon Twigg, the baseball player from Boston, came here. He's even on the photo, look, we hung it on the wall!"

Take token D.


MOM'S LUCKY LOCKET



Before any test, use the locket to reveal 2 **Destiny cards**: choose 1 and return the other to the top of the pile. Then, shuffle the pile of Destiny cards. You can use this gear once. Afterward, remove this card.

The missing father

Damien is not the only one who has been missing: Amy's father vanished last Thursday. He's not Father of the year, but Amy loves him and will do anything to help him.

Find Amy's father, free and safe and sound! If you succeed, take 2  from the Vortex without exceeding your starting level.

DP17

5



DP21

4



DP25

DP29



DP18

6



DP22

1



DP26

5



DP30



DP19

7



DP23

2



DP27

6



DP31

1



DP20

3



DP28

7



DP32

2



Curiosity killed the cat. You should not have read this card.

"Amy, there's nothing I can do for your father. I'm not in charge of his case. But I received several complaints about kids asking questions related to Damien. This is not your job, it's dangerous... What? You have crucial information? OK, I'm listening, but you'd better be persuasive or I send you back to school!"

Take ITEM 2.

"Amy! What's going on? You and your father used to come here. If you don't have any cash, just ask! Damien? Yes, I saw him, he bought some weed killer. What? You want the receipt? I've got better things to do!"
As you look sad, the manager finally agrees to give you the precious document.
"Alright Amy, you've got your receipt, and I've got some work to do! You'd better leave now!"

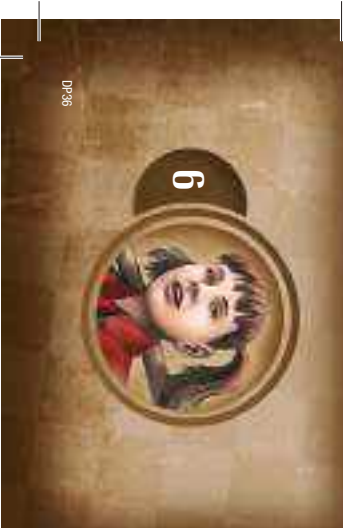
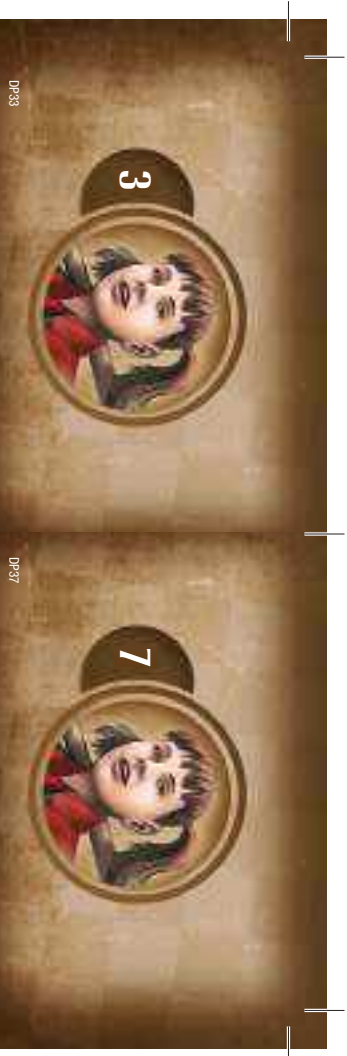
Take ITEM 16.

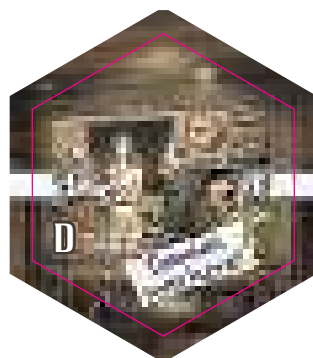
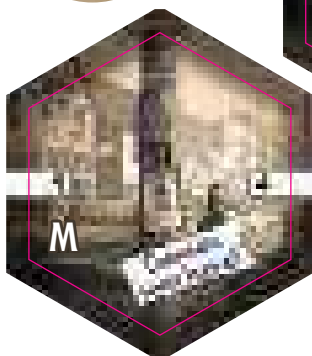
"Amy! Any news from your father? He will come back, don't worry. That's such a pity, he would have loved to meet Simon. Twiga, the baseball player! He came here on Thursday morning, look at the photo! You can even see the missing boy... By the way, could you do me a favor and pick up something for me at the General Store? Thanks!"

Take 1 ● ITEM 10, and token D.



You can see your face on the newspaper, as if you were the missing child... before it disappears.





K

F

O

C

S

A

D

G

M





T.I.M.E STORIES

WELCOME TO TIME STORIES
AND THANK YOU FOR DOWNLOADING THIS KIT!

TIME Stories is a cooperative narrative game. You play as TIME Agency agents who travel through time and space to resolve temporal paradoxes and save humanity.

TIME Stories Revolution is to **TIME Stories** what a second season is to a TV series. The first one known as the *White Cycle* is made of 9 scenarios.

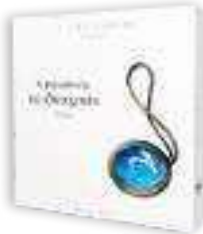
◀ 1920 NT ▶



◀ 1992 NT ▶



◀ 7553 AT ▶



◀ -1146 NT ▶



◀ 1914 NT ▶



◀ 1419 NT ▶



◀ 1982 NT ▶



◀ 1685 NT ▶



◀ 1673 NT ▶



The second cycle, *The Blue Cycle*, is still expanding, and three missions have been made public.

◀ 2099 NT ▶



The Nadal Project
(available)

◀ 6951 AT ▶



A Midsummer Night
(Fall 2020)

◀ 1958 NT ▶



The Cavendish Mansion
(Spring 2021)

No need to have played **Time Stories** to play **Time Stories Revolution**! Nice, right?



TIME STORIES REVOLUTION



In **TIME Stories Revolution**, each mission is a full adventure. You can play the adventures in the order you like, whether in film mode (one or more missions) or series mode (all missions).

Further, you can with the optional **EXPERIENCE** box link the missions together - manage contents, have your agents and their skills evolve, etc. - and exert influence on events, weaknesses, threats.

THE DAMIEN MISSION

So, what's up with **TIME Stories Revolution: Damien** then? This demo mission is offered at our various events. We had boxes printed and sent to stores.

It is a shorter and slightly easier adventure than the other missions (available in your favorite store). Also, **Damien** occurs just before the still to-be-released **Cavendish Mansion**, and both share the same receptacles (characters the agents inhabit during their missions).



◇ WHAT'S NEEDED?

A color printer, paper, scissors, glue, and/or card sleeves of different sizes.

◇ WHAT TO DO?

Read the game rules, and if you play remotely with your friends, send them the kit. Ask your friends to read the rules as well, unless you plan on explaining everything yourself!

Print all the documents you downloaded.

Cut out all the cards while avoiding spoiling yourself.

Laminate the fronts and backs of the cards or sleeve them. In either case, make sure that each front matches its back.

Take 18 Azrak crystals (identical and easy to handle tokens, preferably blue!).

◇ YOU HAVE TWO OPTIONS:

You play at home: follow the **Damien** mission rules.

You play by videoconference: ALL the players must have their own, ready-to-use set. A player cannot have the same receptacle nor the same Item as

another player at the same time. However, they can swap Items in accordance with the rules. In such a case, the player who receives the Item must draw it from their pile while the player who gave it returns it into theirs.

Be aware that remote playing can be difficult: keeping track of the common tokens, the resolution of actions, etc.

Clearly state what you are doing, specifically the cards you are exploring: a Story card can only be read by one player at a time.

Make sure to update the common Azrak supply in the Vortex. Usually, that supply is placed in the center of the table. When playing remotely, one player is to be designated to keep track of the common Azrak supply - the Azrak bank. And last but not least, keep in mind that TIME Stories is a cooperative game requiring strong communication between players. So, off you go! Whether sitting around the same table or by videoconference, listen to each other. Have a safe mission!

Manuel Rozoy and



IMPORTANT



- Do not flip the token punchboard.
- Only punch the tokens out when instructed.
- Once punched out, place the tokens faceup.

TIME STORIES REVOLUTION

DAMIEN

1958 NT

Latest rules update:



GAME RULES

You are a temporal agent of TIME, an organization that serves humanity by regulating time travel. If you fail to preserve the continuity of the time line, humanity could face extinction.

TIME sends its agents through time by using receptacles. Separated from their physical bodies, the agents take over the body, memory, and knowledge of individuals living in the time period they are sent to. This method reduces the risk of paradoxes and contamination, while preserving the health of the agents.

Recent events have shaken TIME's operation, causing the organization to employ a new method of time travel. It uses 22nd century technology mixed with the strange esoteric techniques transmitted by the Syaans.

An amazing substance called Azrak is injected into the agents. It greatly increases the connection between agents and their receptacles, which strengthens the receptacles and increases the amount of time agents can spend in them. However, TIME does not completely understand the properties of Azrak and cannot produce as much as it desires.

D

Your training is over, and you are ready to explore a small town on the East Coast of the United States, in 1958. Find Damien, a young boy who has disappeared.

Please refer to the Glossary, at the end of this rulebook, when you discover a new term or need to refresh your memory during the game.

Never forget the three TIME golden rules:

- ① You are all on the same team!
- ② Keep your mission objectives in mind at all times.
- ③ The Time Captain is always right.

CONTENTS

1 token
punchboard
(keep
facedown)

1 rulebook

46 Story cards

51 Common
cards

18 Azrak crystals

38 Personal
cards

D

Each time you see the **D** icon in the rules, the paragraph in question is specific to that mission.



RECEPTACLE

A receptacle is a character that a player inhabits during the game. Even though you are playing as the TIME agent connected to a receptacle, you will use the receptacle's attributes and back story.

A receptacle is defined by:

Their name: Some characters in the adventure will recognize your receptacles and interact with them in a particular way.

Their attributes: They define the receptacle's skills as well as their strengths and weaknesses, both physical and mental. Each receptacle also has a pool of Azrak that represents the power of the connection between them and the controlling agent.

Their back story: The agent takes control of the receptacle at a specific moment. This text provides a short summary of their life before the agent intervention. It may have information that will help the agent to fulfill their mission to the best of their ability.



SETUP

To start playing TIME Stories Revolution - Damien, resolve the following steps in order.



► Open the deck of **STORY CARDS**.

Steps 1 to 6:

- Set aside the flash card of the deck and read the Mission Order. Then, flip it on its Mission Return side and place it above the panorama so all players can read it ①.
- Each player chooses a receptacle (the character they will play during the mission) and reads both sides of their card ②. Return any non-chosen receptacles to the box. They will not be used during the mission.
- Each player takes the number of Azrak corresponding to the starting level indicated on their Receptacle card. This forms their pool ③.
- The central area is called the Vortex. When playing with less than 4 players, place the remaining Azrak in the Vortex ④.
- Line up the 4 Prologue cards to create a panorama ⑤.
- One player keeps the rest of the deck and leaves the Game Round / Icon Reference card on top: they will be the Time Captain for the first round of the game ⑥.



D

► Open the deck of **PERSONAL CARDS**.



Steps 7 to 10:

- Set aside the flash card of the deck.
- Each player takes all cards belonging to the receptacle they will inhabit ⑦.
- Each player places the ⚙️ Gear card **faceup** in front of them ⑧, next to their Receptacle card.
- Each player places their ⚡ Snap Recall card **face down** (without reading it) ⑨ next to their Gear card.
- Each player places their Interaction cards (without reading them) in a **face down** pile ⑩ next to their Receptacle card.

► Open the deck of **COMMON CARDS**.

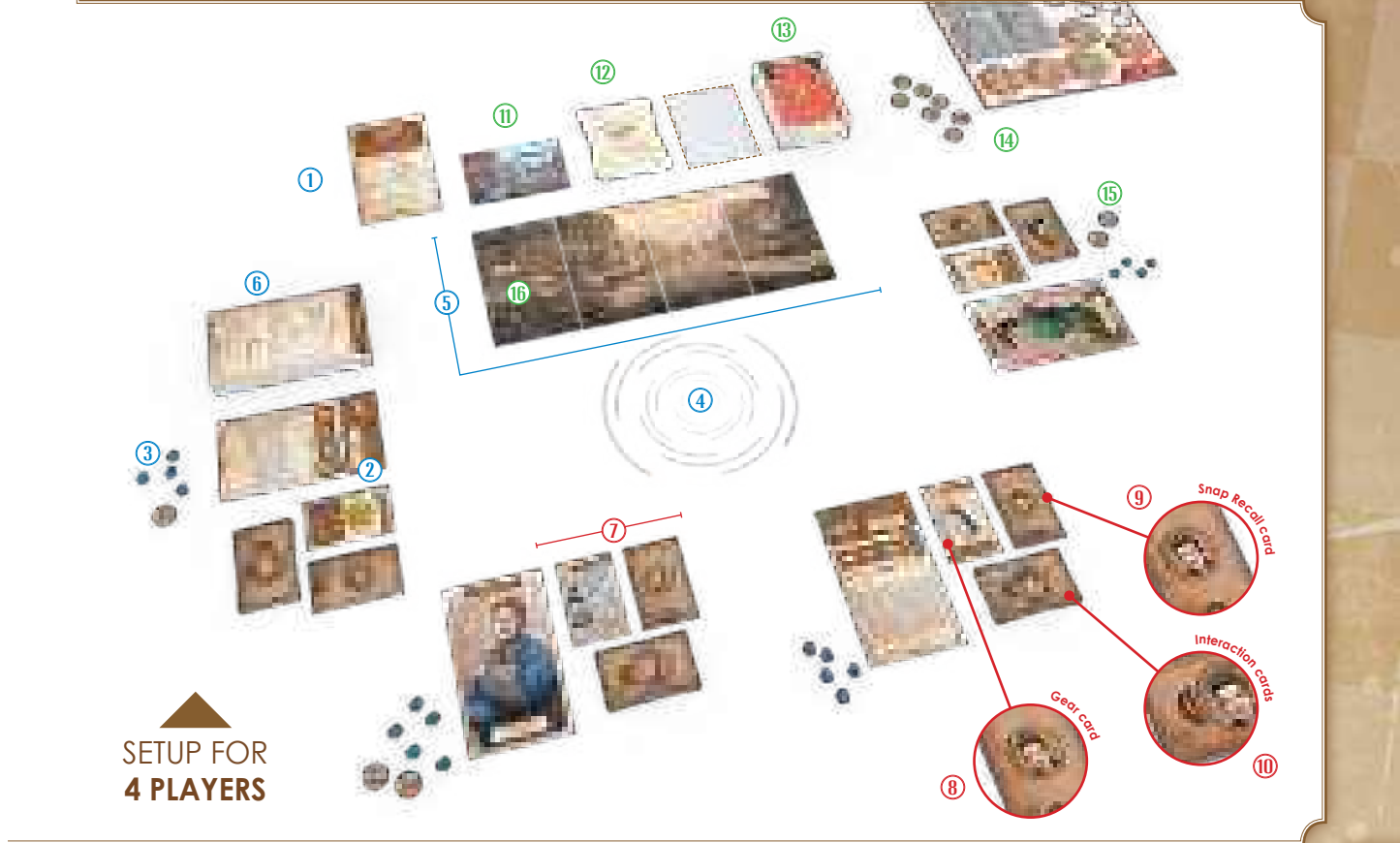


Steps 11 to 16:

- Set aside the flash card of the deck.
- Place the map **faceup** above the panorama ⑪.
- Take the 6 Destiny cards (without reading them), shuffle them, and place them in a **face down** pile ⑫. Leave space nearby for a discard pile.
- Place the Item cards **face down** (without reading them) ⑬ near the Destiny cards.
- Punch out the Coin tokens. Place them and the **face down** punchboard near the Item cards ⑭.
- Each player takes the number of Coin tokens corresponding to the starting level indicated on their Receptacle card ⑮.
- The Time Captain follows the instructions written at the top of the first panorama card ⑯.

► You can now begin the game!

We recommend that you finish reading the game rules before starting your mission.



PLAYING THE GAME

A game of TIME Stories Revolution is played in several rounds. Each round consists of 3 phases resolved by the whole group in the following order:

①

TIME CAPTAIN PHASE

The Time Captain decides which location the group will visit. This phase consists of 3 steps.

- **Choose a location**
- **Display the location**
- **Read card A**

②

DISCOVERY PHASE

Discover the location and perform actions until you leave it. This phase consists of 3 steps.

- **Location recon**
- **Agent telepathy**
- **Actions**

③

BETWEEN LOCATIONS PHASE

Players leave their current location and prepare for the following round. This phase consists of 3 steps.

- **Standard Update** (optional)
- **Swaps** (optional)
- **Change of Time Captain**

Once phase 3 is complete, begin a new round with phase 1. Continue this process until the end of the mission or until all agents lose control of their receptacles.

1

TIME CAPTAIN PHASE

CHOOSE A LOCATION

After consulting with the other players, the Time Captain chooses an available location on the map for the group to visit, on which they place 1 Azrak taken from their pool.



If the location already has 1 Azrak, the Time Captain places their Azrak on the Update space of the Mission Return card.

DISPLAY THE LOCATION



The Time Captain fans through the Story deck to find the chosen location, identifiable by its card A. Upon finding it, they take all of that location's cards and display them (as above) so they are visible to all players.

The top card of each location is card A, which indicates the location's name (or number) in the top corners ①. The bottom of the card lists how many cards form the location's panorama ②.

At this time, do not flip any of the panorama's cards.



READ CARD A

The Time Captain flips over card A and reads its text aloud, accenting any words written in bold font, as these identify the key elements of the panorama, from left to right. Then they replace card A so other players can look at it.

2

DISCOVERY PHASE

LOCATION RECON

To recon a location, each player must take a card from the panorama, read it secretly, then place it facedown in front of them. As with all group decisions, players may freely discuss before deciding which player takes which card.

AGENT TELEPATHY

All agents can communicate telepathically during the mission. To simulate this, the players take a moment to recount what they have discovered or what has happened to them. They may look at the card in front of them, but must not read its text aloud. Agents are encouraged to use their telepathy during the mission, but everyone must do so during this phase. This procedure is imposed by the Agency in order to offer each agent a superior understanding of the situation at hand.

ACTIONS

This rather atypical step is the heart of the game. The players are free to perform whichever actions they choose, even simultaneously, if they wish. No turns, time limit, or other order of play is required. Some will read their cards faster than others, and that's fine. What might appear as joyful chaos to some might very well be indicative of good coordination between team members. It is up to you when to act, and when to stand by and watch others. One piece of advice: if you wish to be efficient, listen to each other!

First, if the panorama card placed in front of an agent includes game instructions (take an Item, read an Interaction card, etc.), the player must follow them. And when a choice must be made, telepathy is often the best ally.

Then, each player can perform any of the following actions, whenever they wish and as many times as they want:

① Initiate a test

See the corresponding section on page 8.

② Explore



A player can explore any available card in the panorama. To do so, they must spend 1 Azrak from their pool (by placing it in the Vortex), return the card in front of them (if any) to the panorama, then take a new card, and secretly read it. If that new card includes game instructions, the player must follow them immediately.

Important: When playing with only 2 receptacles, each agent can take 1 Explore action at no cost. When playing with 3 receptacles, the Time Captain can take 1 Explore action at no cost.

③ Stand by

A player who wants to support another one during a test must stand by. In order to do this, they must return the Story card placed in front of them to the panorama (it is now available for another player to explore). As long as they do not have a panorama card in front of them, they are able to support other players.

A player who is standing by can:

-  Support another agent during a test (see page 8);
-  Give 1 or more of their Items and/or tokens to other agents (see page 11).

Important: Some cards feature a conflict icon ( personal or  group), which can prevent you from performing actions as you normally would. See the corresponding section, on page 9.

You can remain in a location as long as you wish (and while your Azrak last). To leave, make sure no players have a panorama card in front of them. Proceed with the Between Locations phase.

3

BETWEEN LOCATIONS PHASE

STANDARD UPDATE

Players can collectively decide to perform a Standard Update. See the corresponding section on page 10.

SWAPS

Players can swap Items and tokens at their convenience.

CHANGE OF TIME CAPTAIN

The Time Captain stows the current panorama under the Story deck, and passes the deck to the receptacle on their left, who becomes the new Time Captain.

A new round begins!

SPENDING OR LOSING AZRAK

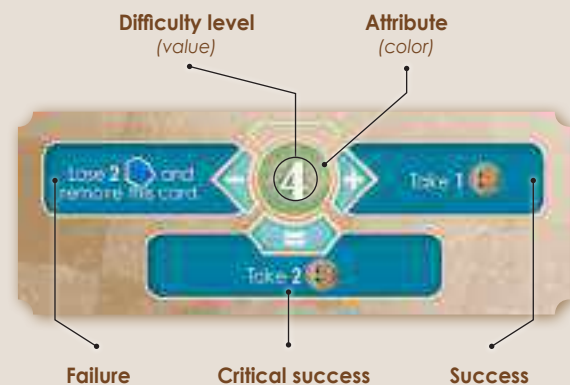
Each time a rule orders you to spend or lose Azrak, place the corresponding crystals in the Vortex.



SPECIFIC PROCEDURES

TESTS

A test is represented by a box, the center of which displays the attribute being tested (a colored symbol) and the test's difficulty level (the higher the value, the more difficult the test). That box shows up to three different results depicted in cells (generally, from left to right: failure, critical success, and success).



If a player reads a card depicting a test, they can attempt the test by initiating it. To do so, follow the instructions below:

- ① **Initiate a test:** The receptacle attempts the test. The agent spends 1 Azrak to use the value of their attribute corresponding to the test.
- ② **Boost:** The agent can spend as many Azrak as they wish to increase the value of their attribute. For each spent Azrak this way, they receive a +1 bonus.
- ③ **Support:** The agent asks for support. Any player standing by (i.e.: who has no panorama card in front of them) can support by spending, at most, 1 Azrak

to give a +1 bonus during this test (see page 12 for games with less than 4 players).

- ④ **Destiny:** Once all supports are resolved, the agent whose receptacle attempts the test reveals a Destiny card and applies the indicated modifier to obtain their final value. Then, discard the Destiny card faceup. Shuffle discarded Destiny cards into their pile when instructed.
- ⑤ **Resolution:** To determine the test's outcome, compare the result to the test's difficulty level:
- If the value is less than the difficulty level (failure), the receptacle obtains the result indicated in the left cell (associated with the "-" symbol).
 - If the value is greater than the difficulty level (success), the receptacle obtains the result indicated in the right cell (associated with the "+" symbol).
 - If the value is equal to the difficulty level (critical success), the receptacle obtains the result indicated in the lower cell (associated with the "=" symbol).

The receptacle who attempts the test, not any of the supporting agents, suffers the consequences.

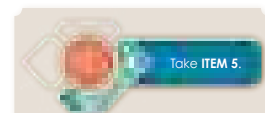
James tries to argue with a police officer (CONFIDENCE test). His **CONFIDENCE** attribute is 2.



- He spends 1 to use his attribute (value 2).
- He spends 2 additional to boost himself.
- Tess supports him by spending 1 .
- James reveals a **Destiny card** of value -1.
- **Final value = 4**

Or 2 (CONFIDENCE attribute), +2 for the boost, +1 for the support, -1 for the Destiny card. Since the result is equal to the difficulty level, he obtains a critical success, and takes token A and ITEM 4.

Sometimes, the results for success and critical success are identical, as depicted on the box to the right.



Sometimes, the cell of a result is empty, which means nothing happens.

CONFLICTS

Personal Conflicts



A personal conflict is resolved the same way as a regular test, with one exception. The player who reads the card must keep it in front of them and **must** resolve the conflict before doing anything else (stand by, explore another card, change location, etc.).

Group Conflicts



A group conflict is a type of conflict that is resolved differently from a personal conflict.

When a card featuring this icon is read, all players must stop what they are doing to resolve a group conflict. Before beginning, players may freely swap Items and/or tokens. Once the group conflict has begun, no further swapping is allowed.

A group conflict is often a turning point in a mission, and takes place over one or more turns. For the duration of the conflict, in an order determined by the Time Captain, each player (regardless of where they are, or if they are locked in a personal conflict), must attempt one of the tests depicted on the group conflict card and apply its result.

Players can still support each other even if they have a panorama card in front of them.

Once each player has made the test of their choice, the turn ends and the above procedure is repeated. A group conflict ends when the adversary with whom the group is in conflict has sustained damage equal to or greater than their life points. Once the group conflict is resolved, the adventure resumes.

THE AZRAK

The Azrak is the magical or mystical energy that links the agent (the player) to their receptacle (the host). Each player must always have at least 1 Azrak in their pool, or this link breaks.

STANDARD UPDATE

As the adventure progresses, players will spend Azrak from their pool.

During the Between Locations phase, players can choose to voluntarily reset the link between agents and receptacles to gather Azrak. To do so, follow the instructions below:

One player moves 1 Azrak from the Vortex to the Update space of the Mission Return card.

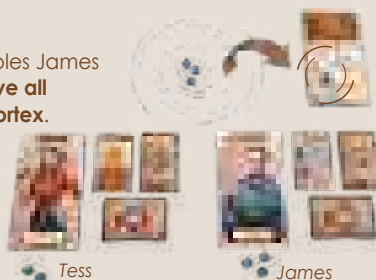
Then, that player retrieves all remaining Azrak from the Vortex (i.e.: all spent Azrak that are not on the Mission Return card or on the map), and divides them among all players, however they wish (a player may not have more Azrak than their starting level allows). It is recommended that the Azrak be shared as fairly as possible.




Certain game effects will allow you to perform an Update at no cost. If so, follow the instructions above, but do not move an Azrak to the Mission Return card.

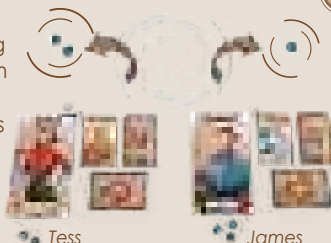
James has 3 . Tess has 2 . There are 4  left in the Vortex. Tess moves 1  from the Vortex to the Mission Return card.

The Update enables James and Tess to retrieve all Azrak from the Vortex.

None of them can exceed their starting level.



They choose to **divide** the available  among themselves so that each of them has an equal number of Azrak. James takes 1  from the Vortex and Tess takes the remaining 2. Each agent now has 4 .



BROKEN LINK

When an agent spends or loses their last Azrak, they must choose one of the following two options:

Request Emergency Update

The player can choose to request assistance from the Agency. To do so, they place the Azrak they just spent or lost on the Update space of the Mission Return card, then refill their Agent's Azrak pool with Azrak from the Vortex. (Note: Other players do not retrieve Azrak during an Emergency Update, making it far less advantageous than a Standard Update.)

Lose Receptacle Control

The agent loses control of their receptacle. The Azrak they just spent or lost is placed in the Vortex. If the Azrak was spent for an action, the agent performs this action until its completion. Then, that agent is ejected from the current location (see below).

Important: If all agents lose control of their receptacles in the same location, the mission ends in failure. The players must restart the game from the beginning.

BEING EJECTED FROM A LOCATION

An agent is ejected from their location when they lose control of their receptacle (in which case they are wandering – dazed – between realities) or when specifically instructed by a card.

The consequences are the same in both instances: this agent can no longer act (no actions, no support, no swapping, etc.), but can still communicate with the others.

Ejected agents return to the game during the Between Locations phase. If this ejection result from a loss of control, the agents must perform a Standard Update.

ITEMS AND TOKENS

ITEMS

During the game, players will come across Item cards. When the game instructs you to take an Item card, search the Item deck for it. If the game instructs you to take an Item that another player has already claimed, ignore it.

Items and their functions within the game are sorted into four colors:

XX



A **green** Item is most often a physical object a receptacle can take. It can be swapped, and is placed faceup in front of the player who has it.

XX



A **yellow** Item is most often a personal event. It is read secretly and communicated telepathically by the player who took it. Once read/resolved, it is immediately stowed.

XX



A **red** Item is most often a group event. It is read aloud by the player who took it. Once read/resolved, it is stowed.

XX



A **white** Item might modify the map or even the game itself (e.g.: adding a new mechanism). Some are placed on top of map cards already in play. **If required to cover an existing part of the map, any Azrak covered in this way are placed in the Vortex.** An Item that modifies the game in any other way is placed faceup within view of all players.

TOKENS

The game contains a token punchboard. It must be kept **facedown**. During the game, players will be instructed to take tokens. When instructed to do so, punch the corresponding token out. Group tokens are hexagonal. All others are personal tokens.

Group tokens affect all the agents. Once punched out, they are placed faceup above the panorama so that all players can see them.

Personal tokens remain the property of the player who took them. They are placed faceup. They can be given and swapped under certain conditions.

Swapping Items and Tokens

During the Between Locations phase, players can swap Items and personal tokens. A player can even give an Item or personal token without receiving anything in return.

An agent who stands by during the Actions step can spend 1 Azrak to give one or more of their Items/tokens to another agent at the same location.

Personal Gear cards cannot be swapped.

Group tokens (hexagonal) belong to the group and cannot be swapped.

Stowing an Item or a Token

Return the card or token to its starting position (determined during setup).

Removing an Item or a Token

Remove the card or token from the game. Feel free to place it in the box, as it will not be needed again during this mission.



TWO OR THREE PLAYER GAMES

Each player chooses a single receptacle.

2 players: You must embody **Amy** and **Anton**. Take 1 more ● for each player.

D **3 players:** You must embody **Amy**, **Anton**, and **Doug**. Take 2 more ● and divide them as you wish between the players.

When playing with 2 receptacles:

- Each agent may perform 1 Explore action at no cost during the Actions step.
- During the mission, 2 Updates (Standard or Emergency) can be performed at no cost.
- During each test, the supporting agent can spend up to 3 ● to give a +1 bonus for each spent ●.

When playing with 3 receptacles:

- The Time Captain may perform 1 Explore action at no cost during the Actions step.
- During the mission, 1 Update (Standard or Emergency) can be performed at no cost.
- During each test, 1 supporting agent can spend up to 2 ● to give a +1 bonus for each spent ●.

SOLO GAMES

A solo player chooses 2 receptacles and plays according to the two player rules. For obvious reasons, rules regarding telepathy between agents can be disregarded.

PREMATURE MISSION END

It is possible, although rare, that the players fail the mission. For instance, the mission ends in failure if all agents lose control of their receptacles at the same location. Or, if the players took a wrong turn early on, they might choose to end the mission prematurely in order to start the adventure again from the beginning. In this case, the game must be completely reset. The elders call these "runs".

GLOSSARY

A Agent: Each player plays the role of an agent who visits and explores universes as diverse as they are exotic. To do so, the agent takes control of a receptacle they use to interact with a distant reality.

Attribute: Each receptacle has a set of attributes that are used during tests. Each attribute has a value and a color (to easily determine which is used during any given test). The higher the value, the more likely the receptacle is to succeed in tests of that type.

Azrak: Each player has a quantity of Azrak that represents the link between the receptacle and the agent controlling them. It is a resource (that cannot be transmitted or swapped) that players use to perform actions during the game.

Azrak pool: A receptacle's unspent Azrak. A receptacle's starting Azrak is printed on its card.

C Collectively: When instructed to read something collectively, the information on that card is intended for all players. Either have the Time Captain read it aloud, or pass the card around so that all players can read it themselves.

Common cards: A deck consisting of maps, Item cards, and Destiny cards.

Conflict: Indicates a mandatory test. The player(s) must resolve it before they are allowed to perform other actions. There are both personal conflicts and group conflicts.

Critical success: During a test, if the final value is equal to the test's difficulty level, it is a critical success. Resolve the instructions in the lower cell.

D Damage Points: They measure the damage inflicted to the opponent during a conflict.

Deck: A TIME Stories mission consists of three decks: the Story deck, the Common deck, and the Personal deck.

Destiny cards: These cards are found in the Common deck. They add an element of uncertainty to the resolution of tests. The strip on the bottom of each Destiny card indicates both the number of cards in the deck, as well as the deck's highest and lowest values. Destiny cards are discarded faceup. Players can look through the discarded Destiny cards at any time.

Difficulty level: The higher the number, the more difficult the test.

E Ejection from a location: Certain events can trigger an ejection, but more commonly an agent will be ejected from a location after losing control of their receptacle. An ejected agent wanders – dazed – between two realities. This state is temporary (see page 10).

Emergency Update: Enables a player to refill their Azrak pool to its starting level (using Azrak from the Vortex). To avoid requesting an Emergency Update, the entire group can leave a location, execute a Standard Update during the Between Locations phase, then return to that location later. This will reduce their performance.

F Failure: During a test, if the final value is lower than the test's difficulty level, it is a failure. Resolve the instructions in the left cell.

Final value: This is the value compared to the difficulty level during a test. It consists of the value of a receptacle's attribute, optional boost, optional support, and the value of the revealed Destiny card.

Flash card: A card placed on top of and/or under a deck to maintain the secrecy of its contents.

G Gear cards: Each receptacle has gear that they can use during the adventure. Swapping Gear cards is not allowed.

Group conflict: A conflict all players are required to participate in. Players must continue performing actions corresponding to the group conflict until it is resolved (see page 9).

Group tokens: Hexagonal tokens that affect the entire group. They are placed faceup above the panorama when obtained.

I Interaction cards: Each receptacle has a deck of Interaction cards. These cards are only to be looked at when instructed to do so by the game. Looking at an Interaction card is always done at no cost. After looking at an Interaction card, stow it in its original deck.

Item and token swap: Items and tokens can be swapped at no cost during the Between Locations phase, and before starting a group conflict. An agent standing by during the Actions step can spend 1 Azrak to give one or more Items/tokens to another agent.

Item cards: When the game instructs you to take an Item card, search the Item deck for that card, unless another player already has it. There are four types of Items (see page 16).

L Life points: The number of damage an adversary can sustain before being defeated.

Loss of control: When an agent spends or loses their last Azrak, they lose control of their receptacle and are ejected from the location. If they spend their last Azrak to perform an action, this action is performed until its completion.

M Map: A Common card indicating the locations that the agents can visit. When a location already has 1 Azrak, the Time Captain places their Azrak on the Update space of the Mission Return card instead. If an existing part of the map is covered by another card, any Azrak covered in this way are placed in the Vortex.

P Personal cards: This deck contains the Gear card, the Snap Recall card, and the Interaction cards of each receptacle. As their names suggest, it is prohibited to read or take the Personal cards of a receptacle belonging to another agent.

Personal conflict: A conflict involving only one agent (see page 9).

Personal tokens: Placed faceup in front of the player who owns them. These tokens can be given or swapped under certain conditions (most often during the Between Locations phase).

Prologue: A number of cards intended to be read aloud, in order to set the scene for the mission ahead.

R Reading a card: A player who is 'reading a card' cannot support other players during a test. There are several types of cards (see page 16). See also 'Collectively' (page 13).

Receptacle: A character under the control of an agent (i.e.: the player). Each receptacle has attributes, an Azrak pool, a back story, and often a talent detailed on the bottom of their card. Although each receptacle is an autonomous character in their own universe, the controlling agent decides which actions the receptacle performs. It is possible for a receptacle to regain control over their own body and mind (see Snap Recall below).

Remove : Return the relevant game component to its original game box. It will never be used again.

S Snap Recall cards: Each receptacle possesses a scattered memory of their past. Snap Recall cards represent a small portion of that past. Players are strongly advised against sharing any of the information contained on these cards, except in rare emergencies, determined at the player's sole discretion.

Stand by: The status of an agent who has no panorama card in front of them. An agent in stand by can spend 1 Azrak to support another player during a test (see page 12 for games with less than 4 players). An agent in stand by can spend 1 Azrak to give one or more Items/tokens to another agent.

Standard Update: During the Between Locations phase, the agents may move 1 Azrak from the Vortex to the Update space of the Mission Return card, in order to divide the remaining Azrak in the Vortex among their Azrak pools.

Story cards: The Story deck contains the mission order, icon reference, prologue, receptacles, and locations.

Stow: Place the relevant game component in the space assigned to it during setup.

Success (standard): During a test, if the final value is greater than the test's difficulty level, it is a success. Resolve the instructions in the right cell.

Support: A player in stand by can spend 1 Azrak to support another player during a test (see page 12 for games with less than 4 players).

T Talent: A receptacle's special ability, if they have one. Indicated on the bottom of the card.

Test: An action that must be initiated and resolved before determining its result. As an action, a player in possession of a test can choose to attempt it. However, tests that are part of conflicts are mandatory.

Tokens: Components that are punched out when the game instructs a player to do so. Hexagonal tokens belong to the group. All other tokens are personal tokens. Stowed tokens are returned to the punchboard. Removed tokens are returned to the box.

U Update: An action that allows agents to refill their Azrak pools. A standard update is more efficient than an Emergency Update (see page 10).

Update at no cost: An Update performed without moving an Azrak from the Vortex to the Mission Return card.

V Vortex: All Azrak spent during the game are placed in the Vortex. Players can divide Azrak in the Vortex among themselves by performing Updates. Azrak placed on the Mission Return card or on locations can never be divided this way.

TAKING NOTES

You are free to take notes while playing the game. However, taking photographs is **strictly forbidden**.

A FEW WORDS ABOUT

VINCENT GOYAT
& FRANÇOIS DOUCET

They have written really long biographies before we realized there was not enough space on this page. They are amazing people though.

JOHN MCCAMBRIDGE

John McCambridge is an Irish illustrator. Fond of boardgames, he began to work in the videogame industry. It's his second contribution to a TIME Stories adventure, after "Madame".

MANUEL ROZOY

"Nine years separate this rulebook and the very first scribbled concepts for a TIME Stories scenario. During the long years of gestation and inevitable hatching, the epic story behind this took many twists and turn without ever losing sight of the single goal on the horizon: to offer a game about the infusion of life into stories. That desire remains intact today, but it has evolved over the years. So, the time has come for a new temporal voyage on board the Space Cowboys' vessel, where everyone is just as passionate about this revolution in story telling as I am: Adam, Angelina, Croc, Davy, both Fabrices, François, Hannah, Jérôme, Joséphine, Kevin, Looky, Marc, Maryline, Melissa, Philippe, and Vincent. Thank you all!

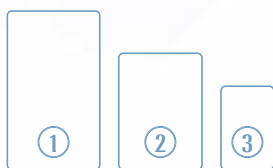


Now lock your caissons: the transfer is imminent. Have a safe trip, agents!"

PROTOCOL 42

GAME COMPONENTS' GOOD USE POLICY

When an agent uses the components made available to them, it is their duty to comply with the following rules of use:



① STORY CARDS (large format)

A Read out loud. Can be looked at by all players.
Panorama Telepathy.

② COMMON CARDS (medium format)

Green The agent who takes it keeps it faceup. Can be looked at by all players. Can be swapped.
Yellow Telepathy. Stowed once read/resolved.
Red Read out loud. Can be looked at by all players. Stowed once read/resolved.
White Read out loud. Can be looked at by all players. Placed faceup above the panorama.

③ PERSONAL CARDS (small format)

Gear Can be looked at by all players. Kept faceup.
Snap Recall Telepathic communication possible only in case of extreme emergency. Kept facedown.
Interaction Telepathy. Kept facedown.

○ TOKENS

Hexagonal Can be looked at by all players. Placed faceup above the panorama.
All others The agent who takes it keeps it faceup. Can be looked at by all players. Can be swapped.



This product has been manufactured with all possible care. However, if a component is missing or is damaged, please contact our Customer Service at contact@spacecowboys.fr. Your problem will be solved in a timely manner.

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