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EXPANSION RULES

MIRAGE TAKE TIME

Time continues to play its tricks on you, this time summoning the Sand Bird, an elusive creature born from a single moment frozen in time!

To catch a glimpse of it, you must team up and take control of time itself: fast-forwarding, pausing, and slowing it down to capture the perfect moment... the fleeting moment when the mirage becomes real, before suddenly vanishing as the hands of the clock move onward.

Expand your cooperative Take Time adventure with *Mirage*, featuring new clocks with unique mechanics and a completely new thematic addition to the universe, along with a module to allow even further replay using the clocks from the base game.

Can you master time again, before it slips from your grasp once more?

EXPANSION OVERVIEW

This mini-expansion for Take Time introduces a new Chapter with 4 clocks, which you can play at anytime — including between any two Chapters of the base game or after attempting them all. It is recommended that you finish the first Chapter of the base game before trying this one, but you might want to consider playing a few more Chapters if you struggled to complete the first one. When storing the game, place this Chapter underneath all the base game's Chapters.

This mini-expansion also includes an additional Rebirth token that lets you further replay clocks from the base game, adding a new rule to provide you with an even more challenging experience. You can use this token after you have attempted all 4 clocks from this expansion.

CONTENTS

- This booklet
- A** 1 Chapter sleeve containing 1 Rules sheet and 4 clocks
- B** 1 pawn
- C** 1 Sand Bird base
- 1 Rebirth token (shown below)



"Night" side



"Day" side

As with the rest of the game, the rules for this Chapter are explained in the Rules sheet included in the sleeve. This booklet only provides the new concepts introduced by this expansion.

THE SAND BIRD

The Mirage Chapter introduces a new component: the Sand Bird. Assemble the Sand Bird by inserting the pawn into the base, with the **1** icon facing up:



SAND BIRD SETUP AND MOVEMENT

During setup, the assembled Sand Bird is placed near the inner edge of the segment with the ☁️. During play, it will move from segment to segment (along their inner edges) based on where you play your cards.

FOR EXAMPLE:

When you apply the effect shown below, the Sand Bird moves 2 segments counterclockwise along their inner edges.



CROSSING THE CLOCK HAND

Certain rules in this Chapter refer to “crossing the Clock Hand”, indicating whether doing so is either **prohibited** or **mandatory**. The Sand Bird “crosses the Clock Hand” when it passes over it during its movement.



FOR EXAMPLE:



These movements would cause the Sand Bird to cross the Clock Hand.



These movements would not cause the Sand Bird to cross the Clock Hand.

You now have the information you need to open the sleeve and start this Chapter!

RECOMMENDATIONS FROM THE GAME DESIGNERS:

We encourage you to embrace the Mirage expansion, losing all sense of time as you immerse yourself in its wonders. Much like a young bird taking its first bold flight, we recommend you just jump right in and explore!

You'll need to carefully adjust your strategy based on what triggers the movements of the Sand Bird on each clock. For example, you might need to place several cards next to a segment that causes no movement, and fewer cards next to one that could move the Sand Bird closer to the Clock Hand. Pay particularly close attention when the Sand Bird is next to a segment that generates movement. A solution might just be there, waiting to be discovered...

After playing the included chapter, feel free to use the Rebirth token unlocked from this chapter with your favorite clocks from the base game, combined with any other Rebirth tokens that resonate with your group. As a start, we suggest using the new token with Clock 3 from Chapter 2 – Limitation.

2026 CREDITS

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The team is thankful to all people involved in developing this expansion.

