



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 ▶



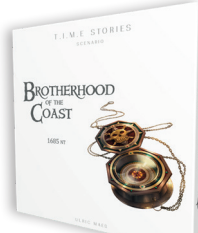
◀ 1419 NT ▶



◀ 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 Hadal 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

