

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 -

1



3



1



5



2



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 -

3



1



3



5



2

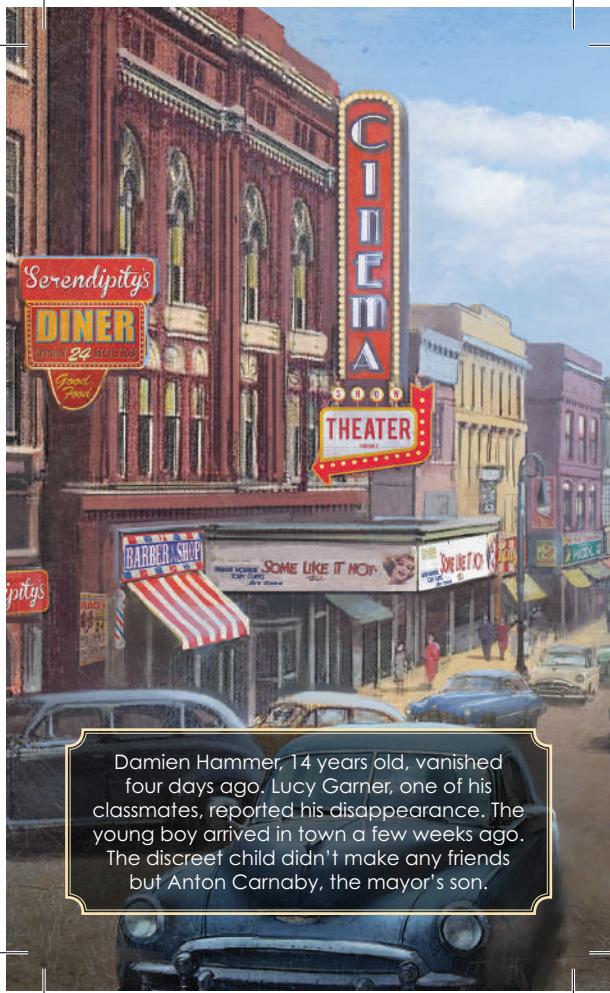


Doug was raised by his mother. He lives in the lower-class district of the town and has been working hard in some stores to provide for his family. Not long ago, he was the school's bully. Doug terrified his classmates, especially Anton, the "little prick". Following the complaint of Andy, one of his 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

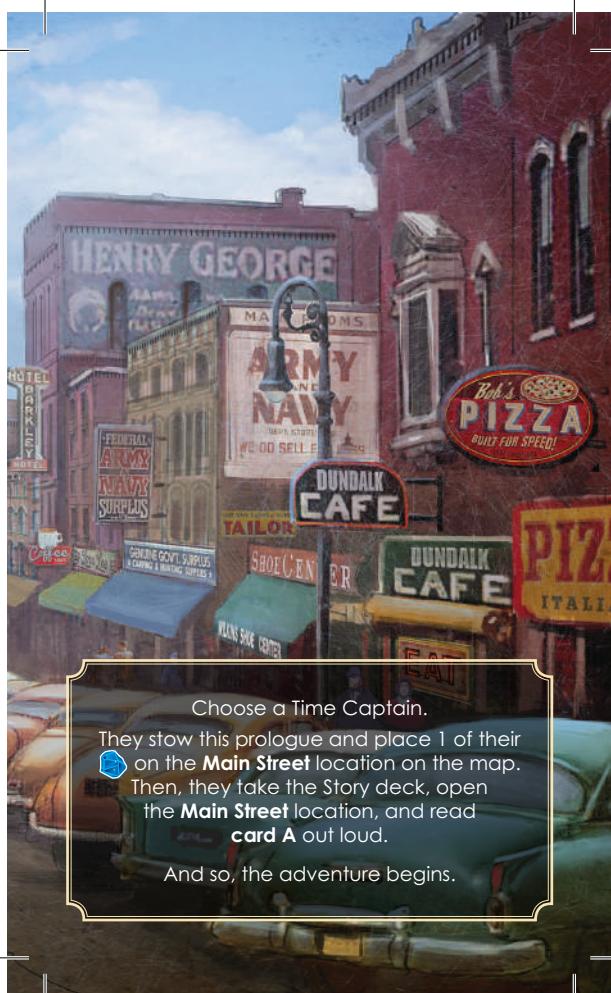


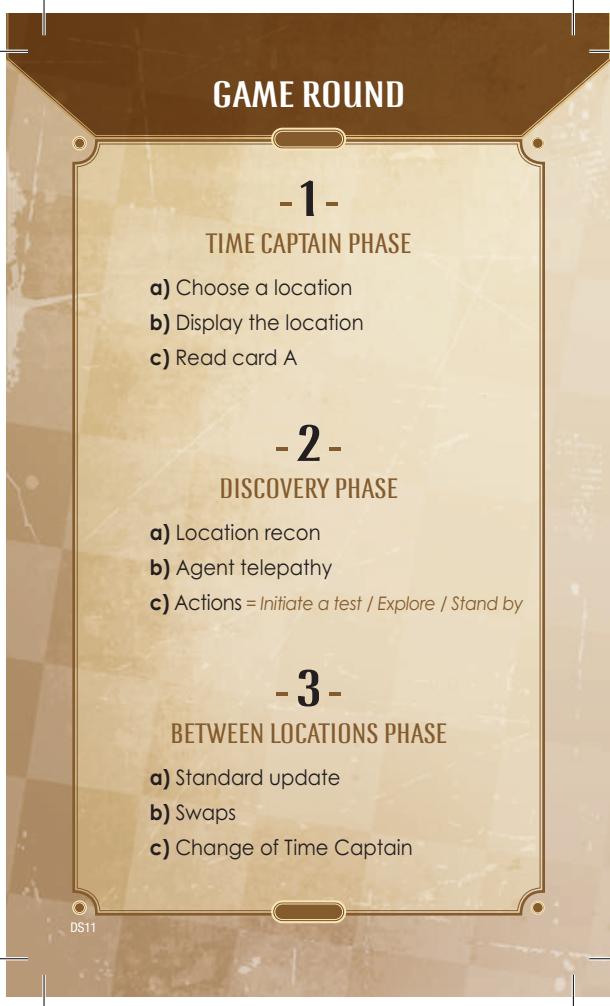
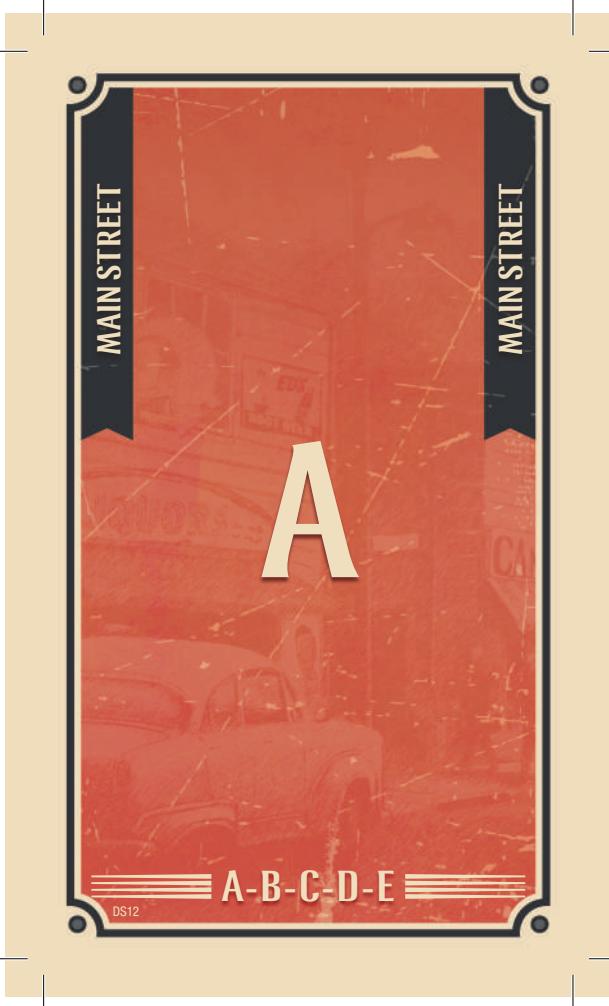
PROLOGUE - A

DS7

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

DS







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.



DS14

MAIN STREET - C



DS

MAIN STREET - B



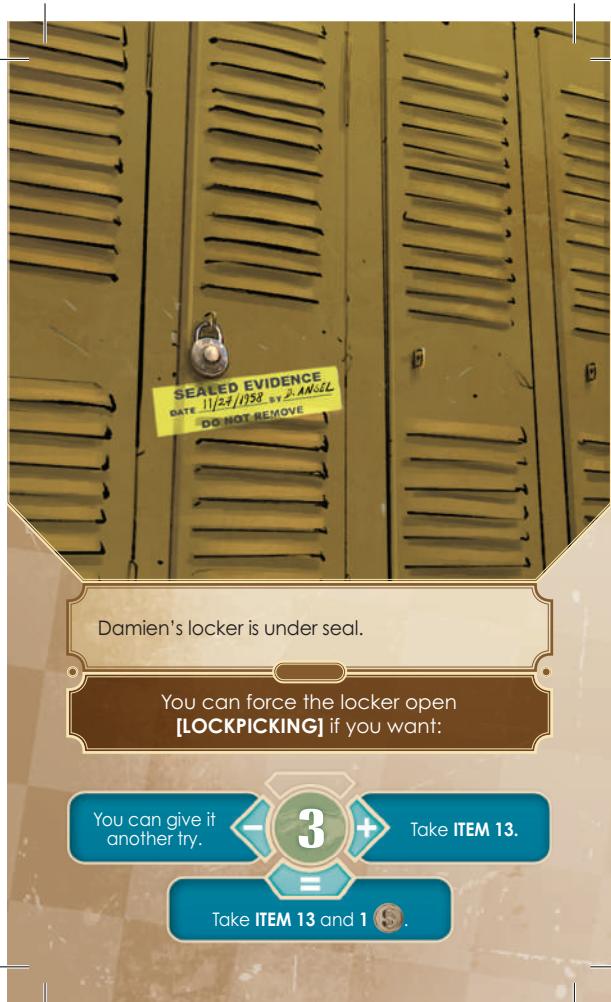
DS16

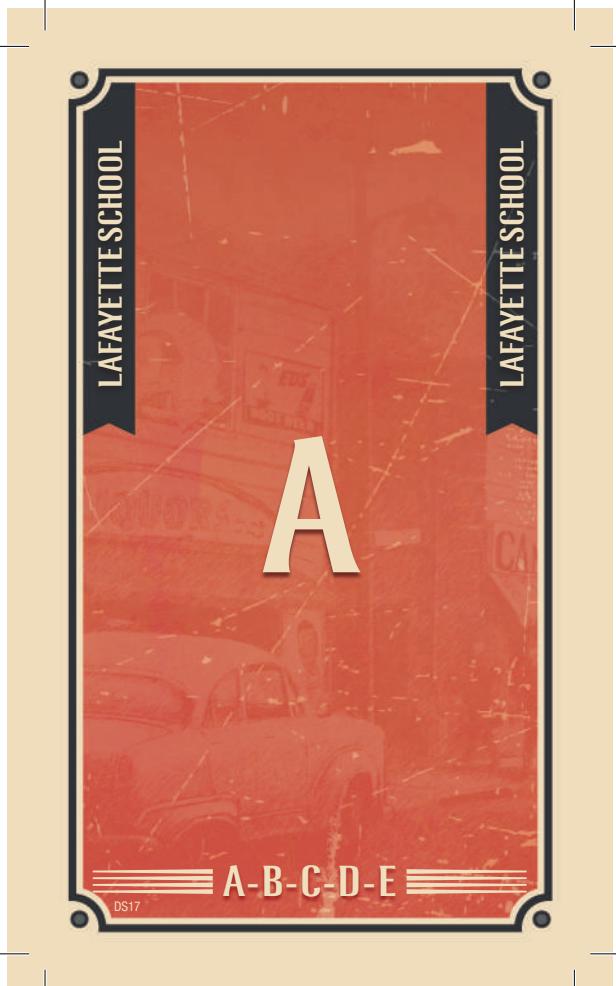
MAIN STREET - E

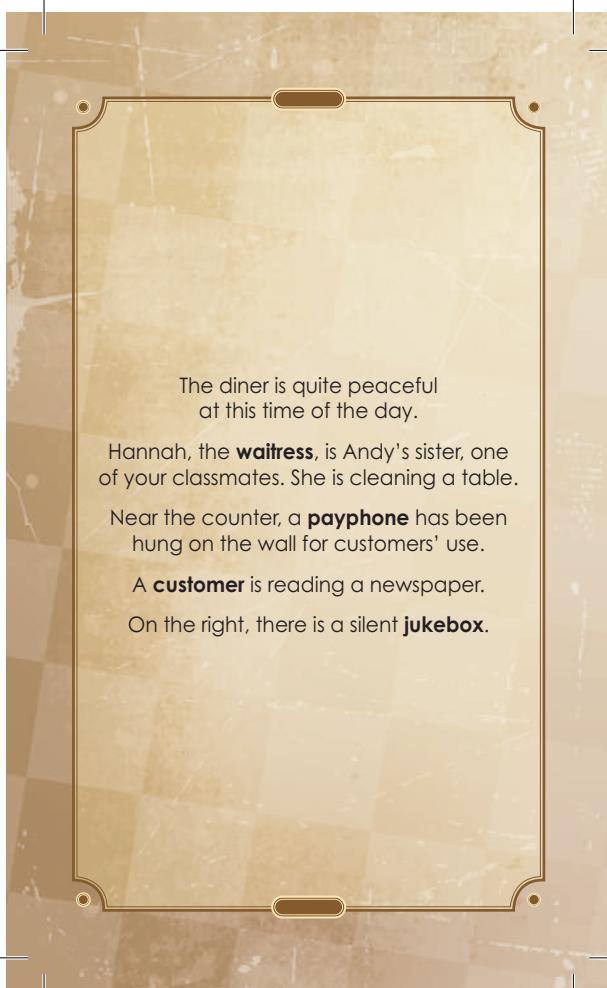


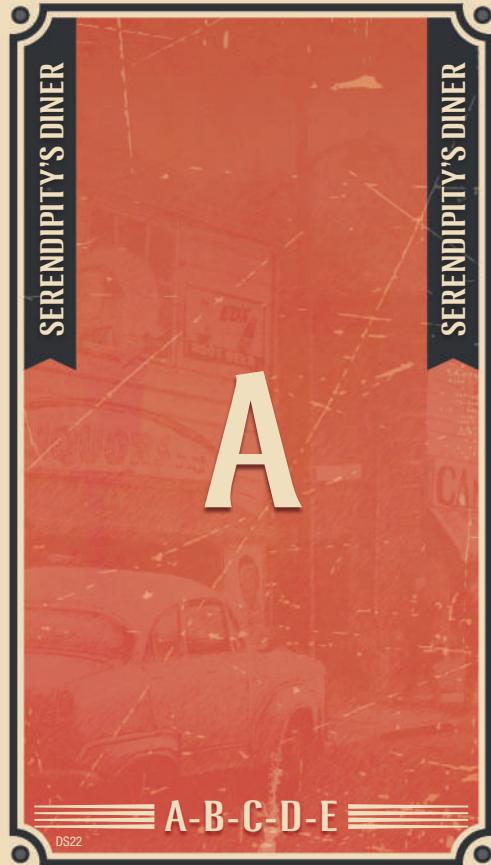
DS15

MAIN STREET - D





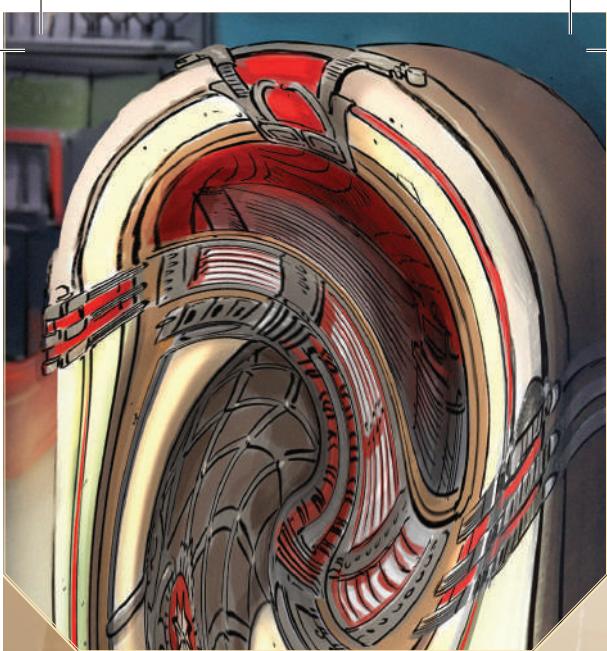






"Sorry kids, but morning coffee is sacred. Could you leave me alone?"

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.

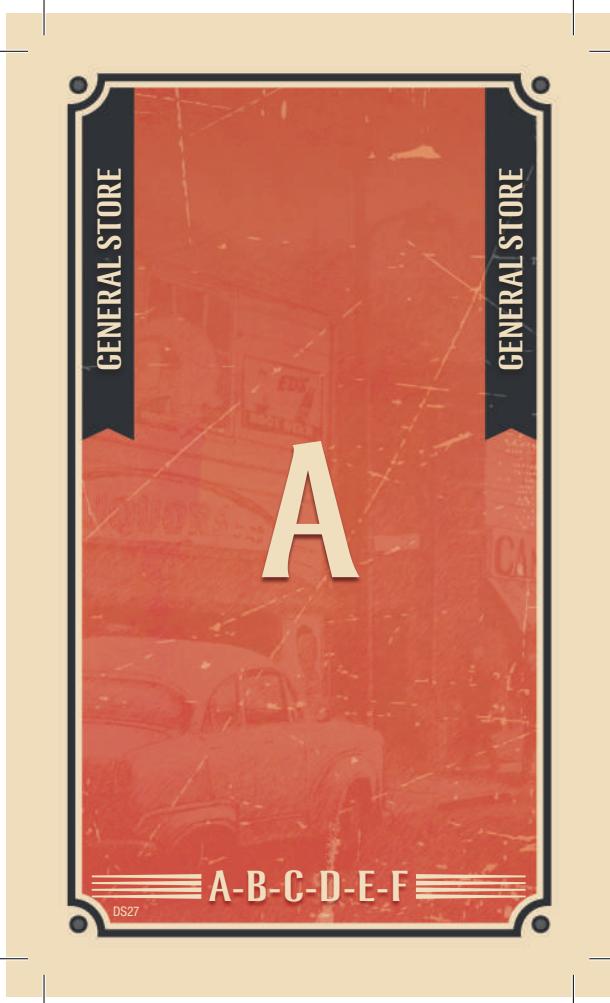
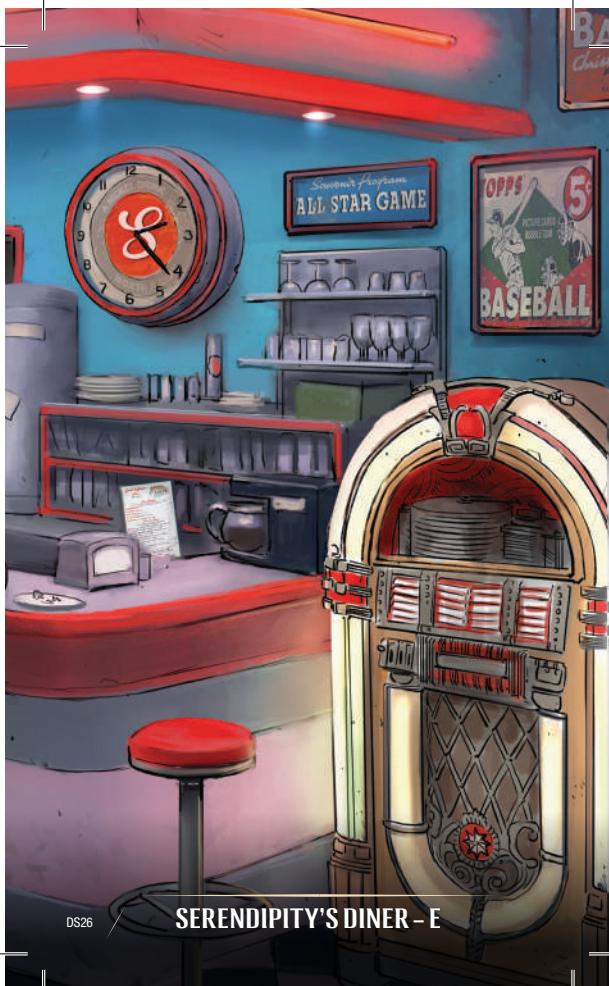
You can try to steal a pack of gum:

Take **ITEM 32** Take **ITEM 5**.

OR

You can try to pick the customer's pockets:

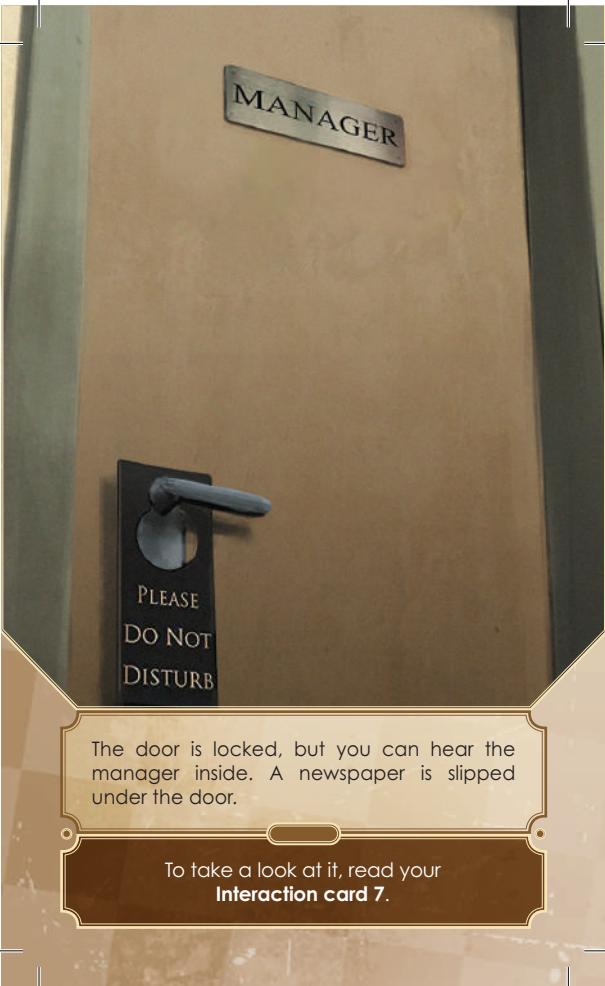
Take **ITEM 32** Take **ITEM 27**.





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**.



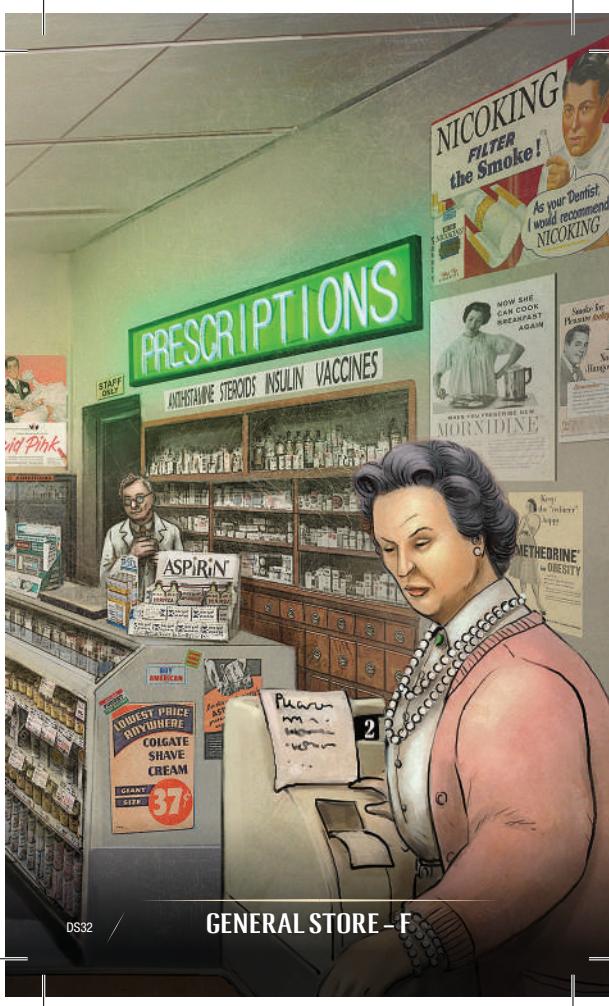
The prescription drugs are locked up.

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.



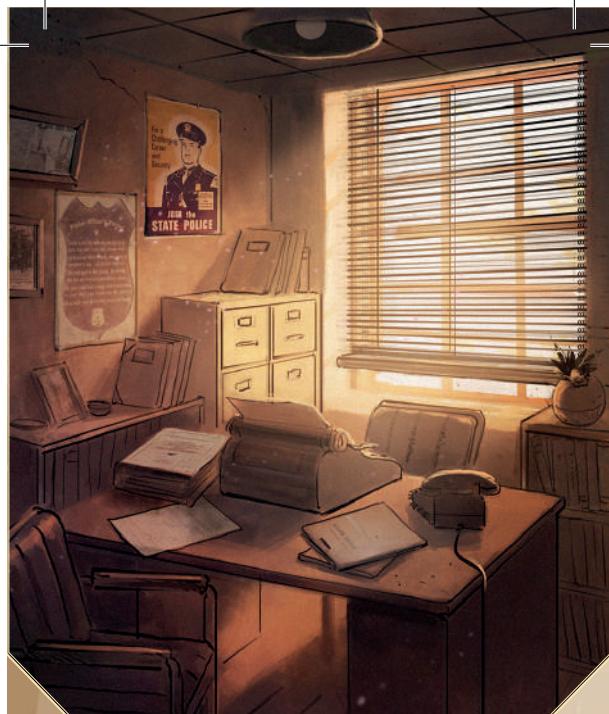
When you enter Detective Ansel's office, she seems deeply lost in her thoughts. She looks annoyed: "What are you doing here? You were skipping class and a patrol picked you up, right?"

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



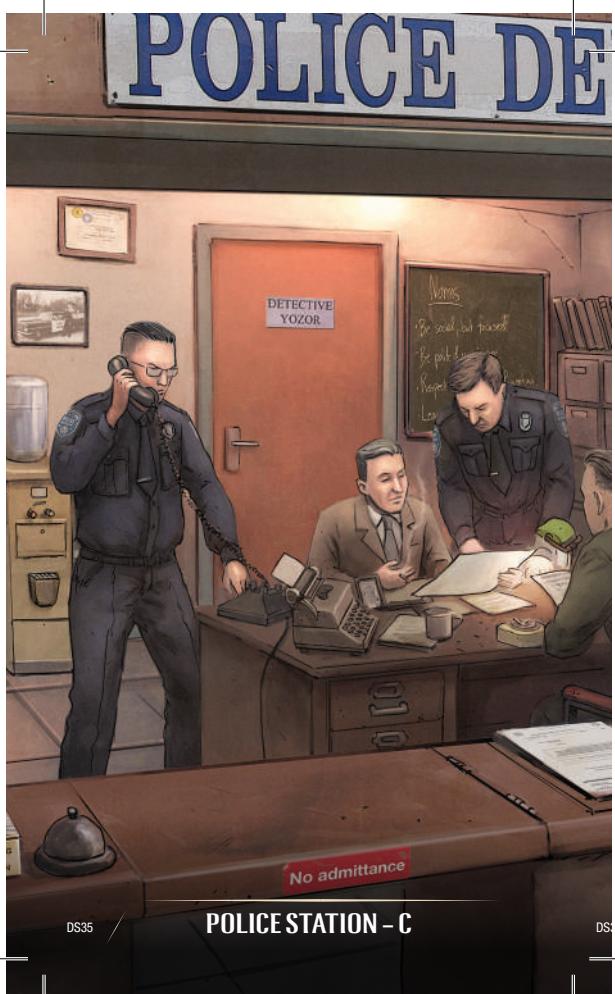
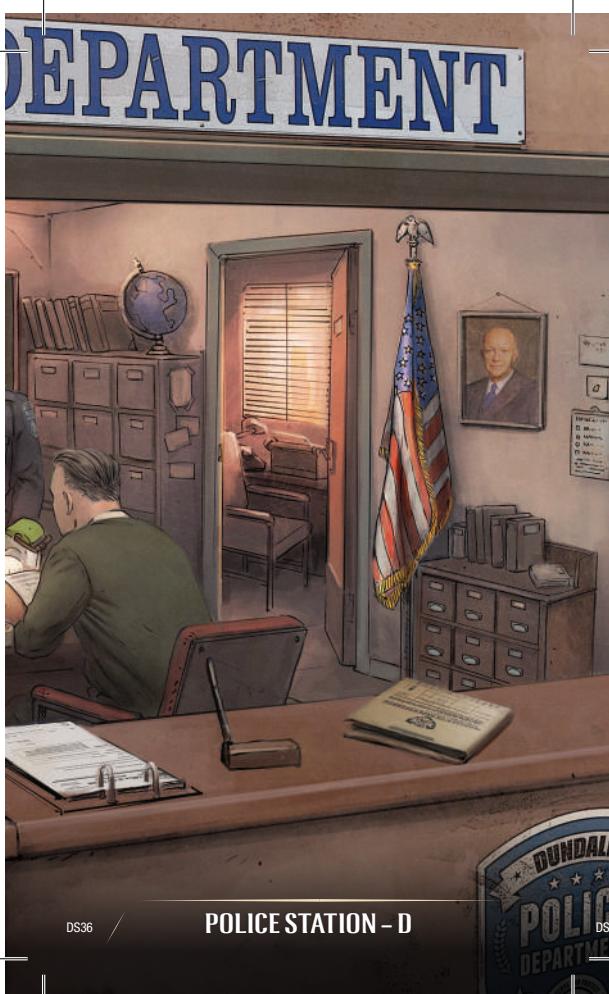
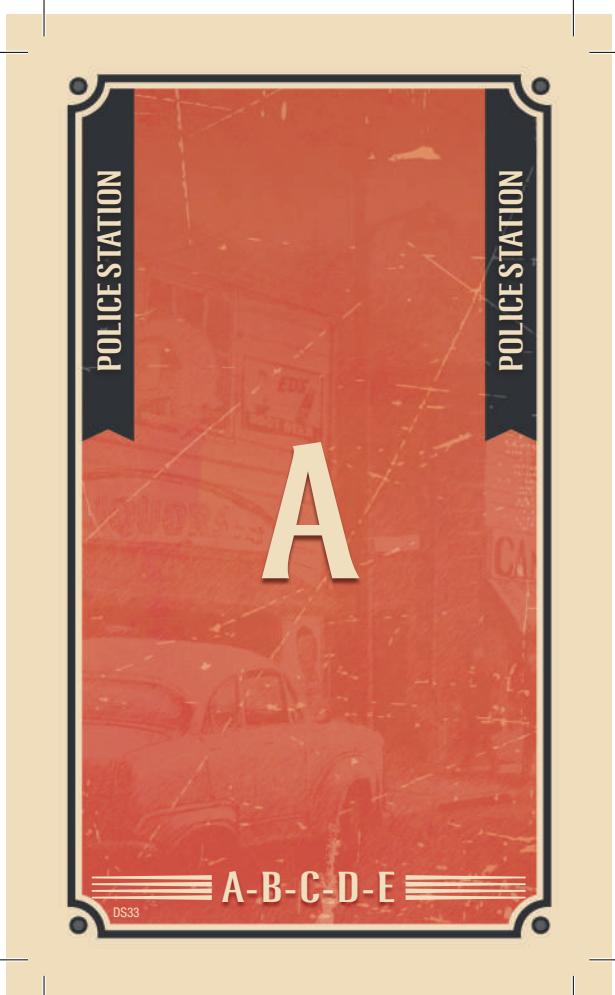
You just entered the office that Detective Yozor turns into a terrifying zombie about to jump on you.

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**.





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.

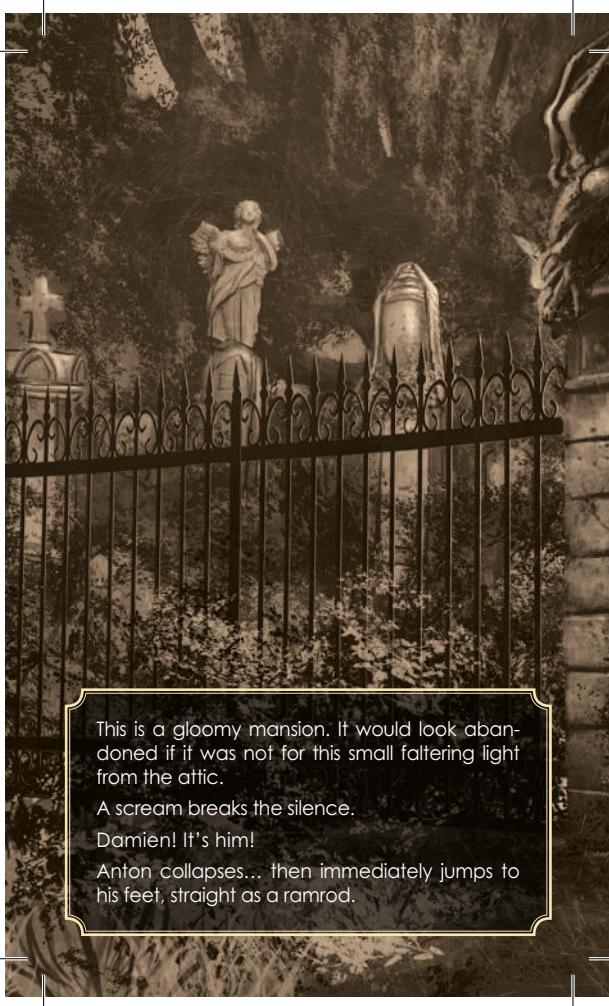
You walk toward the end of a dark path. From the huge decaying mansion in front of you come strange whispers: "Antooooon..."

Setup this location as depicted:

F	G			
A	B	C	D	E

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!"

LOCATION 13

LOCATION 13

A

IMPORTANT: This location is to be set up differently from the others. Read card A before exploring this location.

F-G
A-B-C-D-E

DS38



POLICE STATION - E



DS40

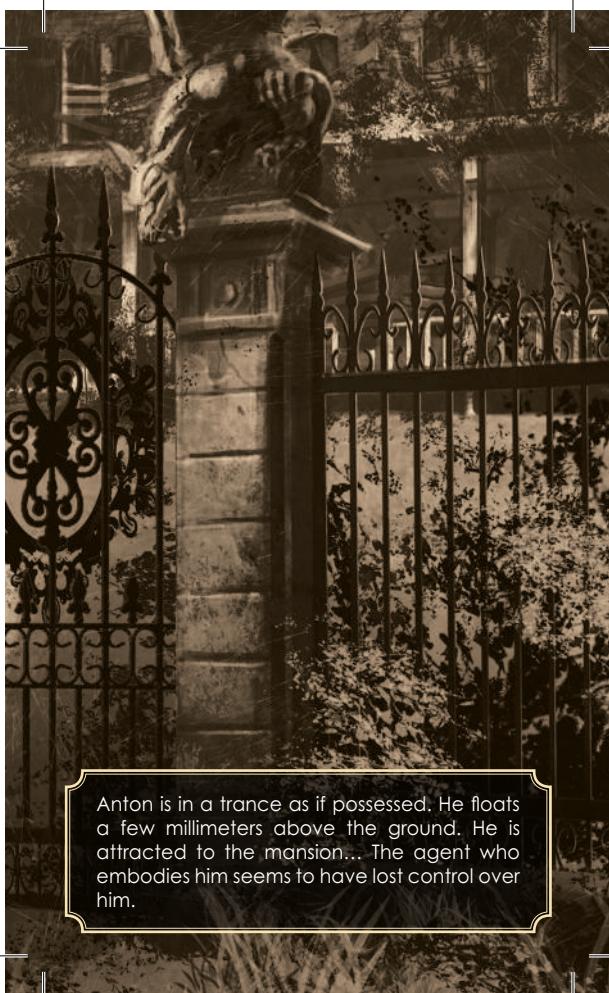
LOCATION 13 - C

DS



LOCATION 13 - B

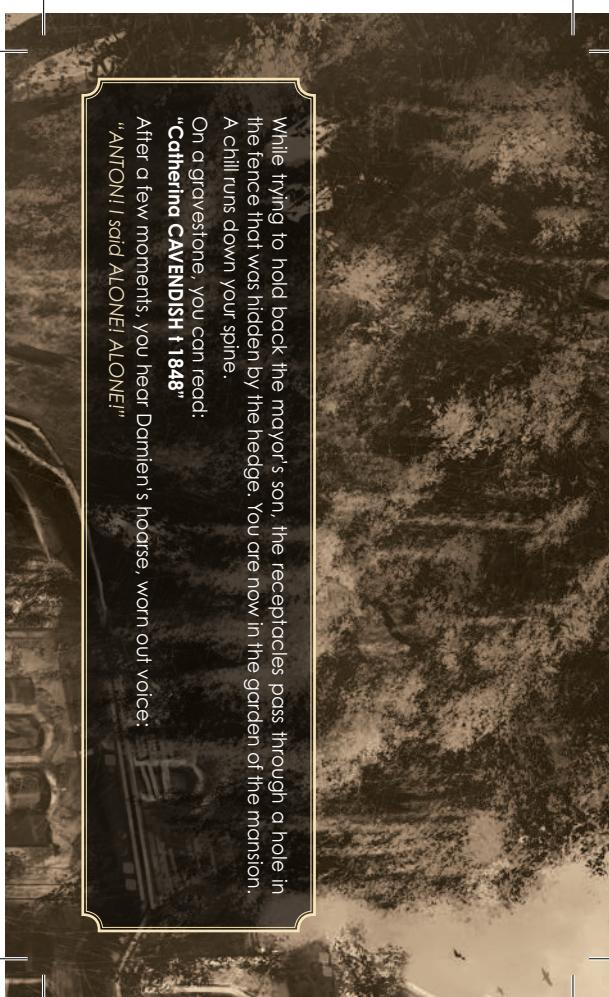
DS



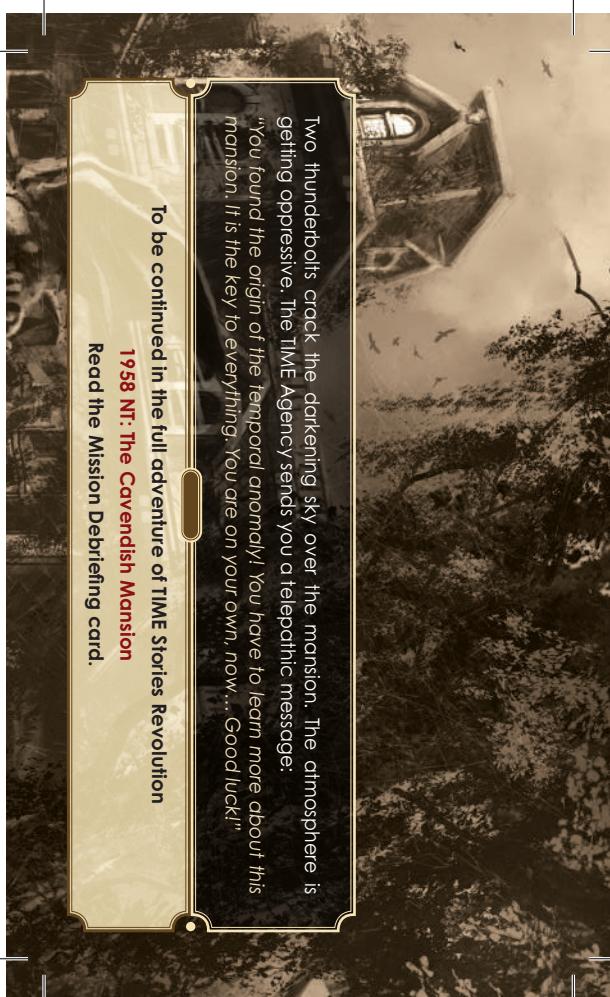
Anton is in a trance as if possessed. He floats a few millimeters above the ground. He is attracted to the mansion... The agent who embodies him seems to have lost control over him.



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:
"ANTON! I said ALONE! ALONE!"

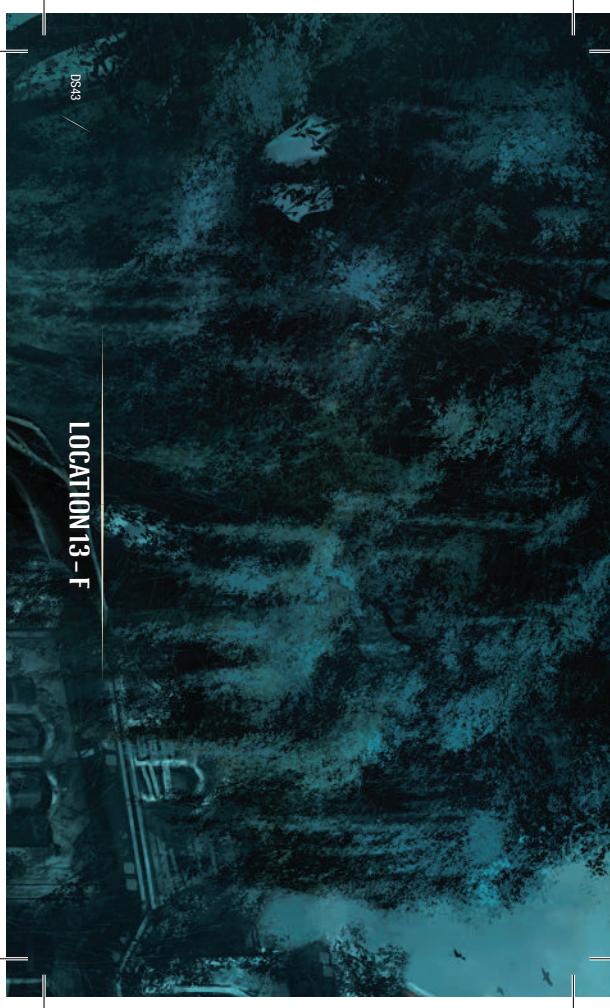
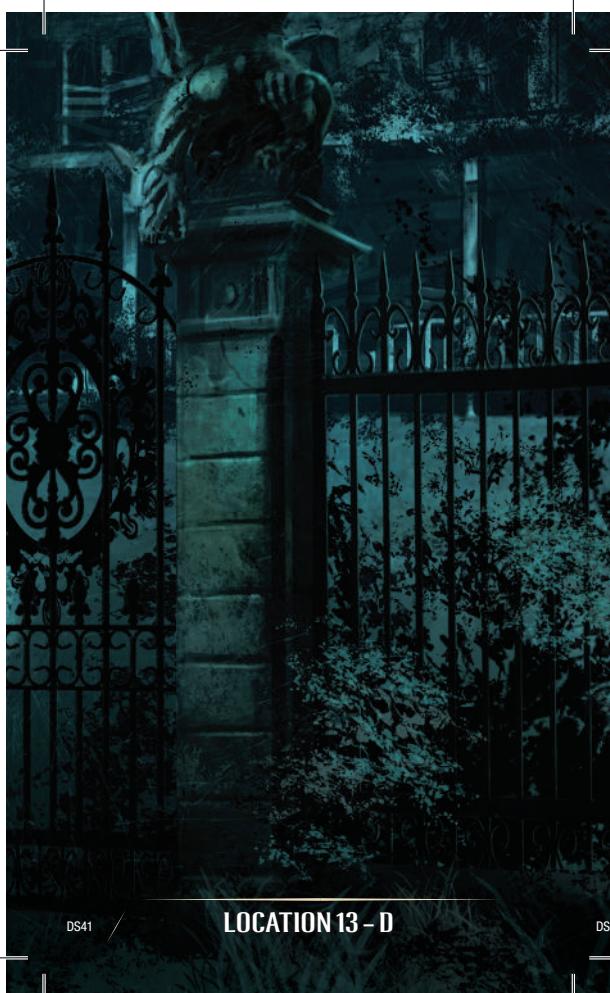
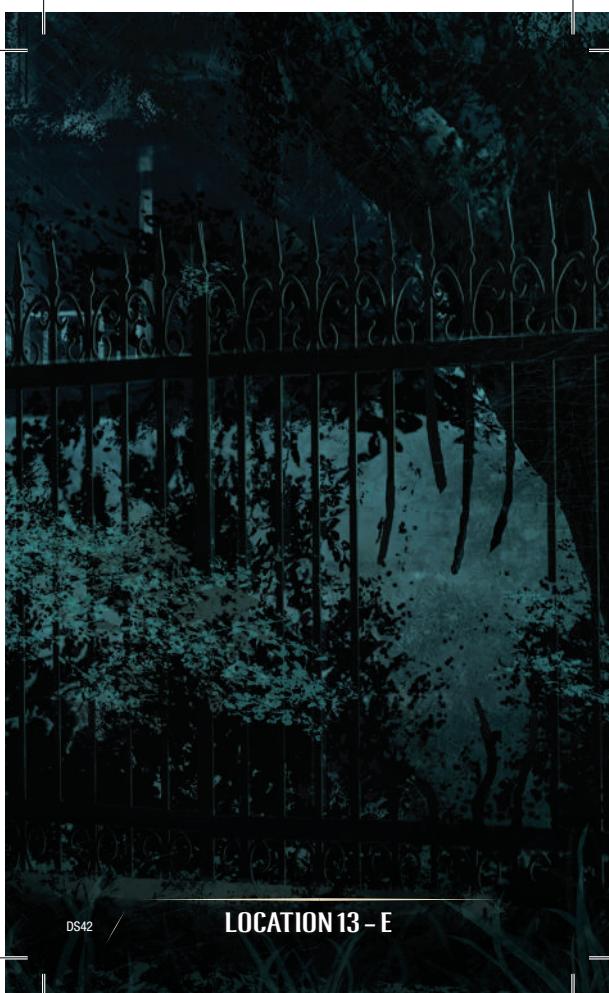


To be continued in the full adventure of TIME Stories Revolution

1958 NT: The Cavendish Mansion

Read the Mission Debriefing card.

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!"



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