IMPORTANT

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

TIME STORIES
REVOLUTION

THE HADAL PROJECT

2099 NT

Latest rules update:

GAME RULES V1.1

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 link 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.

HP Your training is over, and you are ready to explore the oceanic depths of the 21st century. Find the cure for the terrible epidemic ravaging the Earth.

Please refer to the Glossary, at the end of this rulebook, when you come across 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



32 Azrak crystals

110 Story cards

59 Personal cards

60 Common cards

The XP icon is for the optional **TIME Stories Revolution: EXPERIENCE** box. Ignore this icon if you do not have this box or do not wish to play the scenario with it.

XP In **TIME Stories Revolution: EXPERIENCE**, your agents will evolve and take part in a fight for humanity's survival. If you wish to use it, start your adventure by reading the **TIME Stories Revolution: EXPERIENCE** rules.

Important : You can play the TIME Stories Revolution missions in any order.

On the back of the flash card of Deck 1, you will find a Mission Log. Once the scenario is over, you can write down the player names and your final score.

If later on, you purchase the EXPERIENCE box, the above information will be useful to start EXPERIENCE after you have played one or more scenarios.

HP Each time you see the HP 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 talents and 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 link 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.

Their talent(s): These are special abilities agents can use during the game.





SETUP

To start playing TIME Stories Revolution - The Hadal Project, resolve the following steps in order.

➤ Open Deck 1of the **STORY CARDS**.



IMPORTANT: As you search Deck 1 to find the red flash card (73), look as little as possible at the other cards. Make two piles: the Story cards of Deck 1 covered by the blue flash card, and the Story cards of Deck 2 covered by the red flash card. Set the second pile to the side for the time being.

Steps 1 to 6:

- Set aside the flash card of Deck 1, then read the Mission Order (front) and the Mission Return (back). Place that card on the table, Mission Return faceup (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 supply (3).
- The central area is called the Vortex. When playing with 2 or 3 players, place the remaining Azrak in the Vortex (4).
- Line up the 5 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).

➤ 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 **facedown** (without reading it) (9) next to their Gear card.
- Each player places their Interaction cards (without reading them) in a **facedown** pile (10) next to their Receptacle card.

➤ Open the deck of **COMMON CARDS**.



Steps 11 to 15:

- 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 **facedown** pile (12). Leave space nearby for a discard pile.
- Place the Item cards **facedown** (without reading them) (13) near the Destiny cards.
- Punch out the Damage tokens (black tear shape). Place them and the **facedown** punchboard near the Item cards (14).
- The Time Captain follows the instructions written at the top of the first panorama card (15).

➤ You can now begin the game!

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



SETUP FOR
3 PLAYERS

SETUP FOR
1 OR 2 PLAYERS



SETUP FOR
4 PLAYERS

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 next 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 takes a card from the panorama, reads it secretly, then places 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 Story 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 9);
- 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

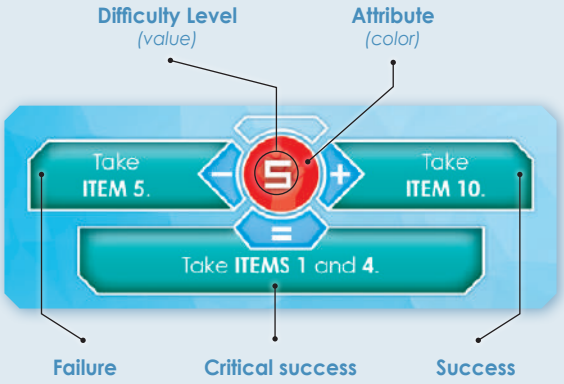
Each time a rule orders you to spend or lose Azrak, place the corresponding crystals in the Vortex.



SPECIFIC PROCEDURES

TESTS

A test is represented by a box, the center of which displays the attribute being tested (a colored symbol), the test's difficulty level (the higher the value, the more difficult the test), and 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, but success is not necessarily required. 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 Story card in front of them)

can support by spending, at most, 1 Azrak to give a +1 bonus during this test.

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 "-" symbol).
- If the value is greater than the difficulty level (success), the receptacle obtains the result indicated in the right cell (associated with "+" symbol).
- If the value is equal to the difficulty level (critical success), the receptacle obtains the result indicated in the lower cell (associated with "=" symbol).

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

James tries hacking a computer terminal (TECH test). His **TECH** 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 draws a **Destiny card** of value **-1**.
- **Final value = 4**

Or 2 (TECH attribute), +2 for the boost, +1 for the support, -1 for the Destiny card. He obtains a critical success since the result is equal to the difficulty level, and takes ITEMS 4 and 5.

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

Players can still support each other even if they have a Story 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:

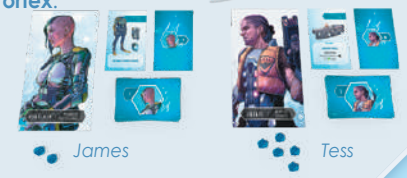
One player moves 1 Azrak from the Vortex to the Update space of the Mission Return card.
Then, that player retrieves all remaining Azrak from the Vortex (i.e.: all spent Azrak that are not on the Mission Return card or on the map), and divides them among all players, however they wish (a player may not 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 **2** . Tess has **5** . There are **8** 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 **5** from the Vortex and Tess takes the remaining **2.** Each agent now has **7** .



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 that 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: the 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 results 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:



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.



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.



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.



A **white** Item might modify the map or even the game itself (e.g.: adding a new mechanism). Some expand the map (use the symbols on the edge of these cards to do so), while others 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 (most often during the Between Locations phase).

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.

HP If **Antonio** is not in the game, take **token** U.
If **Chae-Rin** is not in the game, take **ITEM 24** and give it to a receptacle.

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 bottom 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. These cards add an element of uncertainty to the resolution of tests. The strip on the bottom of each Destiny card (front) 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 amount. 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, but this will reduce their performance score.

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 drawn 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 agents 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 Story 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 corresponding card or token 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 (back).

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

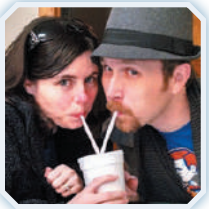
Vortex: All Azrak spent or lost during the game are placed in the Vortex. Players can divide Azrak in the Vortex among themselves by performing Updates. Azrak placed on the Mission Return card or on locations can never be divided this way.

TAKING NOTES

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

A FEW WORDS ABOUT

KEVIN AND MELISSA DELP



"The first time we played TIME Stories, it immediately captured our interest and imagination. We're thrilled that our fan scenario was chosen for development. Melissa is a professional writer who spends her free time reading, twisting balloon creations, and, of course, playing games. We're both part of the Tantrum House team that creates board game video content and records a weekly podcast. You'll find Kevin posting gifs on Twitter, communicating for Tantrum House, and amazing audiences as an amateur prestidigitator."

LOOKY



"My second contribution to a TIME Stories adventure was another amazing experience. Illustrating this deck, awakened the same feelings and excitement I felt when playing the game for the first time. TIME Stories is a board game involving considerable storytelling and suspense: elements that are crucial in my work as a comics author. This balance is captivating. I am happy that this scenario is so graphically rich, and I hope that it will transport you the same way it did me. All my thanks to the whole team for this job and their trust. As I return to my comics and give my seat to the next TIME Stories illustrator, I can't help but hope for another round... Good always come in threes… Enjoy your exploration of the space-time continuum!"

MANUEL ROZOY

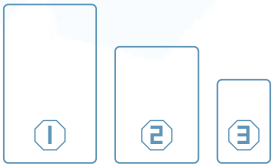


"Nine years separate this rulebook and the very first scribbled concepts for a TIME Stories scenario. During the long years of gestation and inevitable hatching, the epic story behind this took many twists and turn without ever losing sight of the single goal on the horizon: to offer a game about the 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 ..... It is read out loud and can be looked at by all players.
- **Panorama** ..... Telepathy.

2 COMMON CARDS (medium format)

- **Green** ..... All players can look at it. The agent who takes it keeps it face-up. Can be swapped.
- **Yellow** ..... Telepathy, then stowed once read/resolved.
- **Red** ..... It is read out loud and can be looked at by all players. It is stowed once read/resolved.
- **White** ..... It is read out loud and can be looked at by all players. Then, it is placed faceup above the panorama.

3 PERSONAL CARDS (small format)

- **Gear** ..... Can be looked at by all players and kept faceup.
- **Snap Recall** ..... Telepathic communication possible only in case of extreme emergency. To be kept facedown.
- **Interaction** ..... Telepathy and to be kept facedown.

TOKENS

- **Hexagonal** ..... All players can look at it. To be placed faceup above the panorama.
- **Damage** ..... During a conflict, to be placed on the opponent's card. To be stowed once the conflict is resolved.
- **All others** ..... All players can look at it. The agent who takes it keeps it faceup. 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 **https://fr.asmodee.com/fr/**support. Your problem will be solved in a timely manner.

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Find out more about TIME Stories and SPACE Cowboys on www.spacecowboys.fr, and .