



# TIME STORIES REVOLUTION

Time travel to live amazing adventures  
and experience multiple realities.

A game designed by Manuel Rozoy.





# T.I.M.E STORIES

**T.I.M.E Stories was released in September 2015, along with The Marcy Case. In this cooperative and narrative board game, players are temporal agents at the T.I.M.E Agency's service.**

*This game requires the system box, containing the first adventure - Asylum - and the necessary material for all subsequent scenarios which present complete adventures that can be played in any order.*

*Each scenario is a complete narration paired with technical innovations and reveals, bit by bit, pieces of information about the universe of T.I.M.E Stories.*

### **The underlying story:**

*The T.I.M.E Agency protects humanity by preventing temporal rifts and paradoxes. The agents (the players) are sent through time and (more often than not...) inhabit humans who live in the worlds and realities they explore.*

*Each of the receptacles (the inhabited humans) has their attributes, story, and motivations but fulfilling the Agency's mission takes precedence over anything else.*

*While on a mission, players spend Time Units. When they have none left, the Agency calls them back to the base... And, here they go on another round! Through the process known as "run" failure is impossible. Players must look for the "ideal path", gradually eliminating their errors, detours, and the false leads.*

*The richness of the universes and the possibilities offered by the game system have allowed T.I.M.E Stories to achieve great commercial and critical success in multiple countries.*



# THE WHITE CYCLE

1920 NT



1992 NT



7553 AT



-1146 NT



1914 NT



1419 NT



1982 NT



1685 NT



1673 NT



[www.spacecowboys.fr/time-stories](http://www.spacecowboys.fr/time-stories)

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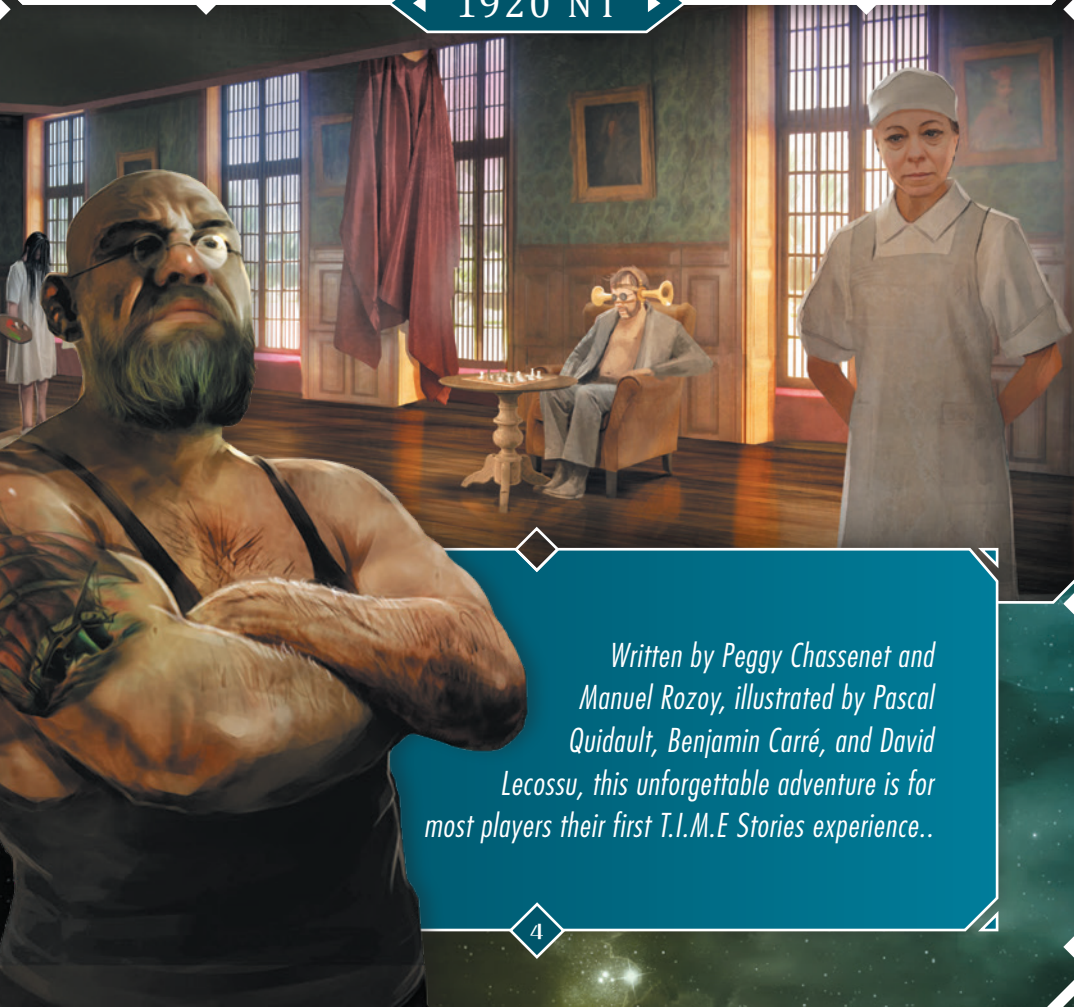


# ASYLUM

*T.I.M.E Stories first published scenario, Asylum sends the players to 1920, in France. The action takes place in a mental hospital and the receptacles have somewhat peculiar profiles.*

*In this nerve-racking environment, a dark mystery unfolds, and the investigation puts the agents in contact with incomprehensible phenomena. Will they be able to finalize their mission and to prevent the formation of a temporal rift?*

◀ 1920 NT ▶



*Written by Peggy Chassenet and Manuel Rozoy, illustrated by Pascal Quidault, Benjamin Carré, and David Lecossu, this unforgettable adventure is for most players their first T.I.M.E Stories experience..*



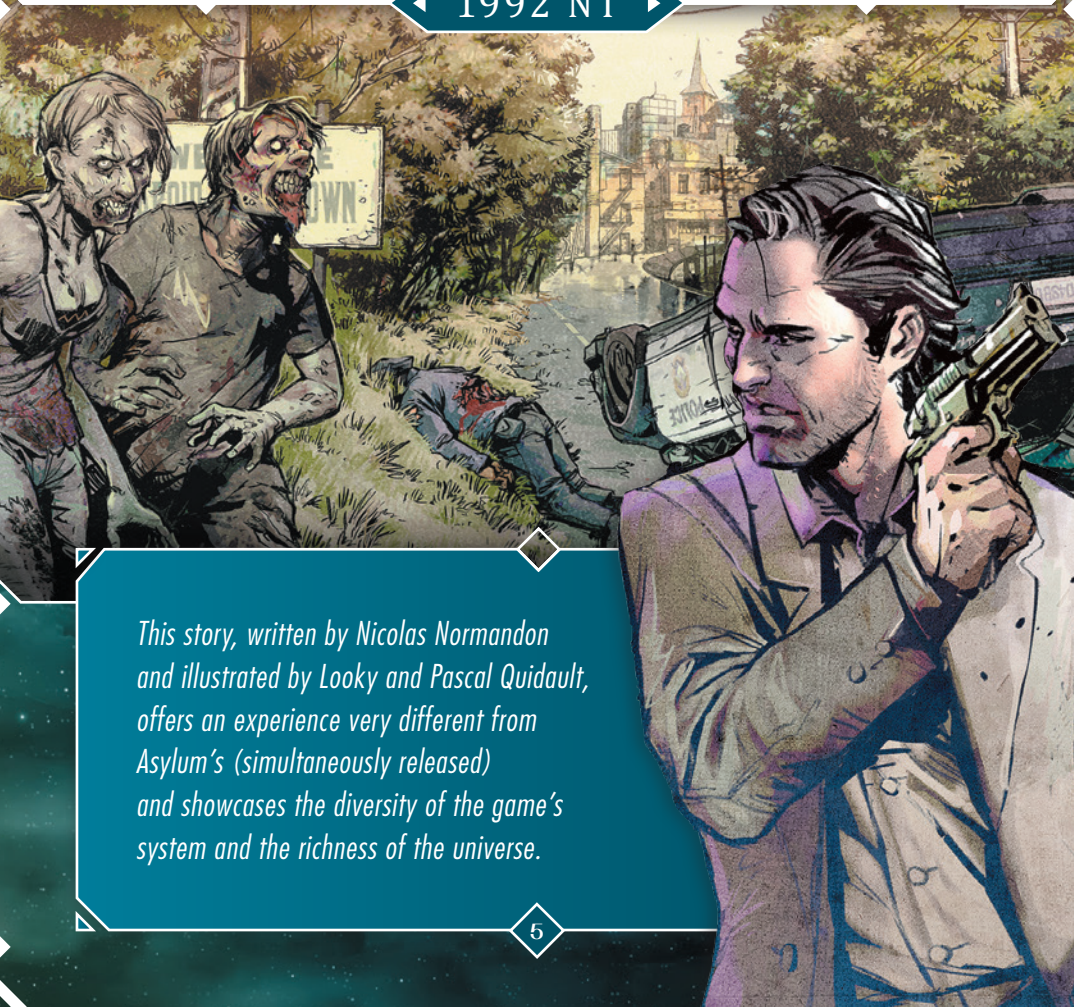
# THE MARCY CASE



*Here is an action-packed mission combined with true horror! This contemporary thriller projects players into America in 1992 to save a teenager... but why? Obviously, something's not right in Germantown...*

*Diving at the heart of the T.I.M.E Stories' mythology, The Marcy Case addresses the strong themes of its universe and questions the relationship between the characters embodied by the players and the Agency that employs them.*

◀ 1992 NT ▶



*This story, written by Nicolas Normandon and illustrated by Looky and Pascal Quidault, offers an experience very different from Asylum's (simultaneously released) and showcases the diversity of the game's system and the richness of the universe.*



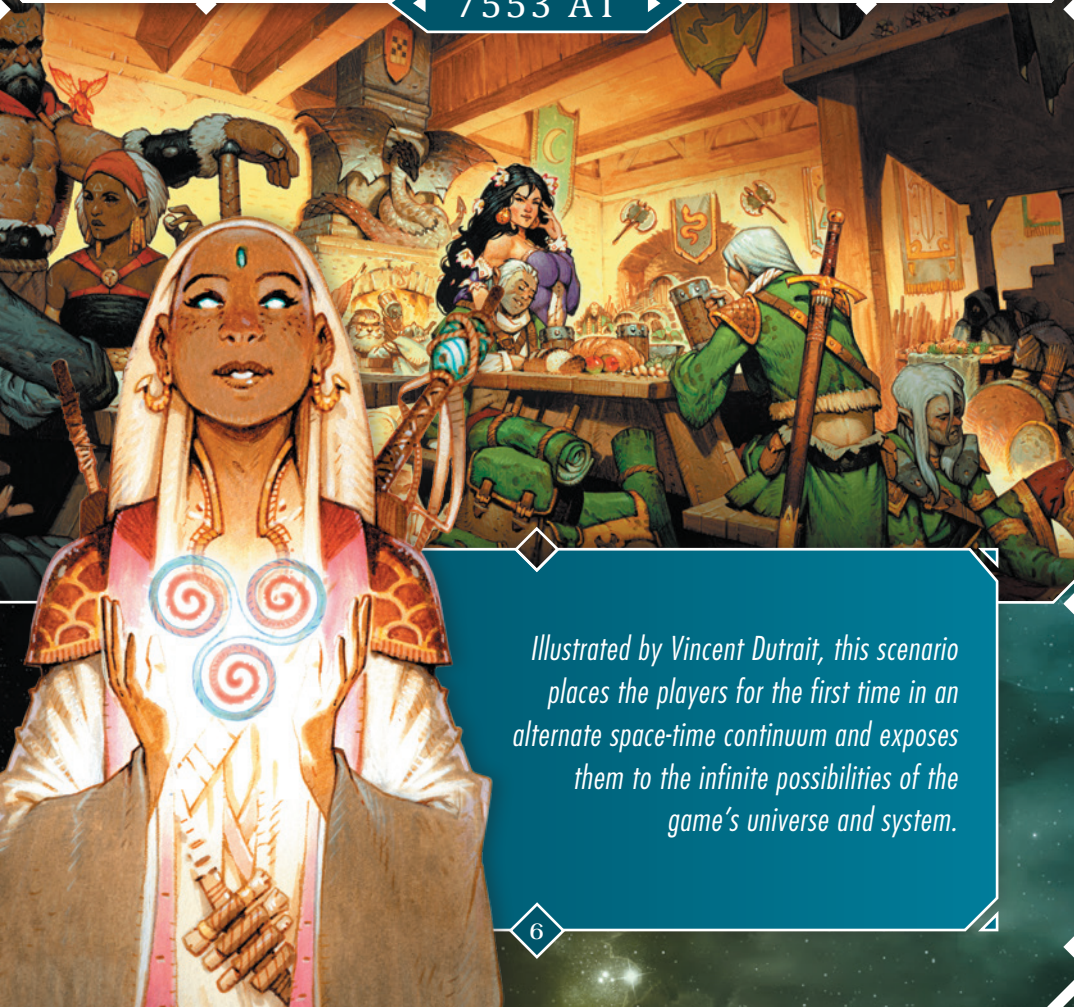


## A PROPHECY OF DRAGONS

**T**hird scenario of T.I.M.E Stories, (in the order of publication) is some sort of initial mold. It is indeed the first one Manuel Rozoy wrote for the game.

*A Prophecy of Dragons is constructed like an echo of medieval-fantastic role-playing games. The agents dive into the scenario like a group of adventurers and face formidable adversaries to fulfill a potentially cataclysmic mission.*

◀ 7553 AT ▶



*Illustrated by Vincent Dutrait, this scenario places the players for the first time in an alternate space-time continuum and exposes them to the infinite possibilities of the game's universe and system.*



# UNDER THE MASK



*The players are sent to the Valley of the Kings, in Egypt, and explore the most ancient era ever tackled by T.I.M.E Stories.*

*Indeed, an intrusion occurred in the space-time continuum and the agents are going to use very sophisticated methods for preventing a potential catastrophic alteration.*

◀ -1146 NT ▶



*The splendid artwork of Gaël Lannurien and Pascal Quidault propels the players into a wonderful journey along the Niles banks. Developed by Guillaume Montiage and Manuel Rozoy.*



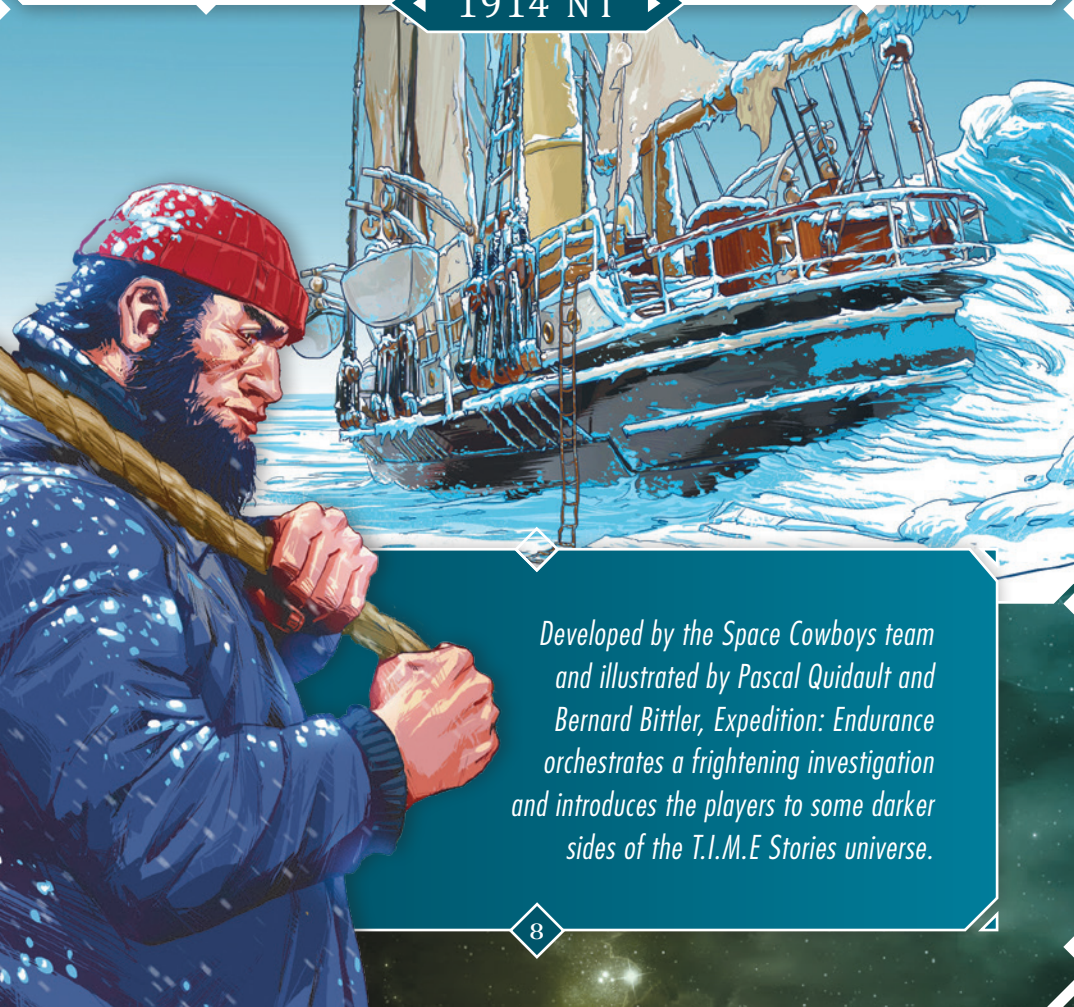


## EXPEDITION : ENDURANCE

*A*ntarctica's icy atmosphere awaits the players! A scientific expedition travels aboard the Expedition but the ship no longer responds. The Agency sent its agents to find out what happened.

*A seemingly simple mission but the Agency may have made some mistakes. The players' resources will be sorely tested!*

◀ 1914 NT ▶



*Developed by the Space Cowboys team and illustrated by Pascal Quidault and Bernard Bittler, Expedition: Endurance orchestrates a frightening investigation and introduces the players to some darker sides of the T.I.M.E Stories universe.*



# Lumen Fidei



*Right from the start, Lumen Fidei sends the agents to the Spanish middle-ages. The Agency is trying to recover a specific object that arouses envy.*

*As the Reconquista ends, the agents live an amazing adventure full of twists and riddles. This scenario requires the players to make moral decisions, some of which will have consequences for the rest of their adventures.*

◀ 1419 NT ▶



*The complex era of medieval Spain with its power struggles between different denominations is perfectly transcribed in this scenario written by Ulrich Maes and Manuel Rozoy, and illustrated by Ronan Toulhoat and Pascal Quidault.*





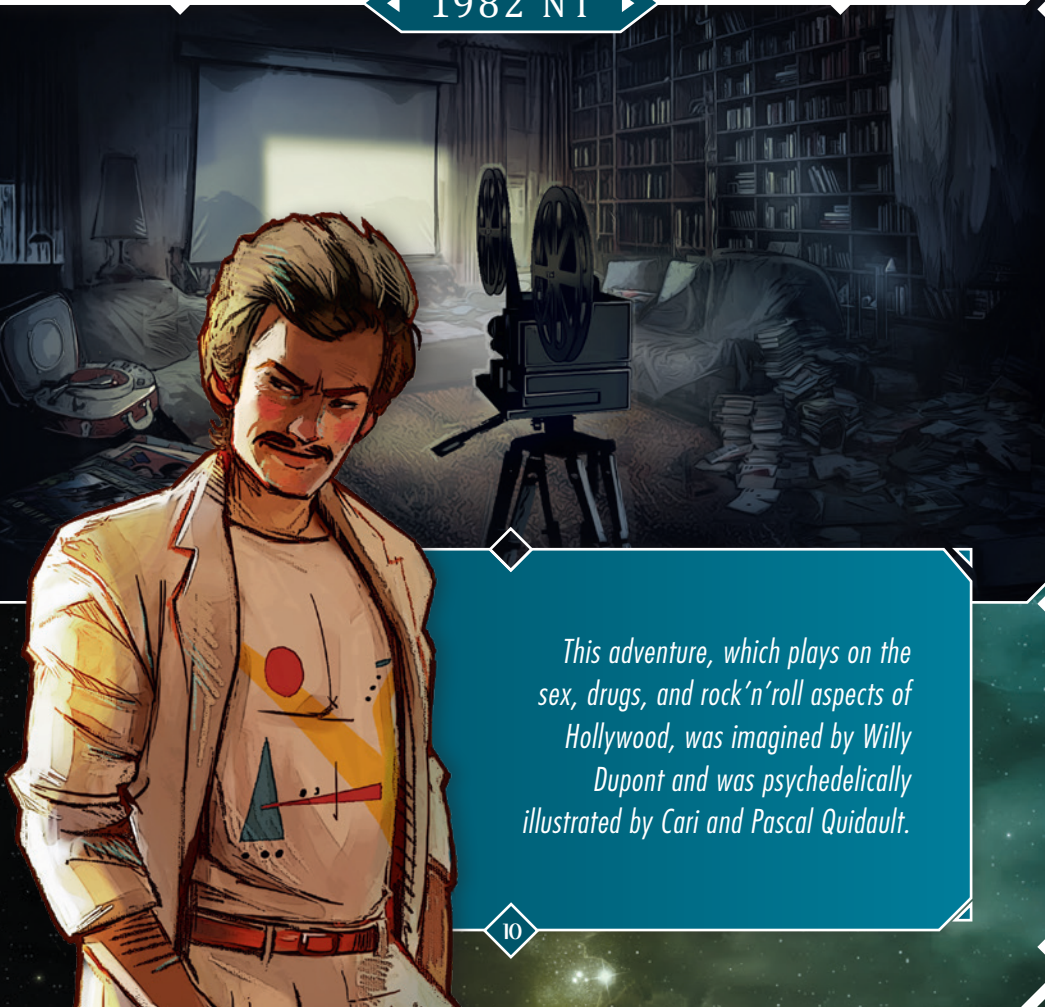
## *Estrella Drive*

*This adventure is remarkable in more ways than one. It takes place in California, in 1982, when the agents get invited in the luxurious villa of a famous film producer for a memorable evening. Their mission will put them in delicate sometimes uncomfortable situations, but they will*

*have to comply with the Agency's orders despite temptations of all kinds. With this scenario, Estrella Drive demonstrates once again the thematic diversity of T.I.M.E Stories.*

**Warning:** Contains some adult material.

◀ 1982 NT ▶



*This adventure, which plays on the sex, drugs, and rock'n'roll aspects of Hollywood, was imagined by Willy Dupont and was psychedelically illustrated by Cari and Pascal Quidault.*



# BROTHERHOOD OF THE COAST



*B*uccaneers, pirates, boardings, treasures, galleons, and cannons... This adventure propels players into the Caribbean of the golden age of piracy and puts them at the helm of their own ship! Of a unique scale, this T.I.M.E Stories scenario written by Ulric Maes and Manuel Rozoy,

and illustrated by Alexis Sentenac and Pascal Quidault, is lived like an adventure novel, full of action and twists, but it also conceals many moral dilemmas that will spark passionate discussions around the table.

◀ 1685 NT ▶



*This scenario had a prequel, **Santo Tomas de Aquino**, that was offered to game stores for demonstration sessions.*







# Madame

*The T.I.M.E Stories scenarios can be played in any order except for Madame. Like the last episode of a series, this scenario brings the first cycle to a conclusion and opens onto the second phase of the T.I.M.E Stories universe.*

*So, Madame is recommended to players who have completed several missions.*

*The agents are sent to the Sun King court on a mission breaking free from all the game's codes. The players will take this adventure up the hard way since the Agency is in the mayhem.*

◀ 1673 NT ▶



*Perfect immersion in the Versailles of Louis XIV, illustrated by John Mc Cambridge and Pascal Quidault, the Madame scenario was written and designed by Fabien Riffaud, Juan Rodriguez, and Manuel Rozoy.*





# TIME STORIES REVOLUTION

*The T.I.M.E Stories saga does not end with Madame. The events described in the nine White Cycle scenarios did build the complex (and sometimes elliptical) framework of the universe.*

*The novel, T.I.M.E Stories: The Heiden File, is the link between both cycles and introduces important characters for the upcoming events. Even though the Blue Cycle differs regarding the game's mechanics aspects, it remains true to the codes and the original narration of the game. Its rules are simpler, runs no longer exist, and time travel modes change. The agents are still located in an ever less mysterious future and use receptacles*

*to protect space-time continuum and humanity. However, they now use a substance known as Azrak which, combined with the Agency techniques, allows longer temporal stays and protects the receptacles' health. It's a revolution! In the Blue Cycle, each scenario is now a full stand-alone game. The story of TIME Stories is now at the mercy of the players, who, through the optional EXPERIENCE box, can influence the Agency's fate.*







# EXPERIENCE

*What happens between the missions in which the TIME Stories agents participate? EXPERIENCE offers additional (and optional) contents and allows players to make crucial*

*choices during events that take place between - and during - the missions of the Revolution cycle. This box also allows the agents to improve their skills from scenario to scenario.*



*EXPERIENCE is additional content that links all the Blue Cycle scenarios. This optional box, designed by Manuel Rozoy and illustrated by Cari, Ronan Toulhoat, Aurélien Rosset, and Julien Carette, allows players to further immerse themselves in the TIME Stories universe.*



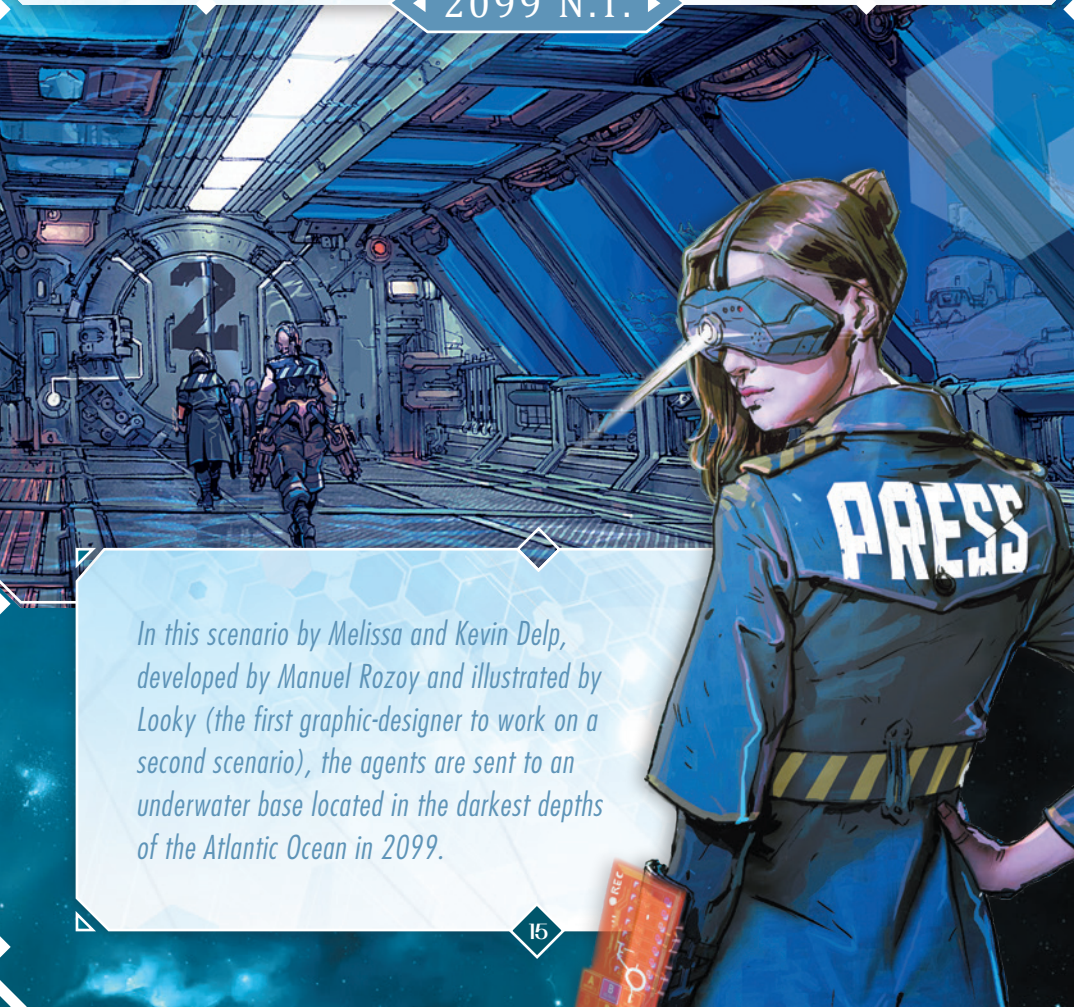
# THE HADAL PROJECT



*TIME Stories Revolution begins by tackling the theme of science fiction for the first time.*

*The mission will lead the agents on the trail of a mysterious epidemic that devastates the earth's population, and in places beyond imagination.*

◀ 2099 N.T. ▶



*In this scenario by Melissa and Kevin Delp, developed by Manuel Rozoy and illustrated by Looky (the first graphic-designer to work on a second scenario), the agents are sent to an underwater base located in the darkest depths of the Atlantic Ocean in 2099.*





# A Midsummer Night

*In this scenario to be released this year, the agents will, for the first time since A Prophecy of Dragons, explore an alternate space-time continuum.*

*Thus, reality becomes an inconsistent concept and the players will have to separate fact from fiction in this adventure built like a large mirror effect.*

◀ 4951 A.T. ▶



*Illustrated by Julien Carette, co-written by Antonin Mérieux, and designed by Manu Rozoy, A Midsummer Night hits the three blows to start a very original adventure that will surprise even the seasoned players!*



## DAMIEN

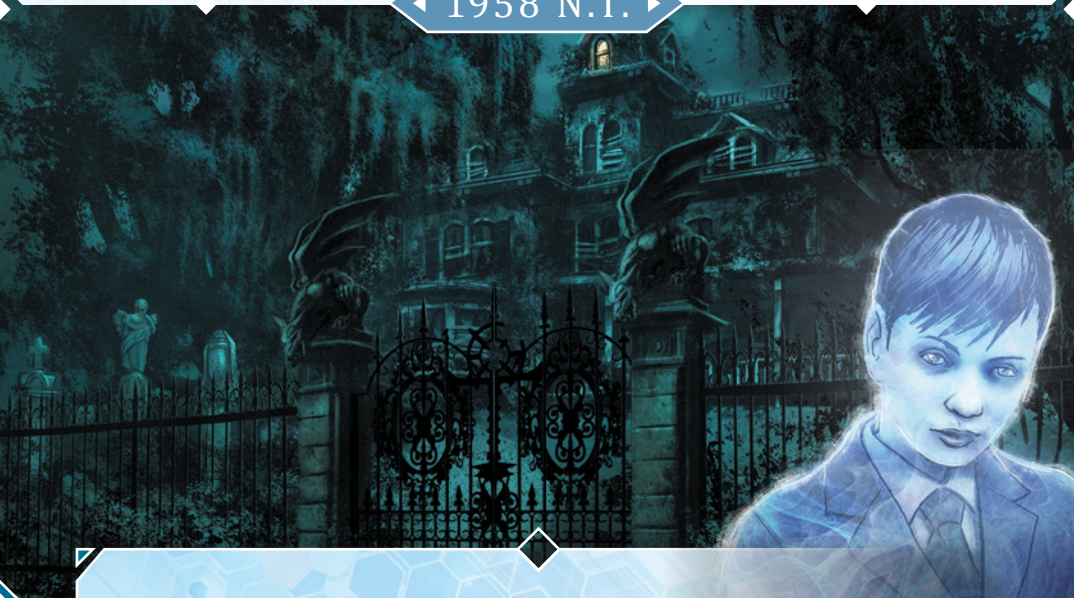
*This introductory scenario, shorter than a full adventure, will be used at festivals and conventions to present TIME Stories Revolution to novice players. Damien is also the prequel to the Cavendish Mansion adventure, third scenario of the Blue Cycle, in which children track down their friend who disappeared.*

## THE CAVENDISH MANSION

*Reckless children enter an old New England mansion, looking for their friend Damien, who has been missing for several days.*

*In this fantastic and somewhat frightening setting, the agents will inhabit the same receptacles as those in the Damien scenario and enter at the heart of the intrigue, in a visibly haunted building... and this is not the scariest element of the adventure!*

◀ 1958 N.T. ▶



*Damien was designed to be a solid, complete, but optional introduction to Cavendish Mansion. Both scenarios were written by Vincent Goyat and Manuel Rozoy, and illustrated by John McCambridge.*

