

# T.I.M.E STORIES



FALL 2015



# The T.I.M.E Stories concept



*The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe.*

*As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required.*

*But this costs the agency quite a lot, so don't disappoint your superior!*



*T.I.M.E Stories is a decksploration game by Manuel Rozoy, with artwork by Benjamin Carré, David Lecossu and Pascal Quidault.*

*The T.I.M.E Stories system is a central support common to an entire series of adventures.*

*T.I.M.E Stories is a narrative game. Each player is free to give their character as deep a "role" as they want, in order to live through a story, as much in the game as around the table. But it's also a board game with rules which allow for reflection and optimisation.*



At the beginning of the game, the players are at their home base and receive their mission briefing.

The object is then to complete it in as few attempts as possible.

The actions and movements of the players will use Temporal Units (T.U.), the quantity of which depend on the scenario and the amount of players.



Each attempt is called a "run." One run equals the use of all of the Temporal Units at the players' disposal. When the T.U. reach zero, the agents are recalled to the agency, and restart the scenario from the beginning, armed with their experience.

The object of the game is to make the perfect run, while solving all of the puzzles and overcoming all of a scenario's obstacles.



## The base game

The base box contains the entirety of the **T.I.M.E Stories** system and allows players to play all of the scenarios, which are either available upon the game's Available or to be released in the future. It also contains the first scenario: Asylum.

In the box, an insert allows players to "save" the game at any point, to play over multiple sessions, just like in a videogame. This way, it's possible to pause your ongoing game by preserving the state of the receptacles, the remaining *T.U.*, the discovered clues, etc.

During a scenario, each player explores cards, presented most often in the form of a panorama. Access to some cards require the possession of the proper item or items, while others present surprises, enemies, riddles, clues, and other dangers.



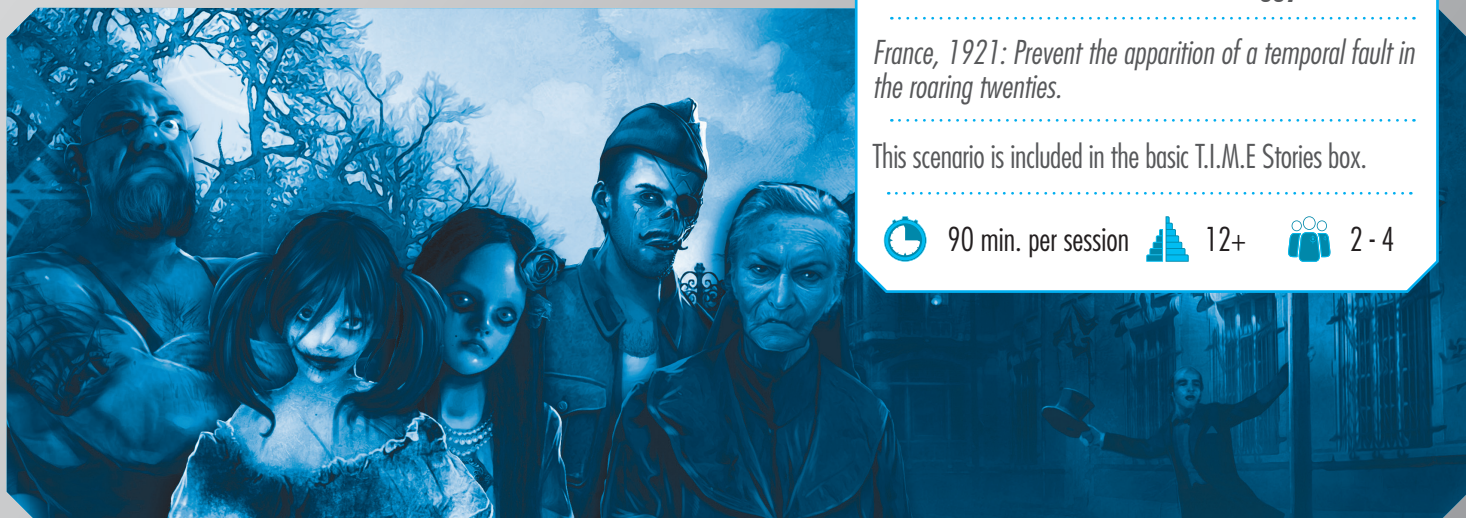
## ASYLUM

A scenario written with the collaboration of **Peggy Chassenet**.

*France, 1921: Prevent the apparition of a temporal fault in the roaring twenties.*

This scenario is included in the basic T.I.M.E Stories box.

 90 min. per session  12+  2 - 4



## Base game available in the Fall of 2015

## The scenarios



Different scenarios will come to enrich the **T.I.M.E Stories** experience.

The base game is required to play each of these independent scenarios.

All of these scenarios so far are cooperative ... which does not prevent the Availability of competitive scenarios in the future.

Each scenario box contains at least one deck (a mission which all agents will have to complete).

All of the rules specific to the scenario as well as any materials which may be required will be contained in the box.



### THE MARCY CASE (1992 NT)

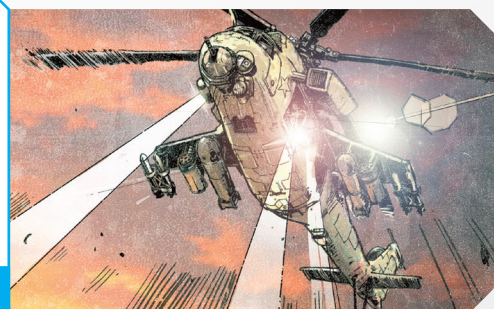
*A mysterious epidemic strikes a peaceful American city.  
Save Marcy! Save the future!*

Assistance writing this scenario: **Nicolas Normandon**

Development: **Sébastien Pauchon**

Artwork: **Looky** and **Pascal Quidault**

**Available: Fall 2015**



### THE PROPHECY OF THE DRAGONS (A.T. 7553)

*The Middle Ages aren't what they used to be!  
Explore another reality where magic changed everything.*

Scenario: **Manuel Rozoy**

Development: **Sébastien Pauchon**

Artwork: **Vincent Dutrait** and **Pascal Quidault**

**Available: end of 2015**



### UNDER THE MASKS (N.T. -1146)

*Explore the valley of the kings.  
Discover the immemorial secret of the pharaohs.*

Assistance writing this scenario: **Guillaume Montiage**

Development: **Sébastien Pauchon**

Artwork: **Gaël Lanurien** and **Pascal Quidault**

**Available: early 2016**



Find T.I.M.E Stories on the official website at [www.spacecowboys.fr](http://www.spacecowboys.fr)

This site will also offer elements which will allow players  
to create their own scenarios,  
as well as this press release and sets of visual items.



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