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

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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.

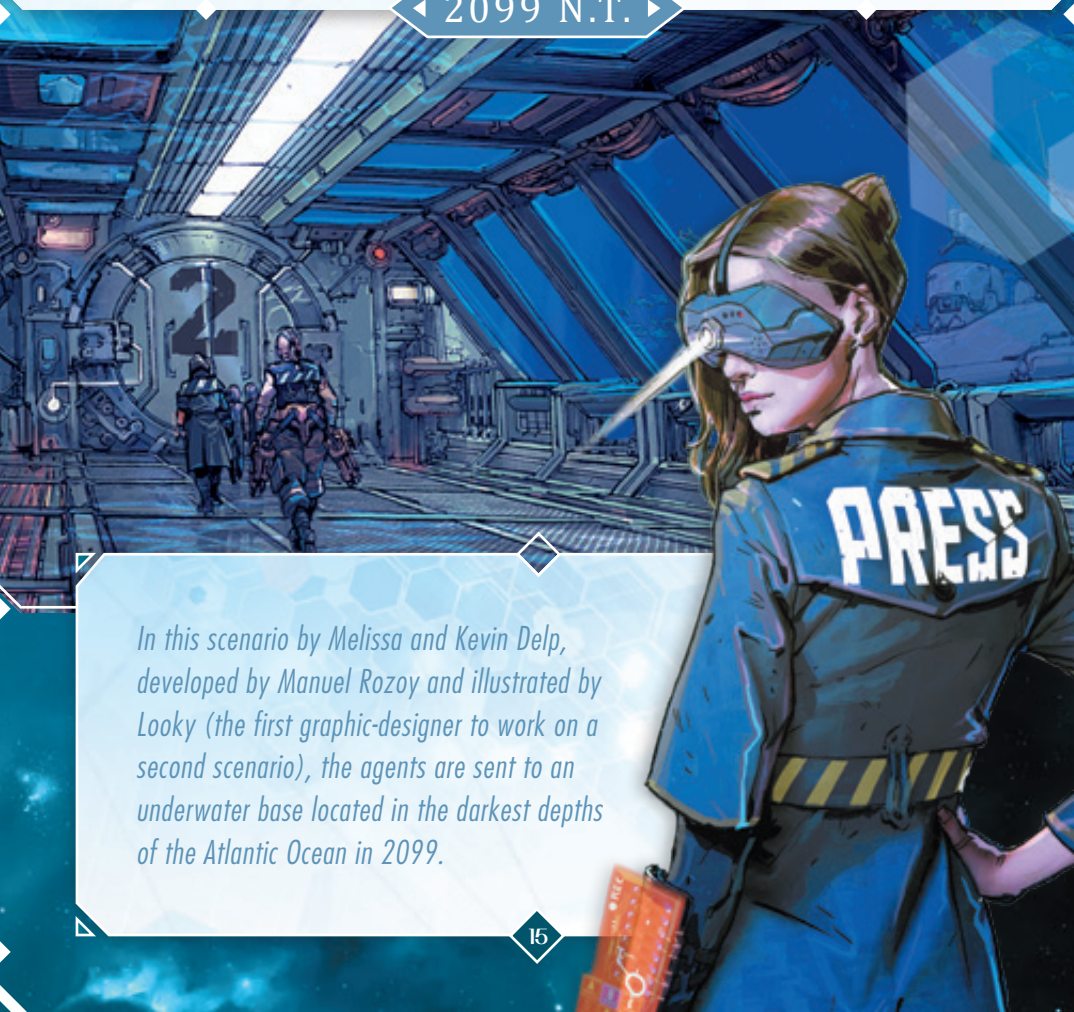
EXPERIENCE is additional content that links all the Blue Cycle scenarios. This optional box, designed by Manuel Rozoy and illustrated by Cari, Ronan Toulhoat, Aurélien Rosset, and Julien Carette, allows players to further immerse themselves in the TIME Stories universe.

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.