



GAME RULES

TIME STORIES REVOLUTION EXPERIENCE

Excerpt from Tess Heiden's Journal

YEAR 0

It has been weeks since I wrote anything in here. I must mention that everything has broken down since we arrived on the island, including the databases and terminals. Things are getting better, but we are far from the luxuriant space station. I am exhausted, but I think that I would feel better if I dedicate some time to writing. The Agency is no longer the same. For that matter, I am not sure that legally speaking, it can still be called the Agency... but no one will sue us.

Where should I start? At the end? Why not? Everything stopped when we were attacked by the Elois. Their temporal vortex, a massive destruction black hole aka deus ex machina – call it as you please – wiped out the Agency. Or rather, the tangible aspect of the Agency.

All keep thinking it's thanks to me they are still alive. And as Bob is no longer here, as the consortium no longer exists, and as no one knows where we are, they are looking at me as some sort of messiah. Great... At least, I am exempted from all drudgeries. Well, that's something anyway!

As for the TIME's super space station, supposedly well hidden in the Reaper constellation, millions of light-years away from Earth, and in our secured time frame... Game over. Nothing. Not even the smallest debris. It just stopped existing. Thanks to a temporal conjuring trick devised with the assistance of Bob and Laura – the Agency's AI – we were able to evacuate some of the staff and equipment... Still, we are very far from the ultra-modern comfort of the Agency, trust me on that. I'm even starting to miss the cafeteria...



- INTRODUCTION -

TIME Stories Revolution **EXPERIENCE** (XP) takes place after the white cycle and the destruction of the Agency by its eternal enemies, the Elois. Thanks to this game box, you will have the opportunity to patch up a new Agency, settled on an island on Earth, hidden from the world, and to nourish the secret hope that it becomes once again the regulator of the space-time continuum!


Four agents will be the actors of this shadow revolution, and it is you who, mission after mission, will take charge of their destiny!



If you want a summary of the plot and to find out what happens after the **white cycle**, use this **QR Code**.


IMPORTANT, this **QR Code** reveals important elements from the preceding cycle scenarios and the novel!

Tess Heiden



Tess Heiden was born on Earth in the '90s but her origins resulting from the Agency's interventions are subject to caution. Her lineage makes her a perfect link between what remains of the Agency and the Syaans, former enemies that became invaluable allies. Young and impulsive, she is a born leader who knew how to establish herself and patch up the Agency despite her tendency to act a tad too instinctively according to the more moderate ones.

James Higgins



James Higgins is an English aristocrat from the Victorian era. Extremely courteous, the evolution of mindsets leaves him quite confused: the women's empowerment, the hierarchies disregarding any social class, and the familiarity ruling within the Agency are foreign to him. Cold and distant at first, James is deep-down inside an honest man and a good comrade as useful on the field as in salons where strategic decisions are made.

- CONTENTS -

Components breakdown:



- ① 1 Threat Wheel (place the pointer on the first yellow segment during your first mission return)
- ② 29 Threat cards (3 black, 8 green, 9 yellow and 9 red)
- ③ 4 Agent Boards
- ④ The Agency's List
- ⑤ 20 Weakness cards (5 per agent)
- ⑥ 48 Skill cards (12 per agent)
- ⑦ 10 Demand cards (1, 1, 1, 2, 2, 2, 2, 3, 3, and 10)
- ⑧ 9 Chronology cards

IMPORTANT: Do not read cards ② and ⑤ until instructed otherwise.

Rr'naal Laarnal R'rrr

Rr'naal Laarnal R'rrr is a ganymedian (a reptilian biped) of small size, with large bulging eyes that make him look continuously astonished. Rr'naal speaks intelligibly, even if his forked tongue clicks punctuate each of his sentences. Coming from a genetically modified species, gifted with swarm intelligence, he is torn between the fear of an entirely unknown environment and the desire to forge relationships with his new "brothers and sisters". His extraordinary brain makes him the most ingenious agent of the Agency.




Dominika Pavlovna Tchekhova

Dominika Pavlovna Tchekhova was born in Soviet Russia and was a military sniper during World War II. Still today, she is trying to overcome the traumas this bloodshed inflicted on her. Her pathological outspokenness is often unsettling. She is also an idealist very attached to her values. She is a formidable ally in any combat situation.





Have you played one or more missions without EXPERIENCE?

If so, follow the instructions on page 7 "For your very first mission", then take the Mission Log card from each of your previous missions (on the back of the first flash card). Then, perform the 4 Mission Return phases for each card, in the order you resolved the missions. Use the information you wrote down: the number of gained  and the number of present agents. Once this procedure has been completed, you can begin to play by executing the mission preparations.



Midsummer Night
6951 AT

Mission # _____


Experience
Gain the reward below based on the number of  on the Mission Return card:

<input type="checkbox"/> 0 to 2 	25 
<input type="checkbox"/> 3 or 4 	20 
<input type="checkbox"/> 5 	15 
<input type="checkbox"/> 6 	10 
<input type="checkbox"/> 7 or more 	5 

Agent Names _____

Recruitments (names and card #)

- OVERVIEW -

During their missions, the agents gain experience which is symbolized by Azrak. This resource will enable you to preserve the Agency and customize your heroes. Each time you get ready to play a new mission, you will have to use the XP components: before the mission to gear up your agents and after the mission to spend the gained .

Before going into details, it is important to understand several of XP's essential notions.

Threats

Even if the new Agency is protected by a temporal stasis which isolates it from the world, threats remain, outside and within its ranks. The danger is everywhere.

This feeling of insecurity is visible at any time on a Threat Wheel divided into 6 segments of 4 colors. At each Mission Return, the pointer shows you the color of the Threat card to draw. From the comforting green to the dire black, you suspect that it is important to do anything possible to avoid the final segment...



Proficiencies

The Proficiencies belong to the Agency members. The four agents you personify have some of them but so do the new recruits you found during your missions. These Proficiencies, which come in seven types, will be useful when resolving Demands of some Threat cards.

Each Proficiency, identified on the Agency's List, starts at 2 and never exceeds 6.



AZ: Since time traveling is done using Azrak – this substance coming from Syaam culture – the magic known as AZ is omnipresent within the new Agency. It proves to be particularly useful in all areas of everyday life.



LEADER: Even if the political organization of the Agency is similar to self-governance, Tess and her gang clearly serve as advisors, mainly when in critical situations.



MEDICAL: Medical knowledge ranges from dispensing first aid to managing a surgical unit.



MILITARY: The Agency's armed forces in charge of the agents' protection and the site's surveillance.



SCIENTIFIC: Scientific knowledge is fundamental for developing new technologies and gaining an understanding of the temporal phenomena, quantic analyses, or use of Azrak.



TECHNICAL: In an Agency undergoing full reconstruction, settled in a hostile environment, technicians are a rare commodity.



TIME TRAVEL: Everything relating to an agent's know-how while on a mission in order to fulfill their objectives as fast and easily as possible. This Proficiency is never part of a Threat card Demand: it enables access to Skills used while Tess and her gang are on a mission.



FREE: Some recruits may display this logo. When you transfer such a recruit, choose one of their Proficiencies among the 6 available on the List.



Excerpt from Tess Heiden's Journal


Year 0 + 2 weeks

A brief assessment... Should I say the situation is disastrous? Desperate? When we hit rock bottom, the only thing left to do is to go back up, right? Ok, let me explain. Our resources: twenty or so agents, a few tattered droids, some medical equipment that is either insufficient or inadequate, and the archives. Great!

The location: We are on the island we "visited" during my last mission. We had to find a place on Earth, quiet, far from everything, to shelter a unit of approximately fifty cubic meters... which represents the Agency volume that we were able to save.

Some complain about the large quantity of greenish liquid surrounding the island. Sure, the view could be nicer, but as it happens this green gel puts us in a sort of temporal stasis and seems to be protecting us from the Elois... for the time being.

Skills

The Skills represent the experience gathered on the field. Personal, they are represented by cards with the likeness of each hero and are summarized in the form of a Skill tree diagram on the back of the Agent Boards. Each agent has three different branches, based on their three Proficiencies. When an agent pays 5  for acquiring a Skill, they check the corresponding box.

Weaknesses

Important: An agent can only look at their Weakness card when they go on a mission. Do not read any Weakness cards prior to that moment, you would spoil all the fun in discovering and playing.

The Weaknesses represent life's hard blows within the new Agency. Each agent has a Weakness scale, graduated from 1 to 5. A level corresponds to the Weakness card displaying the same number. A Weakness, if not treated beforehand, takes the place of any Skill. When an agent is afflicted by a Weakness, they circle on their Agent Board the first available level in ascending order.



You will use the **EXPERIENCE** box before and after a mission. Each of these 2 game sequences - Mission preparations and Mission Return - follows a specific procedure.

MISSION - PREPARATIONS -

For your very first mission:

There are no preparations for your first mission: simply choose an agent among the 4 available ones, take their Agent Board and place your Receptacle card and their Personal cards on it. Important - this choice is final: you will always have to choose that same agent to play your next missions. If you are playing with fewer than 4 players, the other agents will not be played even if their Proficiencies are already posted on the new Agency's List. Solo game: you must choose 2 agents.



The mission preparations unfold in 3 successive phases. The first is resolved before the setup. The other two are resolved after the setup, immediately before the beginning of the mission.

1
On the Agent Board



2
Weakness



3
Skill



Once phase 3 is over, you can set aside your XP box and play your mission!

1/ Agent Board

Before the beginning of the mission, each player takes the Agent Board corresponding to the character they initially chose and places it in front of them. In a solo game, the player must take 2 Agent Boards.

2/ Weakness

If an agent has at least one untreated Weakness, they must secretly read their active Weakness card (i.e.; the **untreated** Weakness card **of the highest level**), then they place it facedown to the left of the Agent Board, thus limiting the number of Skills they can use. These Weaknesses remain personal: only the concerned agent can know its details and are bound to apply its effects. During a mission, should a dispute arise about a Weakness, the text written in bold at the bottom of the card may be shown to the other agents...

3/ Skills

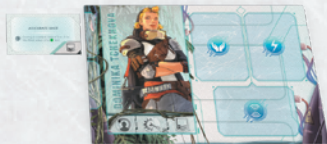
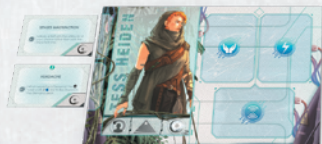
Before launching the mission, and after reading the receptacles capacities, each agent can, according to the number of present agents, choose their Skill cards among all those that are checked on their tree diagram:

- In a **2-player** game: Each agent can take up to **4 Skill cards**;
- In a **3-player** game: Each agent can take up to **3 Skill cards**;
- In a **4-player** game: Each agent can take up to **2 Skill cards**.

Place your Skill cards faceup to the left of your Agent Board.

When you activate a Skill, flip the card. You cannot use it as long as it is facedown.

Important: During a game session, regardless of the number of agents, there can never be more than 4 activated Skills (facedown cards).



Example: James used his 2 Skills during the mission: the group can only use 2 Skills during the Mission Return.


Now, you can start playing your mission!

You will not reopen the **EXPERIENCE** box until the mission is completed.

- MISSION RETURN -

After each mission, once your mission rank is determined, you will have to manage the daily life in the new Agency. And it's no picnic...

Setup

Once you have stowed the mission contents in the box and retrieved the gained , keep your Agent Boards and any Skills, stow the Weakness cards, then take the EXPERIENCE game components out so that they are accessible to all players.



During your first Mission Return:


- Separate the 4 decks of Threat cards. Individually shuffle the green, yellow, and red decks. **Important:** the black Threat cards are not shuffled and are drawn sequentially (1, 2, 3).
- Align the Threat Wheel pointer with the first yellow segment.

Note: Each player can take the Skill deck corresponding to their agent. These cards can be looked at by all.

Game Round



A Mission Return is played in 4 successive phases. Phases 1 and 2 are played together by all the agents who participated in the mission. The decisions must be made collectively and the Azrak remain a common pool. If an agreement can't be reached, rely on the Chain of Command (see Glossary).

The 4 phases are:

Recruitment	Threat	Personal Management	Chronology
1	a) Revealing; b) Resolving	- Acquiring new Skills - Treating Weaknesses	4
			


Once phase 4 is completed, stow your XP box... until the beginning of your next mission.


Azrak Spending and Remainder

Each time you must spend  during the Mission Return, discard them in the mission box: they are no longer available. The  that were not spent by any agents by the end of phase 4 are definitely lost and stowed in the mission box. Yep, we know, but that's how it goes.

1/ Recruitment



During your mission, you may have gained some cards displaying . These cards are usually new recruits that you can transfer to the Agency as soon as you return from your mission.

This transfer is instantaneous and at no cost: write down on the Agency's List (see the annexed sheet "The List") the card's name and any of its Proficiencies. If the recruit has a  "Free" icon, you must immediately choose its nature. Remember: A Proficiency value cannot exceed 6.

Then, stow the acquired cards in the XP box so that you can easily refer to them.

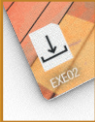

2/ Threat


This phase is played in 2 steps resolved in succession: Revealing and Resolving.

A) Revealing the Threat card

An agent draws and reveals a Threat card from the deck matching the color indicated by the Threat Wheel pointer. Each agent immediately looks at it.

Threat card

There are two types of Threats: The Instant Threat, which must be immediately resolved, and the Sustainable Threat, which must be kept. In the case of a Sustainable Threat , the group applies first the , if any, then, if you do not want to or cannot apply the effect indicated in the boxed text, write down on the Threats note card the number of the relevant card.

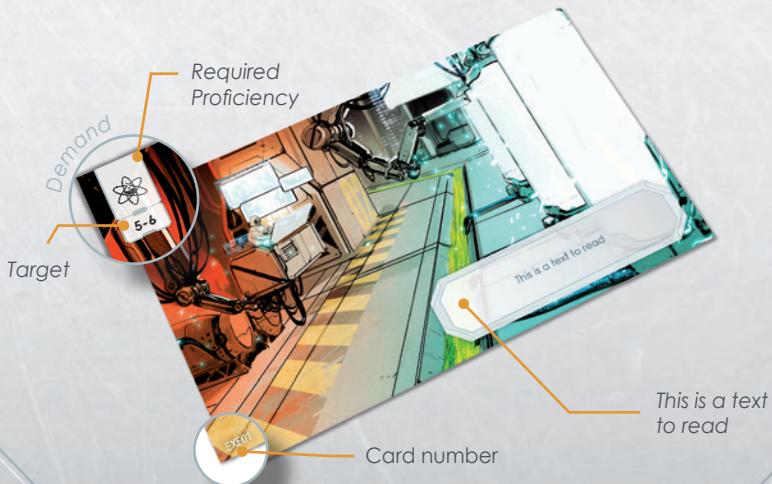
As soon as you reveal a card with the , immediately apply its effect: move the Threat Wheel's pointer forward () or backward () the number of indicated segments!



B) Resolving the Threat card


During this phase, the agents resolve the effect of the Threat drawn during step A. Once the agents have applied the effect or have resolved the Demand, the card is removed.

If the Threat includes a Demand, the agents must resolve it before moving on to the Personal Management phase. A Demand is always depicted as follows:



To resolve a Demand, comply with the following procedure:



- ① Shuffle the deck of Demand cards and choose how many to draw. The minimum is 2 cards and the maximum is the Agency's Proficiency value matching the Threat. Place these cards facedown to form a row, the "Table." Reveal the first card (left) of the "Table."
- ② Going from left to right, reveal the cards one by one until the Table is only made of faceup cards. **Important:** before revealing each card, the group may decide to spend as many Azrak as the number of faceup card(s) to:
 - Either draw a card from the Demand deck and place it facedown to the far right of the Table;
 - Or stow in the Demand deck any card from the Table except the one most recently revealed. Then, shuffle the deck.
- ③ All the Table cards are now revealed. Time has come to see how the Demand was managed and what its impact is on the Threat Wheel:
 - If the success total of the Table is **lower than the target**, move the Threat Wheel pointer 2 segments forward and the group suffers 1 or more Weakness level(s).
 - If the success total of the Table is **equal to the target**, move the Threat Wheel pointer 1 segment backward.
 - If the success total of the Table is **greater than the target**, move the Threat Wheel pointer 1 segment forward and the group suffers 1 or more Weakness level(s).

Important: If the  card is in the Table in phase 3, the Demand is automatically lower than the target.

- ④ Whatever the result of the Demand is, remove the Threat card so that you never draw it again.



The Threat Wheel pointer can never be moved beyond the black segment and can never be moved below the green segment.

Example: To remedy a quantic plumbing issue (target 4-5), technicians are required. The Agency has 3 Proficiencies : one row of 3 cards is made (even if the agents could have decided to place less cards). The revealed first card indicates a 2. The agents decide to spend nothing and reveal the next card. It is a 3. They spend 2  (number of faceup cards) to stow the last card of the Table and thus resolve the Demand. $3+2 = 5$: the success total is equal to the target, so the Threat Wheel pointer is moved 1 segment backward.



Acquiring Weakness levels

When resolving a Demand, if the success total is not equal to the target, the group **automatically** suffers 1 or more Weakness level(s), determined by the number of agents to have played the mission and the color of the drawn Threat card:

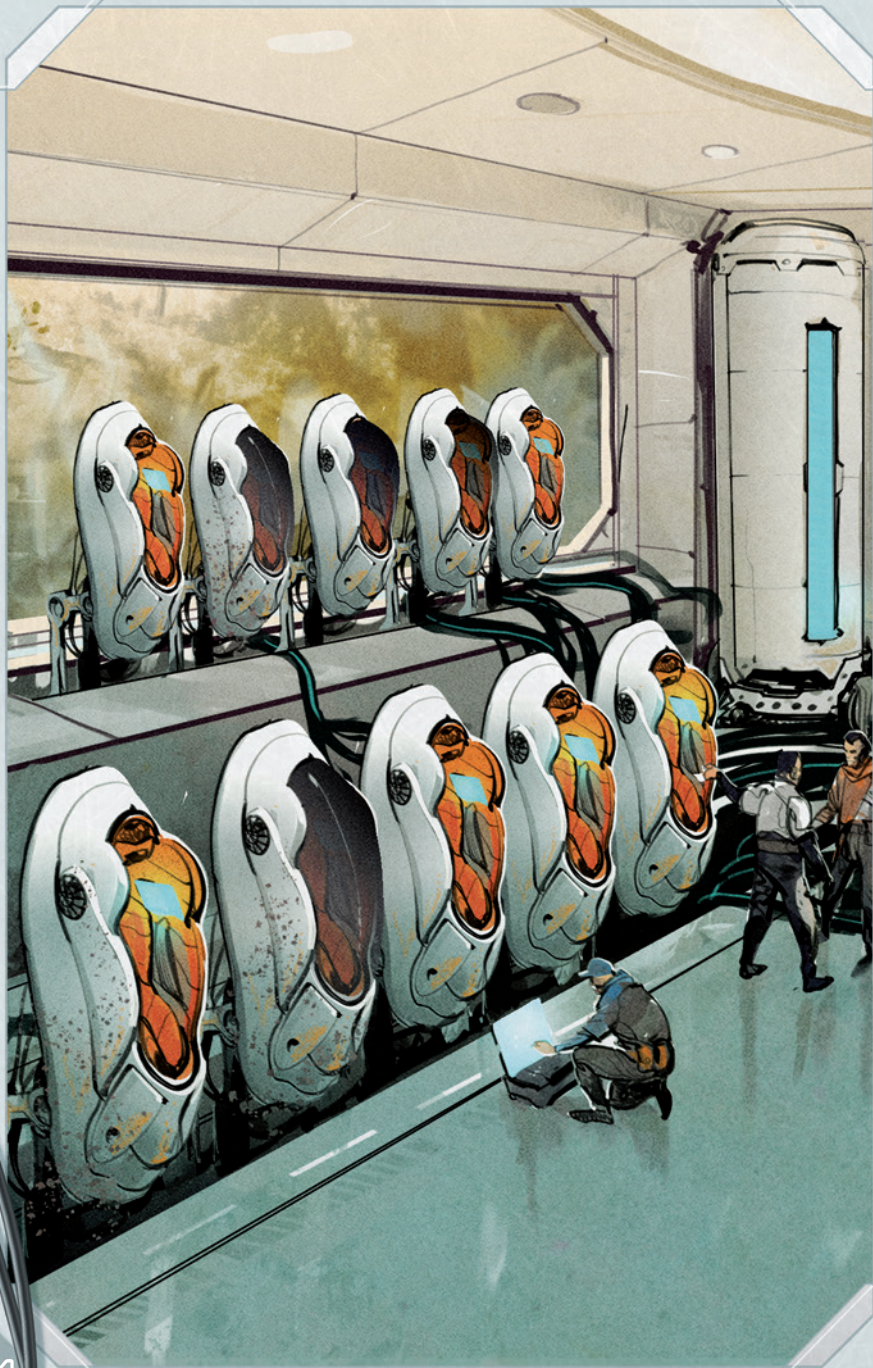
	GREEN THREAT	YELLOW THREAT	RED THREAT	BLACK THREAT
4 AGENTS	1 level	2 levels	2 levels	Surprise...
3 AGENTS	1 level	1 level	2 levels	
2 AGENTS	1 level	1 level	1 level	

The agents must decide how to distribute the Weakness level(s) among them: do as you want – if push comes to shove, rely on the Chain of Command – but a piece of advice: avoid level 5 like the plague...

The agents who are attributed Weakness level(s) must circle in sequence the levels on their Agent Board, going from the 1st to the 5th (it is forbidden to skip a level).

Example: The group just suffered 2 Weakness levels because they poorly managed a red Threat. Because James has only 1 Weakness level, the group decides that he will gain these 2 new levels. So, he circles levels 2 and 3. Serves him right! That's what happens when one sings God Save the Queen at the top of their lungs!





Excerpt from Tess Heiden's Journal

YEAR 0 + 9 weeks

The Azrak divulges new possibilities every day. During a mission, a group of agents took as receptacles some Landsknechts from the Thirty Years' war. The main reason for such a choice: these soldiers were not to live long after the mission. These soldiers had, at any rate, a very limited lifespan expectancy.

One of the agents stood up for a small group of villagers and the receptacle and they fought like lions against some pillagers. The Azrak shock was a violent one. Once we completed our mission and recalled our agents, the caisson of the concerned agent was a tad too narrow. He had brought Hans back with him. Yes, Hans, the receptacle. So, we have a new comer, 22 years old, and who only speaks 16th century German. All is swell!


The Azrak seems to be able to retrieve certain elements from the temporal zones we are targeting. We are conducting tests, with all the greatest caution to avoid a renewed "Hans incident". He is nice even though he is a religious fanatic, his hygiene is awful, and the worst hardhat is a feminist compared to him.

Never mind any of this: it is a fundamental discovery opening up huge possibilities... and presenting a few dangers. The first of them became an ethical rule: never transfer a receptacle. Even if the latter only vaguely remember "being possessed", they instinctively nourish a kind of animosity toward the agents who controlled them.

The research continues, but one thing is certain: the Azrak will keep surprising us.



3/ Personal Management


After settling the common expenses during the previous phases, the remainder of Azrak must be shared between the agents who played the mission. The sharing methods remain at the discretion of the group: divide equitably the  among the agents... or favor an agent over another one. It's up to you!

With their supply, each agent can:

- Acquire new Skills;
- Treat their Weaknesses.

Acquiring new Skills

The Skills, represented on the back of each Agent Board as a tree diagram and on the cards with the agent's likeness, are personal: they will enable each agent to be more effective during the next missions.

To acquire a new Skill, an agent must - using their share of Azrak they received previously - spend 5  and must have the Skill - if any - directly to the left of the corresponding Proficiency row.



Once the Skill is acquired, the player checks the corresponding box which enables them to see in the blink of an eye all the Skills they have access to before a mission.













Treating their Weaknesses

It is possible to treat your Weaknesses so that you don't have to suffer the consequences during your next missions. To treat Weaknesses, spend an amount of Azrak equal to the Weakness level(s) you want to treat. Then check one of the "Treated" box(es) below the level(s).

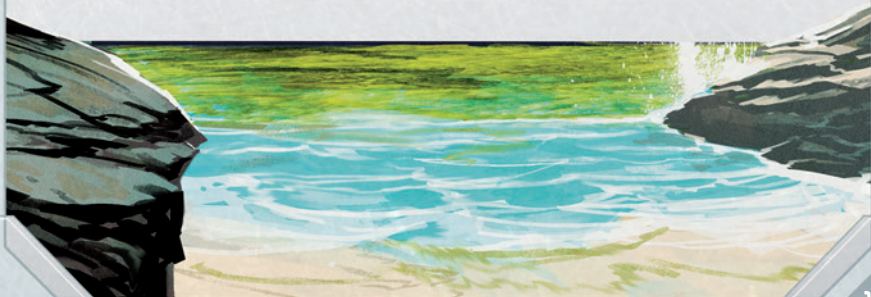
Important: In a 2-agent game, to treat a Weakness, both boxes of a level must be checked. This also goes for a 3-agent game, except at level 5.

Example: Tess and Dominika were the only ones to perform this last mission. Tess wishes to treat her Weakness level 2: so, she spends 4  and checks the 2 corresponding boxes. It is worth noting that she could have checked both boxes of level 1 and 1 box of level 2 when she spent the 4 .

Weakness level	1	2	3	4	5
Treated	 /  2-3	 /  2-3	 /  2-3	 /  2-3	 /  2

It is also worth noting that you can treat your Weaknesses in the order you choose: as long as you can pay, check the boxes you want on condition that you are affected at the corresponding level.

To avoid starting a mission with a Weakness, all your Weakness levels must have been treated (or be free of any Weakness). Otherwise, you will start your mission with your Weakness card active.





4/ Chronology

The Chronology cards close the various stages of the TIME Stories Revolution blue cycle. After the daily story comes the big story and its fair share of upheavals likely to alter even the Agency rules!

To get access to it, start by taking the Chronology card 1 if you just played your first mission, or card 2 if it is your second mission, etc. After you mark the color indicated by the Threat Wheel pointer and write the name of the mission you just completed, scan the card's QR code. Then, simply follow the instructions.





Once the Chronology phase is completed, return the XP contents to their box, making sure to:


- Isolate the  Threat cards to be kept from those that are removed, and those that remain to be drawn;
- Isolate your transferred Recruit cards;
- Return all  to the box of the last completed mission.




- GLOSSARY -


- A Active Weakness:** The highest untreated Weakness level dictates which Weakness card is to be placed on the left of the Agent Board during the mission preparations.
- Agency's List:** The List identifies all the members of the Agency. It is used as a reference to find out the Proficiency value during a mission.
- Azrak:** These blue crystals form the main resource enabling the Agency to time travel, but also to handle AZ, the Syaam magics. After a mission, the group gains a number of  which is defined by the number of  on the Mission Return card.
- C Chain of Command:** The agents can use the Chain of Command by saying loudly and clearly: "I summon the Chain of Command and no one can counter me..." Thus, a decision can be made according to the hierarchical position of each in the Agency: Tess decides for all, followed by James if she is absent, then Dominika, and finally Rr'naal.
- Chronology cards:** The Chronology cards close the various steps of the TIME Stories Revolution blue cycle. They all bear a QR code that has to be scanned during phase 4 of the Mission Return.
- D Demand cards:** When resolving a Demand, draw a number of Demand cards that is lower than or equal to the required Agency's Proficiency value and place them facedown in a row to form the Table.
- E Elois:** The Elois belong to a race that predates humanity. They are the descendants of extra-terrestrial entities that go as far back as the origin of the world. Antediluvian enemies of the Agency, they operate in the shadows and have managed once to destroy the Agency.
- G Game session:** includes the mission preparations, mission, and Mission Return sequences.
- I Instant Threat:** Most of the cards drawn during the Threat phase are Instant Threats. After you have resolved their effect or their Demand, remove them.
- M Mission:** Armed with their caissons and a good dose of Azrak, the agents separate their minds from their bodies to take over a receptacle the time needed to complete a mission. Once the mission is over, the agents recover their bodies and resume their lives within the Agency.
- N Number of agents in XP:** It is possible to play XP with a number of agents varying from mission to mission. Thus, it is perfectly conceivable to start a mission with more or less players than the previous missions. Simply adopt the adjustments based on the number of present agents. However, keep in mind that the treated Weakness level is not necessarily the same and depends on the number of players (see Treated Weakness).
- P Proficiencies:** Represent the agents' and recruits' Proficiencies. A Proficiency is used when resolving a Demand. Its value, identified on the Agency's List, dictates the maximum number of Demand cards to draw in order to form the Table.
- R Receptacle:** Character that an agent (player) inhabits during the mission (see Mission).
- Recruit:** Recruits form the staff that will swell the Agency's ranks. Found during missions, they have Proficiencies that must be identified each time on the List (Agency's List).
- Remove:** Return the relevant game component to its original game box (XP or Mission). It will never be used again.
- Required Proficiency:** During a Demand, indicates the type of Proficiency to use for forming the Table. Some Demands give a choice between several Proficiencies: the agents must then make a choice.
- S Skills:** Each agent has 12 Skills, 4 per Proficiency. These Skills are visible on their Agent Board and on the Skill cards bearing their likeness. A Skill interacts with the game when the corresponding card is selected during the mission preparations and when such card is activated by the agent who has it.

Skill cards: Each agent has their own deck of Skill cards. They can look at them at any time, but during the mission preparations, they can only select those they previously checked on the back of their Agent Board. Skill cards have a unique effect. The group can only activate 4 during a game session.

Skull: If the  Demand card is present in the final Table, the result is automatically lower than the target.


Spending: Each time that you are asked to spend  during a Mission Return, return them to their mission box.

Stow: Return the relevant game component to its starting position (determined during setup).

Sustainable Threat: Some Threat cards bear the  icon. These Threats must be kept until used, after which they are removed.

Syaans: The Syaans are a magical people grouped into a thought movement rather than in a characterized organization. The Syaans' goals are freedom and to keep the marvelous magics and freedom of conscience alive. They have, over time, federated many factions traveling through time, but also from alternate realities. Since the Elois attack, several Syaans have joined Tess and the new Agency to rebuild an organization able to efficiently fight the Elois.

T Table: Formed during the Threat phase, the Table is made of a number of cards up to the maximum value of the Agency's Proficiencies. Once all the cards of a Table are revealed, the agents know whether or not they reached the target.

Target: Value to be achieved when resolving a Demand by adding the  successes present on the cards of the Table.

Threat cards: Upon each Mission Return, the Threat Wheel pointer indicates the color of the Threat card to be drawn, going from the comforting green to the dire black...

Threat Wheel: Is divided into six segments of four colors. The Threat Wheel pointer indicates the color of the Threat card you must draw during each Mission Return. It is to be noted that the pointer is never moved beyond the black segment and never below the green segment.

Treated Weakness level: A Weakness is treated when the boxes of its level are all checked on the Agent Board. If the number of agents changes from one mission to another, it is possible that a treated Weakness level is no longer treated when making the preparations for 2 or 3 agents. In such a case, the Weakness is not considered as treated for this game session.

W Weakness: Weaknesses represent life's hard blows within the new Agency. Each agent has a Weakness scale graduated from 1 to 5. A level corresponds to the Weakness card bearing the same number. A Weakness, if it has not been treated, automatically fills the space of a Skill.

Weakness cards: Each agent has 5 Weakness cards bearing their likeness. An agent who suffers from a Weakness must, before the mission, take the card of the highest untreated level, read it secretly, then place it facedown to the left of their Agent Board, so that it fills the space allocated to a Skill.

Weakness level: When resolving the Demand if the success total is not equal to the target value, the group automatically suffers 1 or more Weakness level(s).

X XP: Is the abbreviation for TIME Stories Revolution: EXPERIENCE.

SKILLS

ALPHABETICAL LIST


When the effect of a Skill card is identical to an effect discovered while on mission, these two effects cannot be combined: the effect from XP is unusable during the whole mission.

Absolute destiny	Time travel		When the  Destiny card is drawn during a test, do not shuffle the pile. Shuffle the pile only after drawing the last card.
Accurate shot	Military		During a conflict, add +1 or -1 to the final value of a  .
Alternate reality	AZ		 : During the Mission Return, after revealing the Threat card, draw another card of the same color and apply either card (shuffle the unused card into its deck).
Azrak thunderbolt	AZ		During a group conflict, spend up to 2  . Each  spent this way is worth 2  .
Balancing	Time travel		After drawing a Destiny card, switch "+" to "-", or "-" to "+".
Base 1	Scientific		When you have only 1  left, retrieve 1  from the Vortex.
Base 2	Scientific		If there are exactly 2  in your pool, take 2  from the Vortex.
Better here!	Leader		During the location recon step, another agent must take the panorama card of your choice.
Boost	Leader		During a test, perform your boost using the  from the other agents' pools.
Critical mind	Time travel		When obtaining a critical success during a test, retrieve up to 2  from the Vortex.
Cure light wounds	Medical		Retrieve 1  from the Vortex: keep it or give it to an agent who is standing by.
Destiny focus	Leader		Flip 1 Destiny card from the pile and shuffle it faceup into the pile. Apply its usual effect when you draw it. During the mission, each time it is shuffled into the pile it remains faceup.
Dodge	Military		Avoid losing 2  during a conflict.
Fork	Time travel		During a test, draw 2 Destiny cards instead of 1. Choose 1, apply its modifier, then discard it. Return the other card to either the top or the bottom of the pile.

Future perfect	Time travel		Place the top card of the Destiny pile on the bottom of the pile without looking at it.
Headache	AZ		 : When resolving a Demand, the  card costs 2 fewer  to be stowed in the Demand deck.
Increased authority	Leader		Add to your pool up to 1  taken from the pool of each agent at the same location.
Increased damage	Military		During a group conflict, add +2  to your damage. If you haven't inflicted damage, you cannot use this Skill.
Increased second chance	Time travel		Before drawing a Destiny card, choose up to 3 cards from the discard pile to shuffle facedown into the draw pile.
Increased Skill	Technical		Flip faceup 1 activated Skill of any agent (including you).
Increased strength	Military		During a  test, add your  attribute to your final value.
Indiscretion	Leader		Another agent must reveal their Snap Recall card to you.
Intimidation	Leader		Add +1 or -1 to the final value of a  test.
Mandatory support	Leader		Force any agents to support you during a group conflict.
Mass healing	Medical		Each agent retrieves 1  from the Vortex.
Mathematical accuracy	Scientific		Add +1 or -1 to the final value of a  test.
Omen	Time travel		Before initiating a test, look at the top card of the Destiny pile, then return it to the top of the pile.
One more!	Technical		 : When resolving a Demand, add 1 more card than your Proficiency value to the Table (step 1).
Protection	Military		During a group conflict, perform an action instead of another agent (who will not perform any action during this turn) by attempting a test of your choice.
Reboot	Time travel		After revealing a Destiny card (but before discarding it), shuffle the discard pile into the pile.
Recon	Time travel		During the location recon step, look at 2 cards of the panorama before anyone else. Choose 1 and return the other to the panorama.
Reduction on the table	Time travel		 : When resolving a Demand, draw a card from the Demand deck or return a card to the Demand deck at no cost (0 ).
Reversal	Time travel		You can draw the top 2 cards of the Destiny pile at any time. Return 1 to the top of the pile and the other to the bottom of the pile.

Scout	Military		When choosing a location to visit as Time Captain, place 1 from the Vortex (rather than from your pool) on the map (or on the Mission Return card if the location has already been visited).
Second chance	Time travel		Before drawing a Destiny card, choose a card from the discard pile to shuffle facedown into the draw pile.
Self-denial	Medical		Give 1 from your pool to another agent.
Senses malfunction	AZ		Initiate a test with the attribute of your choice rather than with the depicted one.
Serious damage	Military		During a group conflict, add +3 to your damage. If you haven't inflicted damage, you cannot use this Skill.
Specific demand	Time travel		: During the Mission Return, once the Table is revealed (step 3) when resolving a Demand, add +1 or -1 to the total number of successes.
Specific target	Time travel		: When resolving a Demand, reduce the target by 1 (e.g.: 6/7 = 5/6).
Stabilized threat	Scientific		: Cancel the -1/ +1 effect of a Threat card.
Support	Military		Support another agent when you do not stand by.
System fiddling	Technical		Add the attribute of another receptacle at the same location to your test value.
Table scan	Time travel		: When resolving a Demand, before step 2, look at 1 card from the Table, then return it facedown to the Table.
Technical expertise	Technical		Add +1 or -1 to the final value of a test.
That way!	Leader		Choose the next location to visit even if you are not the Time Captain.
Treat weakness	Medical		: During the Mission Return, treat 1 Weakness level of any agent (including you) at no cost.
Vision from the future	Time travel		: Before the beginning of the mission, look at 3 cards at random from the Destiny pile, then shuffle them facedown into the pile.

Not to be forgotten rules

- The Weakness cards and the Threat cards must remain secret unless you are instructed to read them.
- Each time you have to spend , discard them in the Mission box.
- If you must draw a black Threat, start with the smallest available card.
- **The group can only use 4 Skills per game session.**
- A Proficiency value can never be greater than 6.
- The Threat Wheel pointer can never be moved beyond the black segment and can never be moved below the green segment.

Kept Threat cards



Card #	Effects / Notes



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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