MISSION
RETURN

The success of your mission depends on the fulfillment of your objective, as well as thoughtful management.

Assess your performance at the end of the game:

- 0 = Legendary
- 1 = Perfect!
- 2 = Nicely done!
- 3 = Can do better
- 4 = Not great
- 5 or more = Pathetic

All the spent during Updates are placed here.

Agent Names

Jennifer Hurley

JENNIFER HURLEY
TERATOPHOBIA
- FEAR OF MONSTERS -

3
1
2
4

Jennifer is a brilliant student and was voted Prom Queen of her school two years in a row. And yet, she is far from being confident and she is not very popular because of her father. He is notorious for scamming most of the local storekeepers... whose children go to school with Jennifer. She did not really bond with Damien, but she gave him her notes to help him catch up the lessons. She kind of became fond of him and that's why she agreed to help Anton find him.

Amy Fox

AMY FOX
TAPHOPHOBIA
- FEAR OF BEING BURIED ALIVE -

2
2
3
4

Amy's father does not pay attention to her. He is often under bad influence or missing because... he is in jail. But his daughter loves him and often gets him out of trouble. Amy is very smart, resourceful, and confident. However, she is one of the worst students of the school... Classes bore her to death! Even if she won't ever admit it, Amy secretly loves Anton. That is why she agreed to help him find his friend Damien.
MISSION ORDER
P1216 - DAMIEN
PLANET EARTH - 1958 NT

SETTING
Damien Hammer, a young boy who just arrived in Dundalk, has disappeared.

DISTURBANCES
It seems that the boy’s disappearance is closely linked to recent temporal disorders.

OBJECTIVE
Figure out Damien’s chronological journey through the different locations of Dundalk and gather clues to understand what happened to him.

Now, flip this card over.

DAMIEN
1958 NT

OPEN THIS DECK ONLY WHEN INSTRUCTED.

STORY CARDS

AMY FOX
TAPHOPHOBIA
- FEAR OF BEING BURIED ALIVE -

JENNIFER HURLEY
TERATOPHOBIA
- FEAR OF MONSTERS -
Anton is the son of the mayor of Dundalk, who is currently campaigning for re-election. This does not prevent Anton from being the school’s scapegoat. To defend himself, he always (reluctantly) tells his father the names of the kids who bully him. Local policemen often pay a visit to his classmates’ parents. This is why Anton has very few friends and was happy to get along with Damien who had just arrived in Dundalk.

Doug was raised by his mother. He lives in the lower-class district of the town and has been working hard in some stores to provide for his family. Not long ago, he was the school’s bully. Doug terrified his classmates, especially Anton, the “little prick”. Following the complaint of Andy, one of his victims, he got nearly expelled. Now, he tries to make amends to keep his chances to join the sports team in Harvard. He believes that by helping find Damien, he will get Anton and his father, the mayor of Dundalk, on his side.
Take turns revealing and reading out loud each card of this prologue, starting with this one.
Anton managed to gather a small group of children to look for the missing boy. You will embody them.

Choose a Time Captain. They stow this prologue and place 1 of their on the Main Street location on the map. Then, they take the Story deck, open the Main Street location, and read card A out loud.

And so, the adventure begins.

A biting wind freezes your cheeks. Hanging on tightly on your bikes, you are cycling up the main street of Dundalk. Each agent secretly reads the SNAP RECALL card of their receptacle.

A mysterious assignment
Anton spotted Damien who was hiding to take some notes. When he noticed him, Damien ripped the page off his notebook, before putting it in his pocket. Then, they both worked on an assignment for Mr. Gaunt. Maybe you can make Damien’s notes appear on the paper.

If you find ITEM 11 and discover what Damien was hiding, take 4 from the Vortex and divide them between all agents without exceeding their starting level.

Then, the Time Captain reads out loud:
You examine the street.
On the left, a car is parked along the sidewalk.
A small notice is plastered over a street light.
A hobo is begging with his dog, in front of a restaurant.
A young newspaper seller is shouting the news of today’s edition.
GAME ROUND

-1- TIME CAPTAIN PHASE
a) Choose a location
b) Display the location
c) Read card A

-2- DISCOVERY PHASE
a) Location recon
b) Agent telepathy
c) Actions = Initiate a test / Explore / Stand by

-3- BETWEEN LOCATIONS PHASE
a) Standard update
b) Swaps
c) Change of Time Captain
There is no one inside. A newspaper and a sheet of paper lie on a seat.

You can force the door open [LOCKPICKING] if you want:

Take ITEM 10 and read your Interaction card 7.

If you rip off this notice, take ITEM 19.

The hobo gently calls out to you:
"Please, d'you have a coin or something to eat?"

If you have 1 ( ), you can give it to the hobo and stow it, then take ITEM 26.

Damien’s missing notice hangs on a pole.

The newspaper seller turns into a terrifying and armed clown!

Take ITEM 4.
You know the school by heart.

On the left, the lockers. One of them is Damien’s.

The staffroom is closed.

Mr. Gaunt’s class must have begun in the classroom by now. You can still smell his morning coffee in the hallway.

Lucy Garner hangs around. She has been acting strangely since Damien disappeared.

Damien’s locker is under seal.

You can force the locker open [LOCKPICKING] if you want:

- You can give it another try.
- Take ITEM 13.
- Take ITEM 13 and 1.

You are suddenly facing a terrifying shadow.

Take ITEM 20.

Mr. Gaunt’s class must have begun by now:

- If you wish to enter and disturb the class, AND if you have token C, take ITEM 17.
- If you wish to enter but do NOT have token C, take ITEM 15.
- Otherwise, return this card to the panorama.
“The guy who disappeared? I saw him on Thursday morning, laughing in front of the school, just before 8. I didn’t see him in class, so I told Gaunt he was skipping. I shouldn’t have?”

Take token S.

The diner is quite peaceful at this time of the day.

Hannah, the waitress, is Andy’s sister, one of your classmates. She is cleaning a table.

Near the counter, a payphone has been hung on the wall for customers’ use.

A customer is reading a newspaper.

On the right, there is a silent jukebox.

As you come closer to Hannah, you are dazzled by a flash, then everything becomes horrifying around you.

You could get your hands on some coins here...

You can force the payphone open [LOCKPICKING] if you want:

Take ITEM 24.
“Sorry kids, but morning coffee is sacred. Could you leave me alone?”

If you insist on talking to him, read your interaction card 3.

The closer you get to the jukebox, the weirder your surroundings become. Colors become flashy, faces take psychedelic shapes, and sound distorts before fading completely. You are deaf!

Take ITEM 7.

The General Store doorbell’s rings.

On the left, the candy section catches your eye. You see a man walking around.

In an aisle, an old woman dropped her groceries on the floor.

The manager’s office is closed. A “Do not disturb” sign is hung on the doorknob.

The prescription drugs section is not self-service: everything is locked. An employee is sorting them out.

A cashier is very busy, attending to customers.

You are bewitched by the amazing quantity of candies surrounding you.

You can try to steal a pack of gum:

Take ITEM 32 - 3 + Take ITEM 21.

OR

You can try to pick the customer’s pockets:

Take ITEM 32 - 3 + Take ITEM 27.
As you come closer, the old lady turns into a horrible ghost!

Take ITEM 9.

The door is locked, but you can hear the manager inside. A newspaper is slipped under the door.

To take a look at it, read your Interaction card 7.

The prescription drugs are locked up.

If you have ITEM 10, you can remove it to give it to the employee. If you do, take ITEM 12.

The cashier is very busy and does not pay attention to you.

If you have token O, take ITEM 1. If not, the cashier totally ignores you.
You enter the police station.
The policemen are all busy. Some screams from a cell drown out their conversations. The detective offices are in the back.
On the left, two office doors are closed. Policemen seem to be busy over a table.
Further away, you see an office door ajar.
You can find the cells at the far right of the station.

When you enter Detective Ansel’s office, she seems deeply lost in her thoughts. She looks annoyed. “What are you doing here? You were skipping class and a patrol picked you up, right?”

To talk to Detective Ansel, read your interaction card 5.

You just entered the office that Detective Yozor turns into a terrifying zombie about to jump on you.

Take ITEM 8.

The office is empty.

You can spend 1 to search the room, but someone may notice you. If you do, take ITEM 3.
As soon as you approach the cells, an inmate runs toward you. He looks very upset.

“I haven’t done anything! I swear! It was him! The ghost! I saw him vanish! Right in front of me! Tell my daughter Amy I haven’t done anything!”

If you embody Amy, take token F and place it on your Snap Recall card: you recognized your father! If not, return this card to the panorama.

You walk toward the end of a dark path. From the huge decaying mansion in front of you come strange whispers: “Antooooon…”

Setup this location as depicted:

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ABCDEF
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Anton is white as a sheet and looks exhausted.

Beginning with the Time Captain, take turns revealing and reading out loud each card of this location, starting with card B.

This is a gloomy mansion. It would look abandoned if it was not for this small faltering light from the attic.

A scream breaks the silence.

Damien! It’s him!

Anton collapses… then immediately jumps to his feet, straight as a ramrod.

Damien is talking to you:

“Anton! Save me! But come alone! Do you hear me? Alone!”
IMPORTANT: This location is to be set up differently from the others. Read card A before exploring this location.
Anton is in a trance as if possessed. He floats a few millimeters above the ground. He is attracted to the mansion… The agent who embodies him seems to have lost control over him.

Anton disappears into the hedge surrounding the mansion. Amy manages to catch his ankle just on time, and to retain him somehow! Jennifer and Doug decide to grab her and pull her back with all their might. The feet of your receptacles slide in the muddy soil. Everyone is driven to the mansion by Anton, who seems to have an incredible strength right now.

While trying to hold back the mayor’s son, the receptacles pass through a hole in the fence that was hidden by the hedge. You are now in the garden of the mansion. A chill runs down your spine.

On a gravestone, you can read:

“Catherina CAVENDISH t 1848”

After a few moments, you hear Damien’s hoarse, worn out voice:

“ANTON! I said ALONE! ALONE!”

Two thunderbolts crack the darkening sky over the mansion. The atmosphere is getting oppressive. The TIME Agency sends you a telepathic message:

“You found the origin of the temporal anomaly! You have to learn more about this mansion. It is the key to everything. You are on your own, now… Good luck!”

To be continued in the full adventure of TIME Stories Revolution 1958 NT: The Cavendish Mansion.

Read the Mission Debriefing card.
MISSION DEBRIEFING

DAMIEN
1958 NT

Damien Hammer has disappeared. This should never have happened. The TIME Agency has decided to use Damien’s classmates as receptacles to investigate. Damien is gifted with powers. The boy willingly disappeared and left many clues in Dundalk to help Anton, his only friend, in tracking him down. The contribution of Amy, Doug, and Jennifer annoyed Damien, but he was unable to split the group. Anton has finally reached his lair... with his friends.

The receptacles have now entered the Cavendish mansion. Will they find Damien? What is the source of the temporal anomalies that the TIME Agency detected? Your mission continues in the “The Cavendish Mansion, 1958 NT” scenario, to be published in 2020.
READ THIS CARD ONLY WHEN INSTRUCTED.