



As you walk into the room, Bob walks up to greet you.

Welcome Agents, an unusual request this, but something, or should I say someone, we thought lost has just reappeared on our radar.

[Now take turns revealing and reading cards b-e.]

DILEMMA

DO NOT OPEN BEFORE
STARTING THE GAME

You will be sent to when and where he was last seen, just 38 years ago, near a small city in the US. We've identified some suitable receptacles near his last reading. Be careful- we don't know why he never came back to us, and we are unsure as to the identification of his receptacle.

Your mission is to find Charlie and free him, taking out whatever is keeping him behind in the process.

And remember, he was originally sent there to prevent a temporal fault. Whatever you do, don't enable one.

A few years ago, one of our top agents, Charlie Weber, went on a routine mission to investigate a possible minor temporal fault. His consciousness never returned. His body has remained in a caisson for all that time, and we can only assume something, or someone, has prevented his self from coming back to us.

All communications were lost. Until this morning, when a small tracker in his caisson gave us a single reading. It hasn't given us anything since, but it's enough to send someone to where we think he might be.

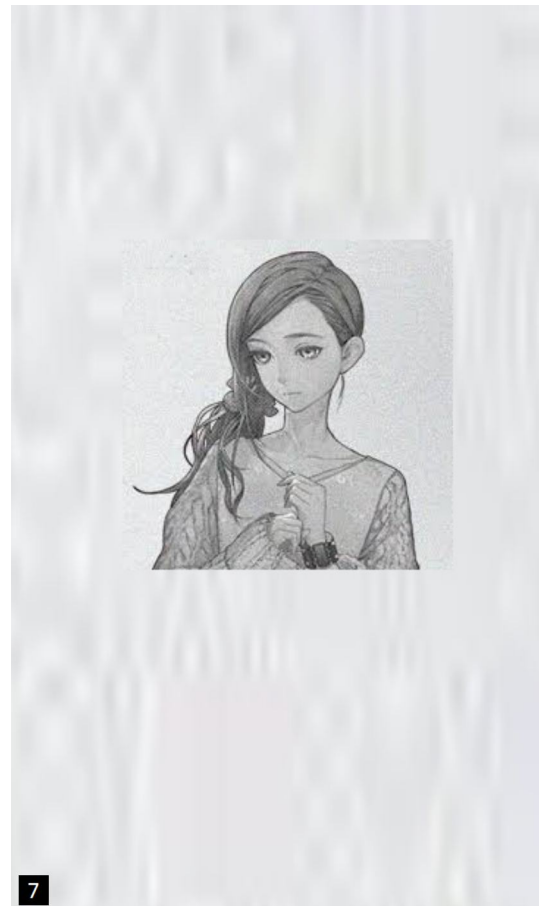


ICON REFERENCE

-  Strength
-  Charisma
-  Dexterity and Computer Hacking
-  Painkiller token
-  Locked token

In this mission you will only use the left side of the plan, and only have two plan cards out at once.

6



You sit in the caissons, and prepare yourself for the journey.

*Good luck agents, remember... bzzzt
...Charl....fin.....crrrrck.....bzzz....
...back.....zzzzghhh*

TRANSFER

Choose a receptacle from the six provided. Place the health points for that receptacle on the card.

Choose a Time Captain. They should close down the Location BASE and open the Location CELL.

The Captain reads out Cell- a, and the mission begins.

Mission Preparation.

Place:

1. The two PLAN cards in the appropriate spaces on the two plan spaces on the left. The other two plan spaces will not be used.
2. The ITEM cards on the ITEM space.
3. The CODEX Cards on the CODEX 1 Space. You will be instructed how to use these throughout the game.
4. The Time Units marker on 35 (40 if playing with 3 people).
5. The MISSION FAILED/ SUCCESSFUL cards on the appropriate space face down.
6. The group token on the Location CELL.

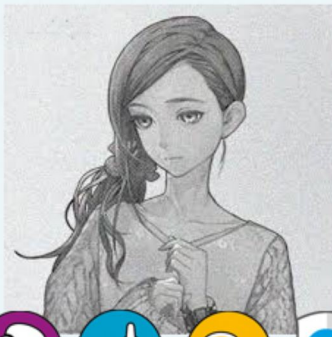
On this mission your receptacles will have the following statistics:



Strength

Dexterity and
Hacking

Charisma



Amelia
Doctor



Amelia begins the game with 3 sets of painkillers.

If someone is injured whilst on the same space as her, she can discard a painkiller token to prevent that injury.

ICON REFERENCE



Strength



Charisma



Dexterity and Computer Hacking

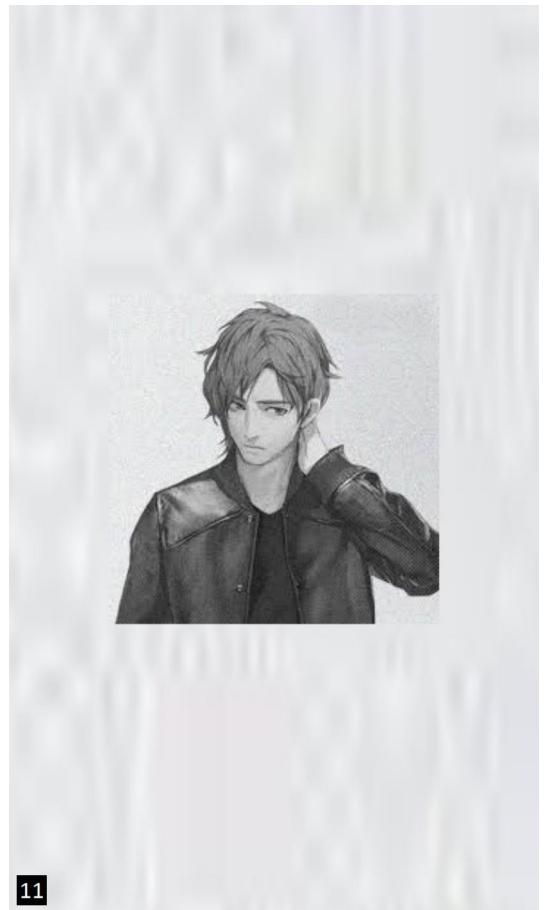
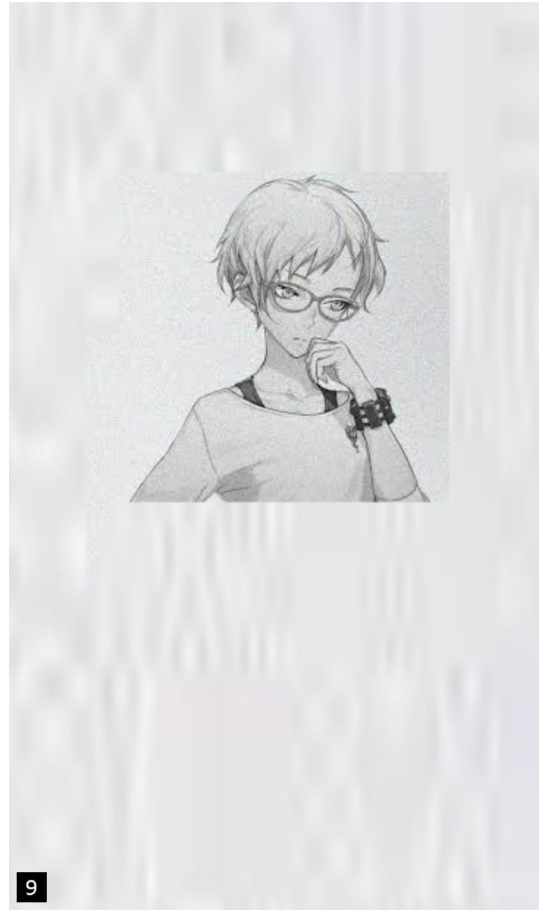


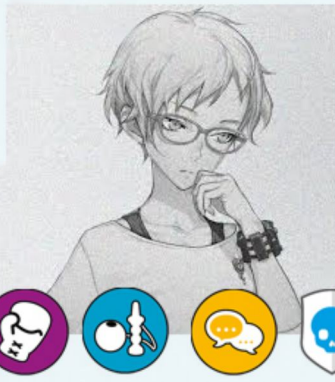
Painkiller token



Locked token

In this mission you will only use the left side of the plan, and only have two plan cards out at once.



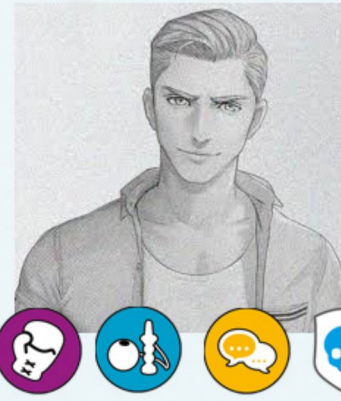


Pia
Programmer



2 3 1 2 4

Pia is excellent with computers. She rolls one extra die when hacking computers.



Corrin
Pilot



2 3 1 3 3

Corrin is fast, especially when leading the group. When the player controlling Corrin is the current Time Captain, they do not roll the Time Die when moving to a new location.

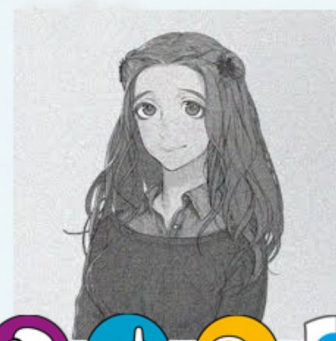


Just
Student



1 2 1 3 4

Just can be spurred on by being with others. If he shares a space with another player he can roll an extra die during challenges.

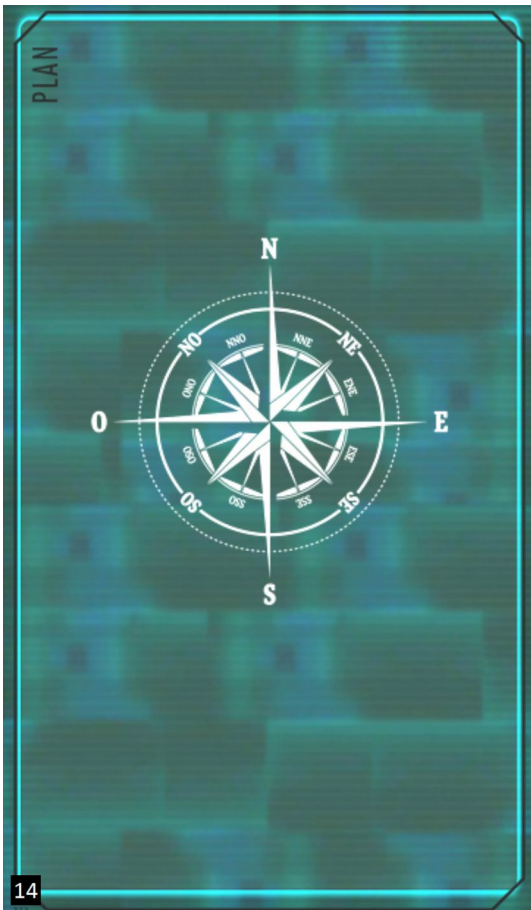
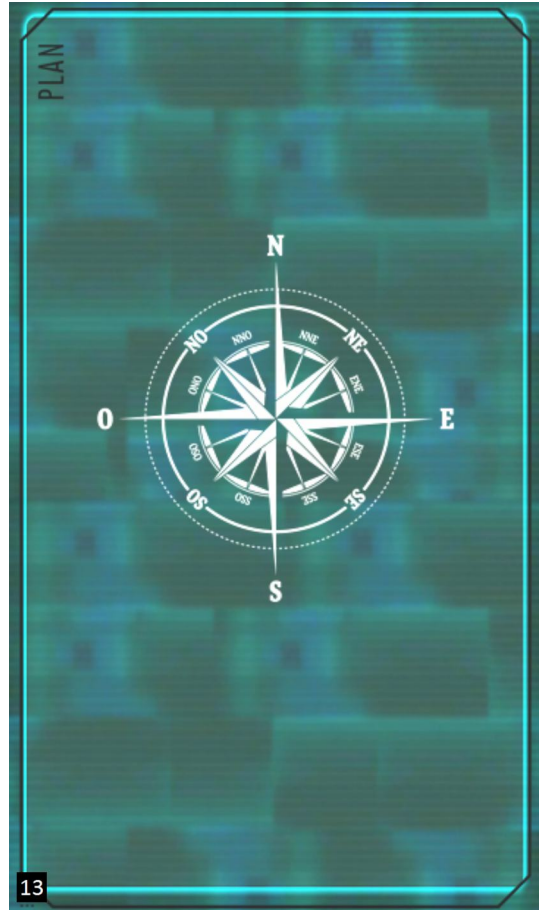
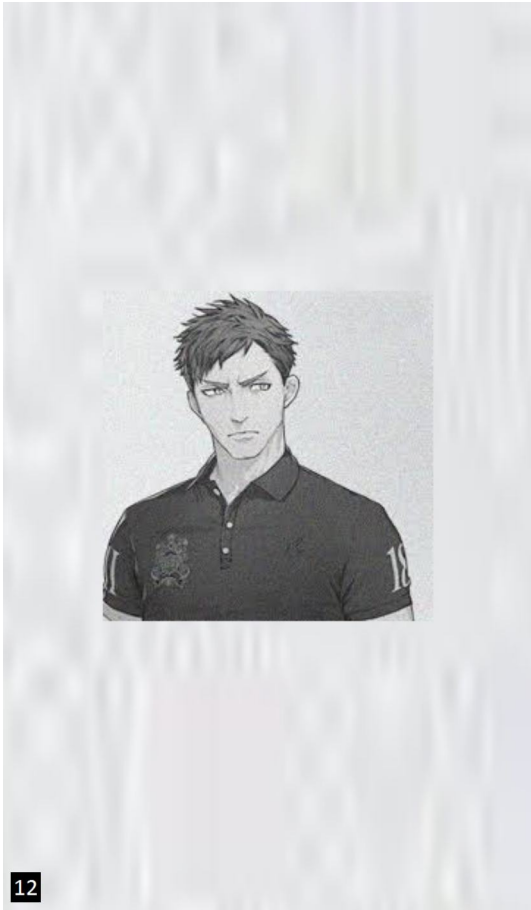


Debra
Physician



1 1 4 1 3

People are predisposed to liking Debra, and she can motivate others. If Debra shares a card with other players, one of those players can roll an extra die for challenges that round, provided they could roll at least 1 die to begin with.





Simon
Engineer

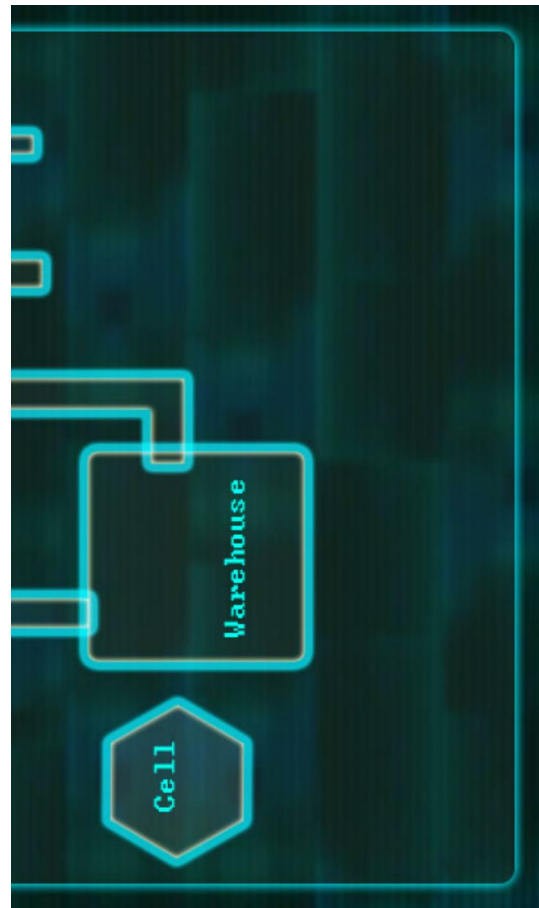
4 1 3 4

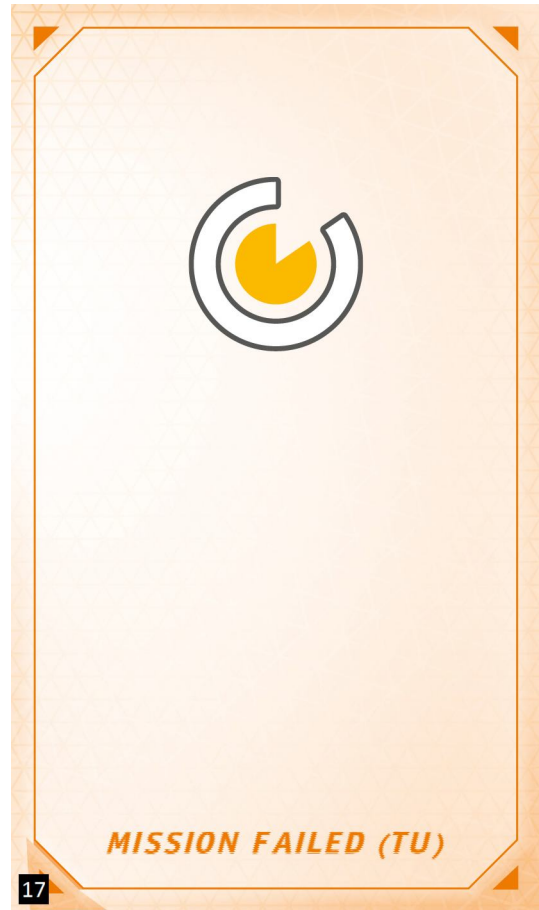
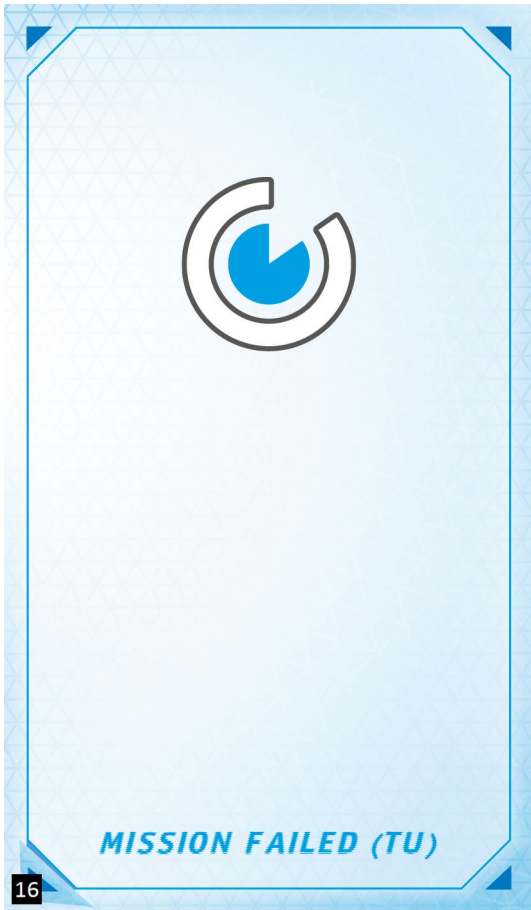
Simon used to play baseball, and can throw items with ease. Simon can pass items to any character, even if they aren't on the same card.



Congratulations agents, you've found Charlie, but even more importantly, prevented him from creating a catastrophic time rift. Such a brilliant scientist, but not even the higher ups knew how smart he'd gotten with this stuff. Such a shame, but I hope he's at peace now. Good job.

Read ITEM 42.





The last thing you remember is hearing Charlie shout something. A cheer perhaps?

You awaken in a familiar room with a face looking over you.



That was a tough one guys, but we managed to pull you back quickly. We've ascertained enough now to send in some more prepared people to finish him off, unless you guys feel up to it?

If you choose to let someone else complete the final steps, you have finished your mission. Read ITEM 42.

Otherwise you can return.
Keep items marked with



and return everything else to the deck.



What's the hold up? Have you found him? Hmm, things sound stranger than I was thinking. Have another go, but begin with an extra 5 TUs this time. You need to find him

Keep all items stamped with



and return everything else to the deck. When you begin your next run, or any run after that, give yourselves 5 extra TU than stated on the base cards.



So, I sent you, at great expense, to the best known location of one of our top agents, who's happened to be missing for several years, and you took the time to walk far, far away from that place. I'd ask why, but I'm sure I'd just be disappointed in the answer. Get back and find him!

Keep all items stamped with



and return everything else to the deck. Restart the game from the base.

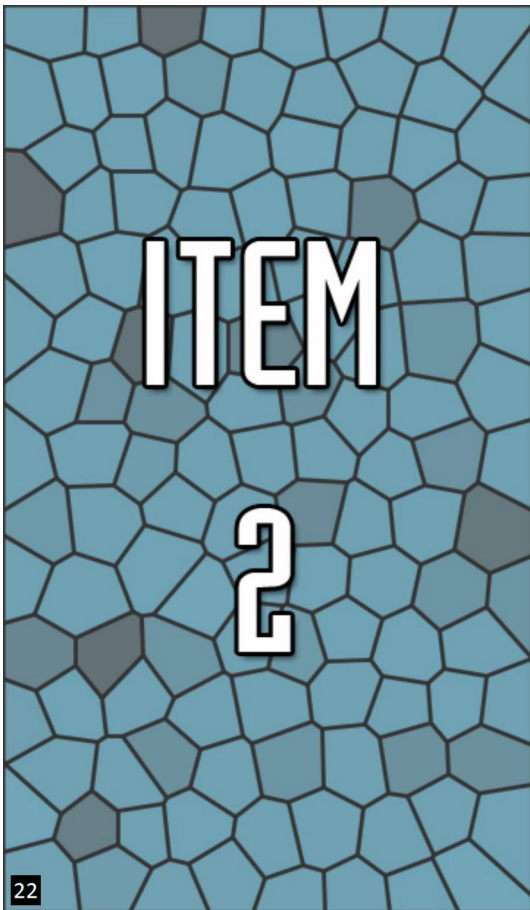


Ouch, poisoned, not a nice way to go. Still, we kept track of you, and you did some nice work. Hopefully if we send you in again you'll be able to get to the bottom of it.

Keep all items stamped with



and return everything else to the deck. Restart the game from the Base.





What! The! Hell! If allowing Charlie to go back and change his own history was a good thing don't you think we would have let him? I've now got agents working overtime to stop time rifts all over the place. If our existence survives this, and it probably won't, you'll be fired. All of you. Get out of here!

You've unlocked the computer, but only one file on the computer isn't corrupt. You open john.txt.

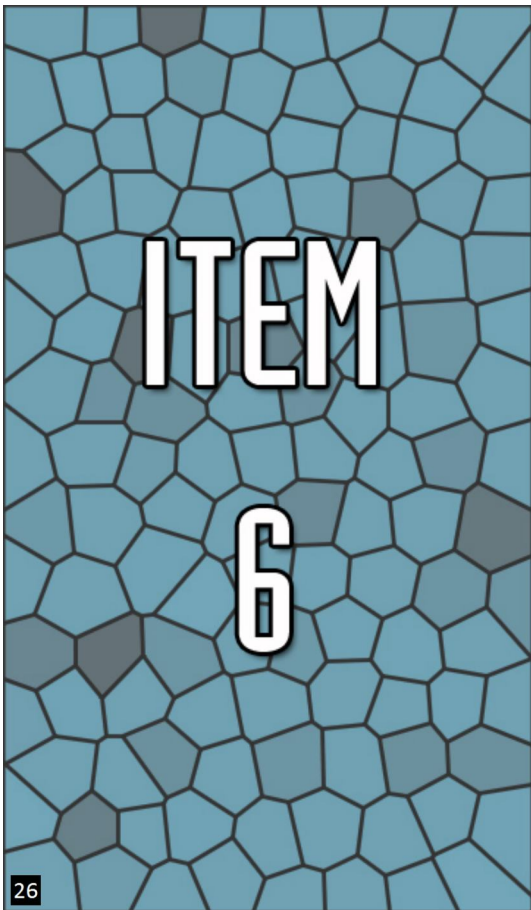


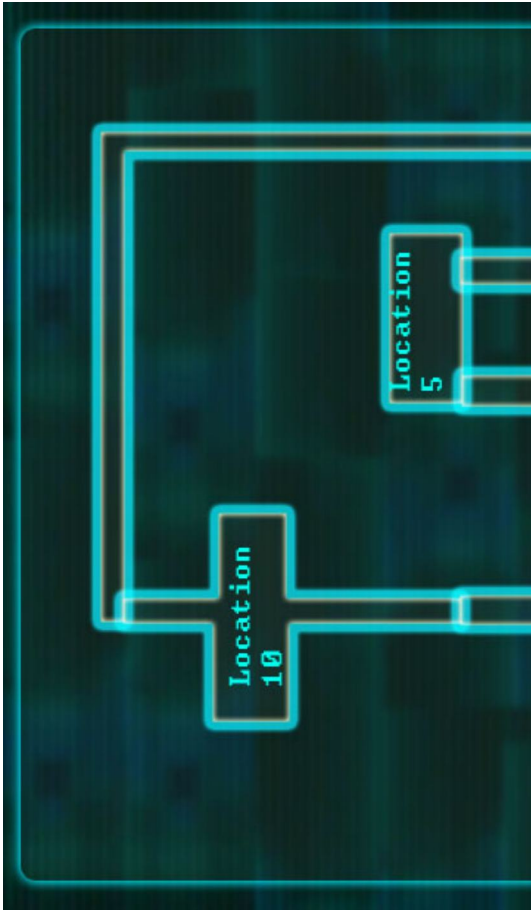
A hammer found inside the fire extinguisher box



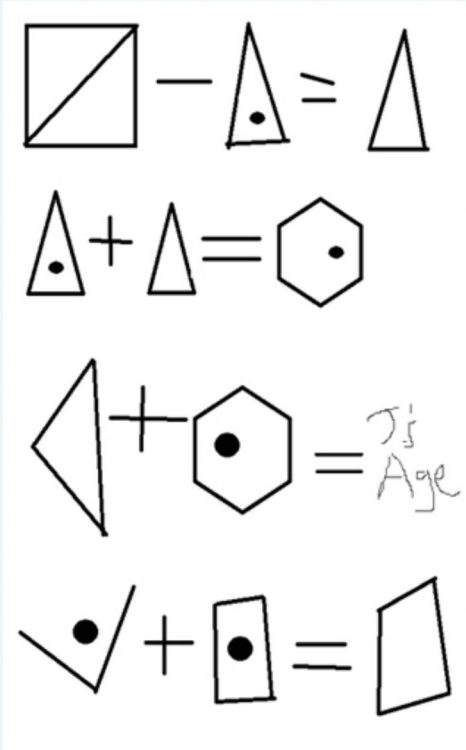
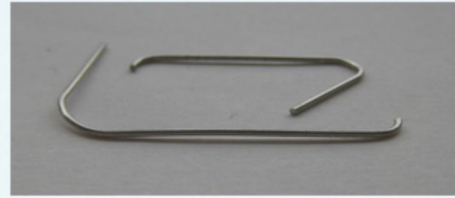
Roll 1 extra die in challenges







A broken paperclip.



MAKE IT EXIST

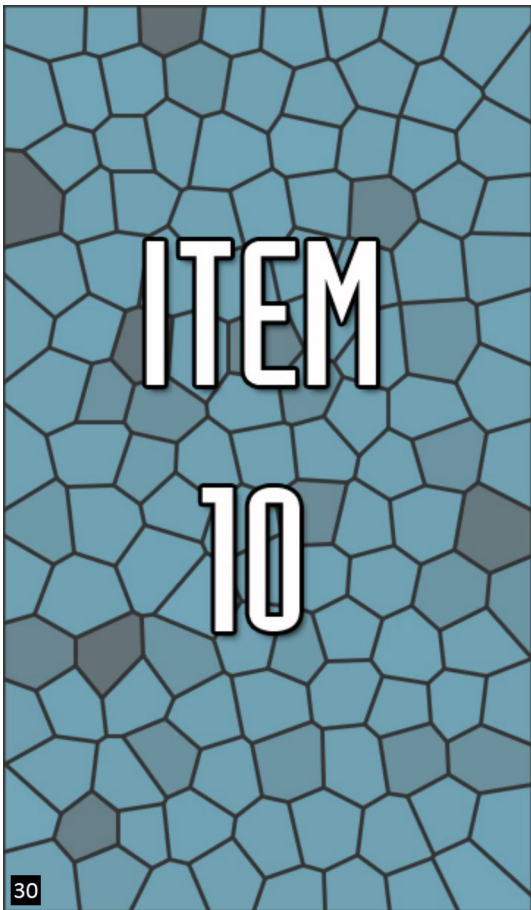
MAKE IT EXIST...

Of course! Anagrams. The wall graffiti- they're anagrams.

You go up to the wall to inspect it further, and see something almost imperceptible carved into it.

Take ITEM 27

You can follow wall graffiti when standing in front of it.



The other team pushed the button on you. You will not forget this.

Now, and at the start of any future runs, take:



RICHARD WAS IN
THE CAR

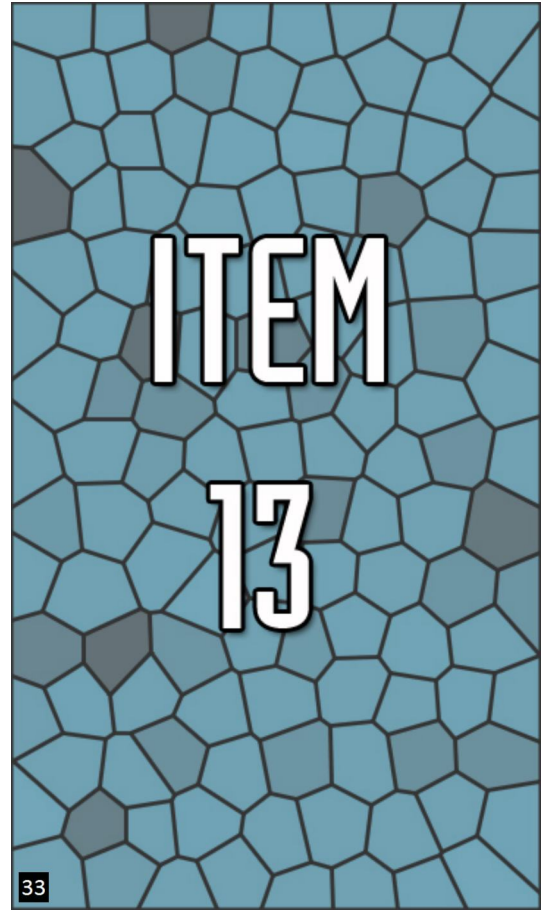
THE CAR
SWERVED

THE 53 YEAR
OLD IN THE
TAXI WAS NOT
PHILLIPE

You remove Charlie's helmet. He doesn't put up a fight. When you remove it you see his face is old, much older than his body. He collapses to the floor, and when you check the pulse you realise he is dead.


Read the Mission Successful card.



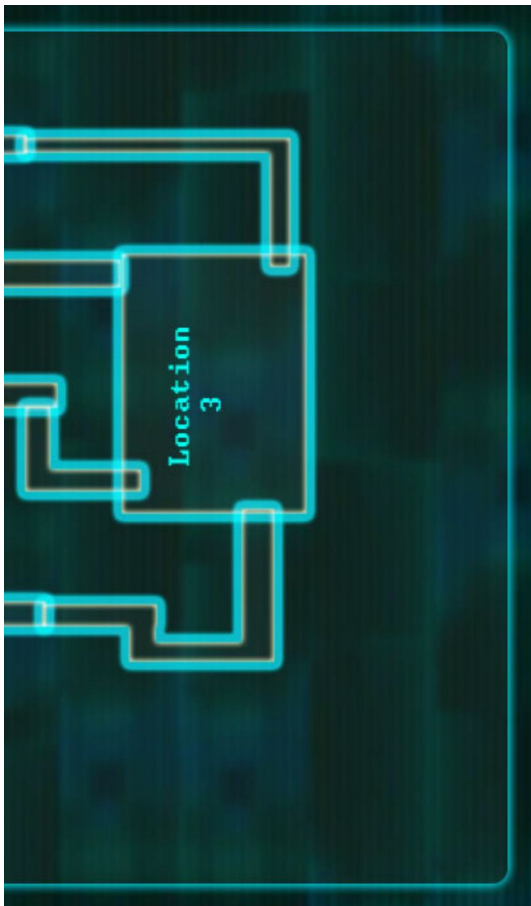
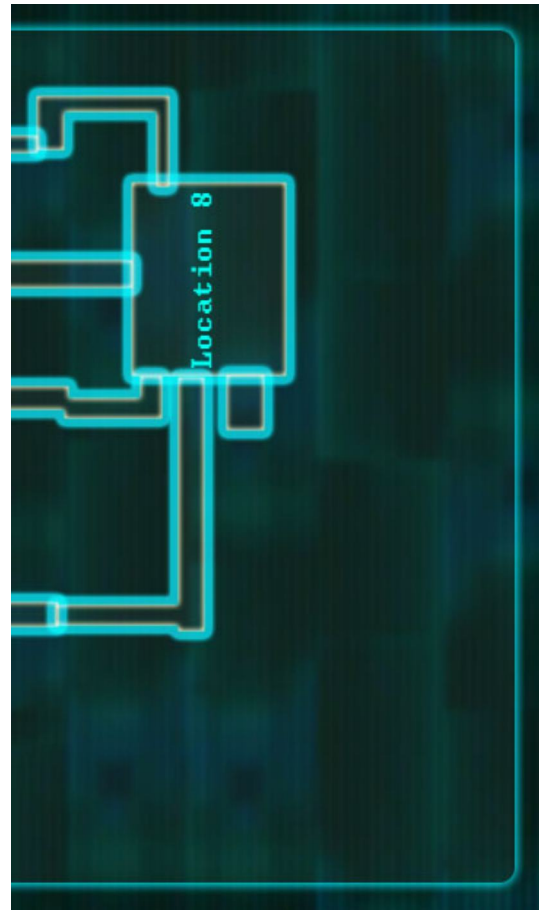


Take 

Lisa explains how she was on her way to interview for a research job at H-L Chemicals when her bus broke down. The last thing she remembers is the bus pulling off the road. She recognises the two men in the other room from the bus, and whilst there were children, she can't say for sure if Sam was on the bus because of the helmet.

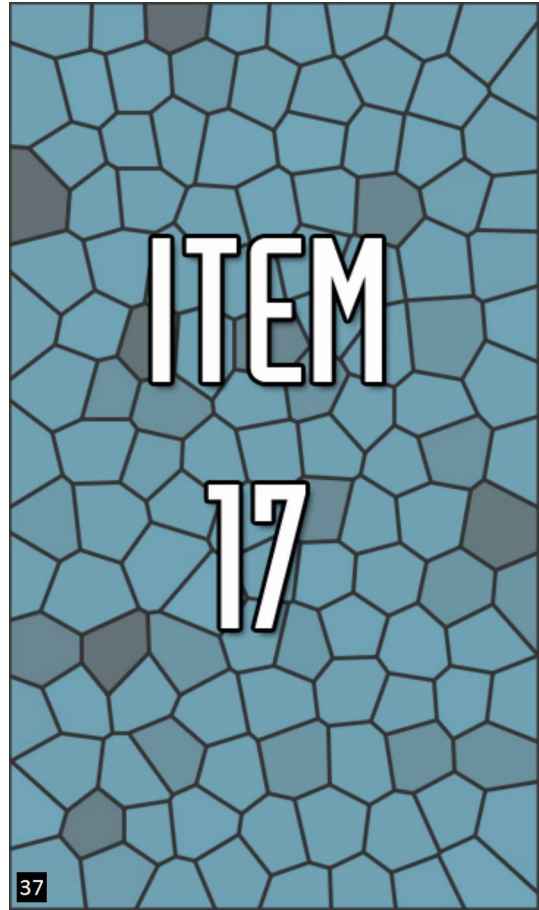
Lisa is now willing to help if you get stuck, but it will take her time. If you want her to help, move the TU marker down 6 and reveal 

If you have fewer than 6 TUs left, you can move it down to 1.



A piece of paper from the large man

	8	28	42	53	Walk	Car	Bike	Taxi
John								
Ahmed								
Richard								
Phillipe								
Walk								
Car								
Bike								
Taxi								



It appears to be a page torn out a book. It is unfinished, poorly edited and someone has drawn arrows on it.

→ jail them, i
said, and af
→ ter
jailing
them, get
→ it.
justice? is
justice even here? i
t will be impossible.
no. hard, unlikely, di
→ fficul

A paperclip, 'found' inside a crazy haired man's pocket.



A:

*Start at the
beginning of
time.*

He surrounds r.

*Finish at the
end of time.*

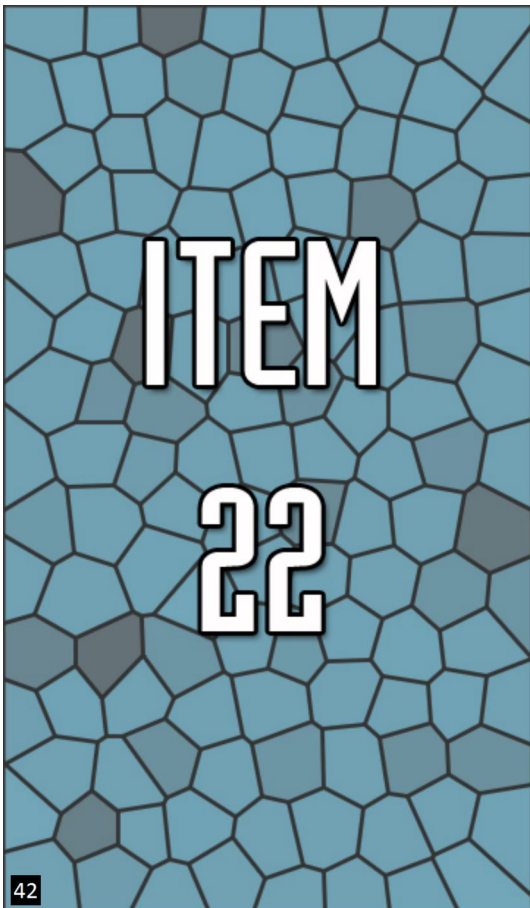
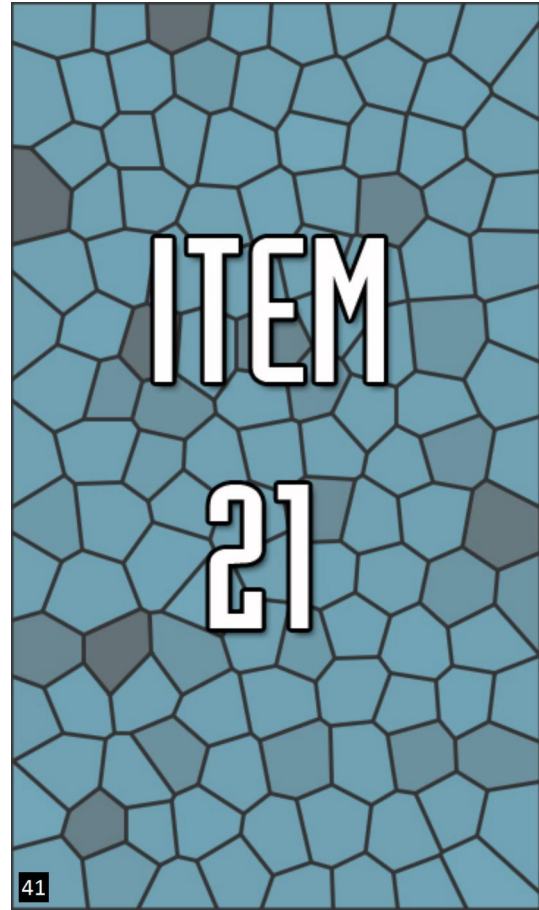
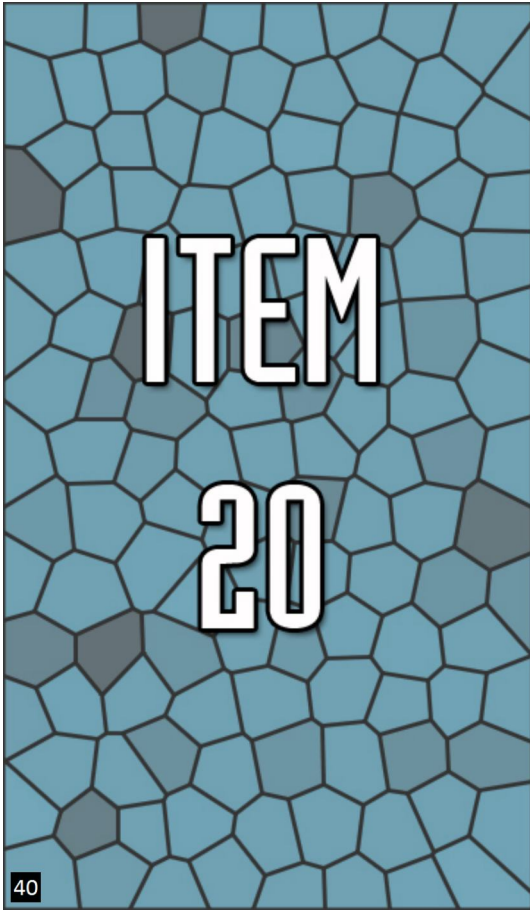
A piece of paper inside the locker

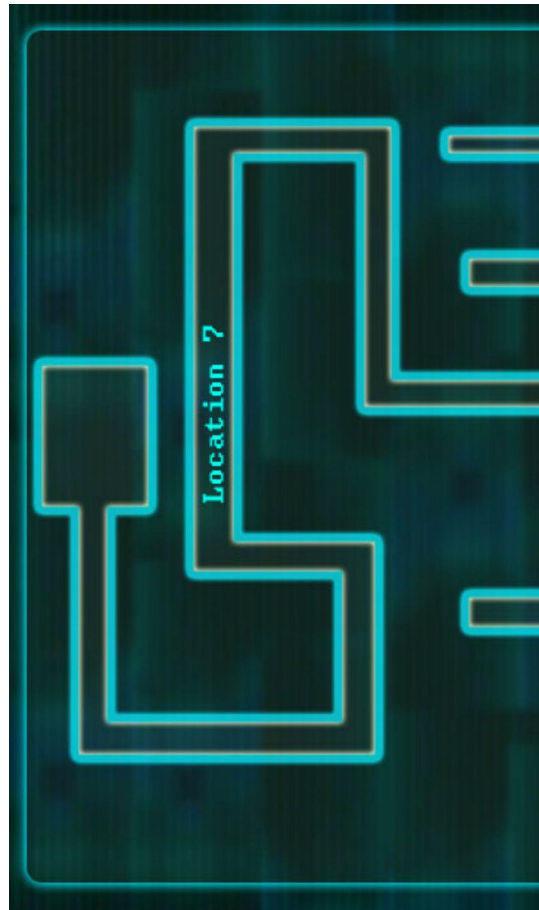
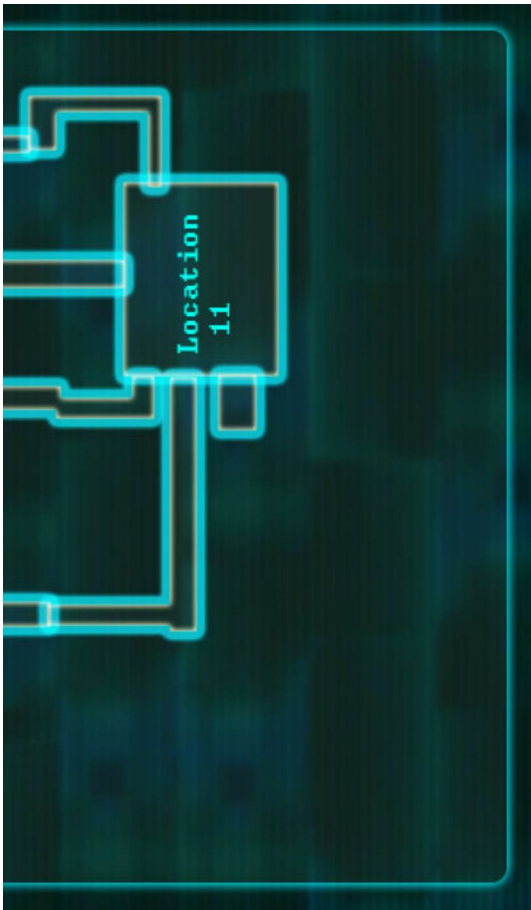
THE 28 YEAR OLD
WAS ON A BIKE

THEY WITNESSED IT

AHMED TOOK A TAXI

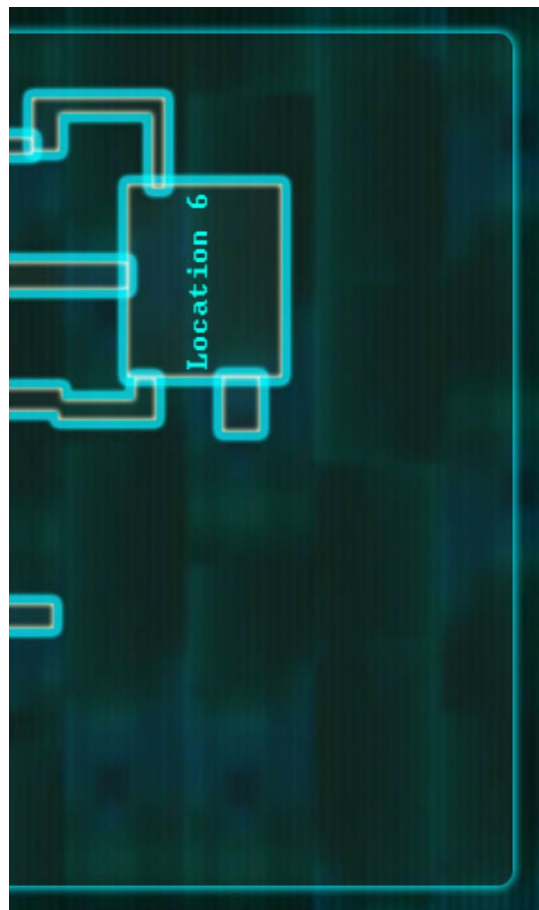
HE WAS DELAYED

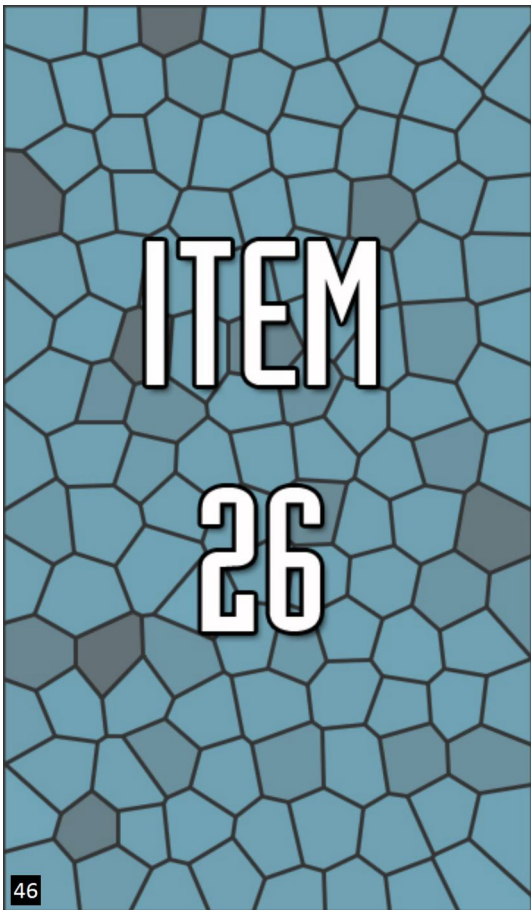




You scan the drives, but there's only one non-corrupted file.

```
b.txt  
THE  
HIDDENINTHIS  
24,22,20,18...
```







Take



OK, okay, I'll help. Heh, you know, I'm usually more active in solving these things, it's just you seem to really want to do it.

Heck of a thing that bus breaking down though eh? Nah, I don't remember much of it myself.

Anyway, let's see if I can help here.

If you get stuck you can ask Steven for help. However, it will take him some time. If you want to ask for help move the TU marker down by 5 units. If you have 5 or fewer units left, move it to 1. Then reveal



Boxer shorts found on a robot

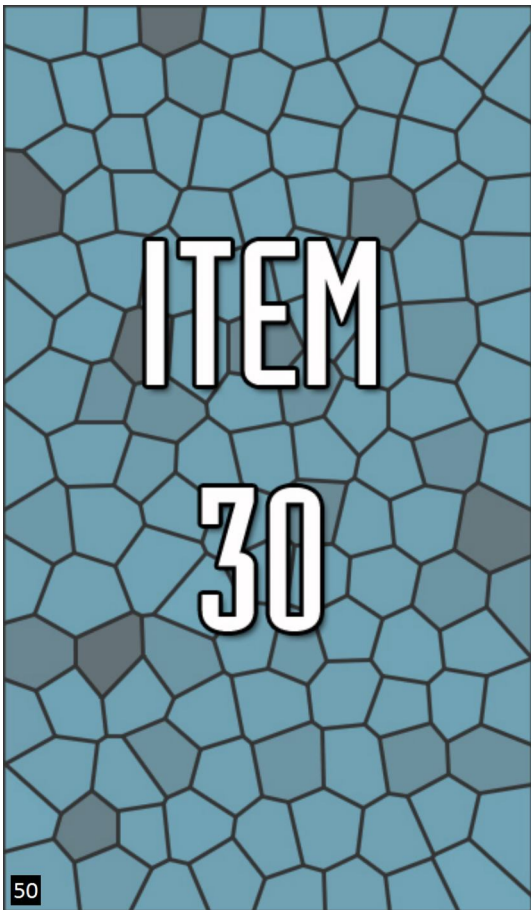
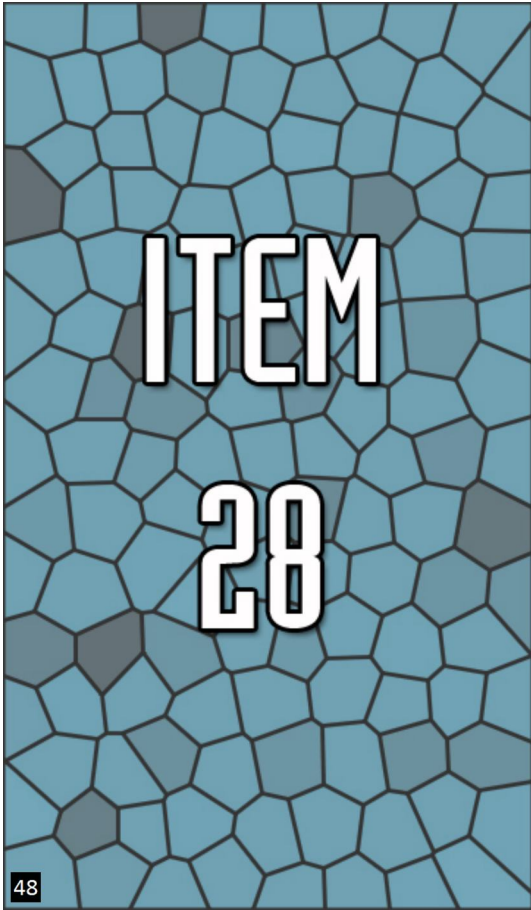


This is what was carved into the wall.
You've committed it to memory.

WHERE THE MOON
IS HALVED, MY
NUMBER IS 94506



Behind the glass is the dial from an old telephone. The rest of the phone doesn't seem to be there.



Take



The giant speaks.

Hey, you're okay. Yeah, I've been a bit paranoid since the bus broke down and we ended up here, but who wouldn't be?

Here, Lisa, give him the note. And if you need any help just ask. I can help with puzzles if you get really stuck, it'll take time though.

Take ITEM 34.

If you are stuck, you can spend up to 5 Time Units getting help. Move the TU marker down 5, by no further than 1 if you have fewer than 5 remaining and reveal



The small prisoner is next to the big prisoner, but not the fat prisoner.

The tall prisoner is somewhere to the right of the thin prisoner, and somewhere to the left of the fat prisoner.

The others did not push the button. You need to remember this.

Now, and at the start of any future runs, take:






Take 

Your talking has not only improved Sam's confidence, but helped him remember! After his parents fell sick he had to travel to live with his elder brother. And the last thing he remembers is his bus breaking down in the desert.



If you are stuck in this room Sam will help. But it will take him up to 8 Time Units to uncover a clue.

If you want to spend 8 Time Units to ask Sam for help you can. Move the TU marker down 8 (if you have fewer than 8 remaining move it to 1) then reveal 



The big prisoner is not next to the thin prisoner.

One prisoner is between the big prisoner and the fat prisoner.

The prisoners are numbered 1 to 5 from left to right.

JOHN WALKED

A 42 YEAR OLD WAS IN
THE CAR

THERE WAS AN ACCIDENT





He's still stammering at you as he hands you the paper.

No, I won't tell you who I am. Who are you? Eh? I need to get out. So if you can get us out with this then fine, but I found it and I want it back.



You let Charlie go . He walks towards a machine covered with a blanket and reveals it. It looks almost like a caisson, but with wires and pipes sticking out everywhere.

It doesn't look like much, Charlie says, as though reading your thoughts, but it works. Trust me.

He enters it and you see his body relax.

Read the following Mission Failed card:





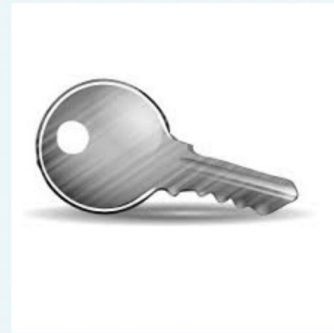
Sam, for that is the boy's name, opens up to you. You convince Sam you'll get out of here soon, and soon enough he's happy and smiling. Or, at least he sounds like he is. Sam tells you all about his brother he was going to meet, until you've heard more information about them than you'll ever need to know.

Take 

Sam offers you something he found in the stream.

Take ITEM 40

A key, given to you in the gardens by Sam.



A memorised message from a computer screen:



Congratulations Agents, find your score using the following chart:

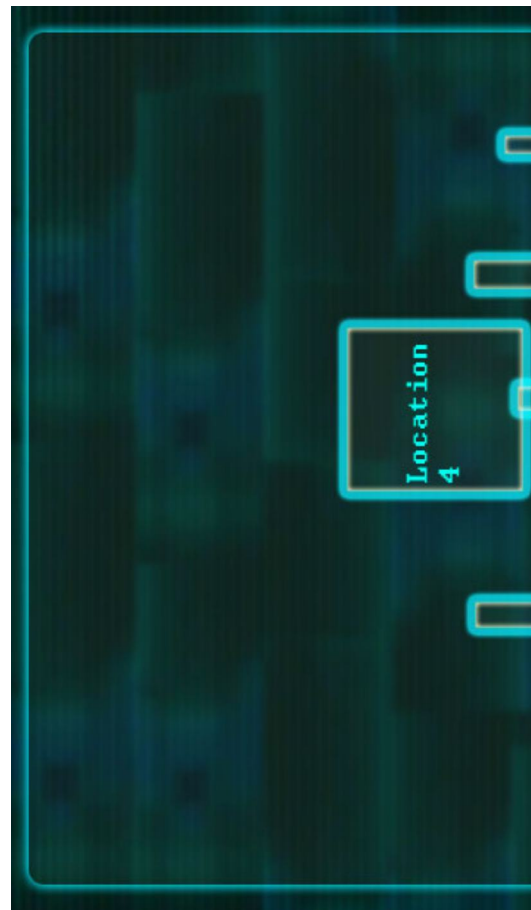
1st Run: 0pt
2nd Run: 0pt
3rd Run: 50pt
4th Run: 35pt
5th Run: 15pt
6th Run (and after): 5pt

Add 1pt for each TU remaining.



In future runs you may choose to begin in the Warehouse, as opposed to in the Cell.

Please note: This is optional.



SMELLS from the drains fill the room. That is some bad, noxious fume smelling. You cough and gag.

Looking around you see Lisa and Steven doubled over coughing as well.

Eventually the smell subsides, but that has taken some time to get over.

Your code was wrong. Return this to the CODEX deck and lose 5 TUs.

Nope, don't know what code you thought you were entering, but it's wrong.

You have entered the wrong code. Return this card to the CODEX deck and lose 5 Time Units.

CODEX

010

68

CODEX

031

69

CODEX

083

70

CODEX

137

71

GRUMBLING sounds can be heard. It's your stomach! Just how long have you been down here anyway? And where is here? Also, when did you last eat? You sure could eat something about now, but looking around you can't see any food. Maybe the trees...

No, they don't bear fruit. Literally.

Maybe over there...

No.

All this looking for food has taken time, and your code was wrong. Return this card to the CODEX deck and lose 5 TUs.

(You should only be reading this card if you are in Location 3. If not, return it immediately).

Of course, it's an anagram. You step closer to examine the wall when a voice blasts over the speakers. It is the voice from the Cell.

Well done, although this is an odd one to solve. The other two are much more important. Remember the numbers from the third, and if you get stuck on the first, its middle is location.

This message will only make sense to those who need it to, so if it doesn't don't worry- you're life in this time is essentially unimportant.

And I leave you with a question: do you trust the people you're with?

Then the voice stops.

CLATTERING can be heard, but then you realise it's Steven being a bit clumsy. You turn back to the sliders with hopeful anticipation, but nothing.

You have entered the wrong code. Return this card to the CODEX deck and lose 5 Time Units.

CLATTERING sounds are what you'd expect to hear if the shutters were lifted, but you wait...

and wait...

and they're still not lifting. Or moving at all. You prod them. No, nothing. You look at the machine, but the sliders are locked in place.

You have entered the wrong code. Return this card to the CODEX deck and lose 5 Time Units whilst you wait for the machine to reset.

CODEX

175

72

CODEX

218

73

CODEX

232

74

CODEX

281

75

You have entered an incorrect code.
Return this card to the CODEX deck and
lose the Time Units.

SMELLS start emanating from the rest of
the room as soon as you input the code.
The sound of water creaking through
the pipes can be heard, then the
showers suddenly come on.

Then the silver door suddenly opens.
The two other people walk out of the
room, and you follow them.

If you have ITEM 29 return it to the
ITEM deck.

Take ITEM 15

Open LOCATION 3.

Then return this card to the CODEX
deck.

GRUMBLING can be heard. It's Sam and
Lisa, they're not impressed with your
apparent guessing of the code on the
rock face.

Your code is wrong. Return this to the
CODEX deck and lose 5 TUs.

AFTER spending so much time in that
corridor, it's a relief to hear the door
suddenly open. Bright light floods the
dull corridor, and the crazy haired man
rushes past you, almost knocking the
small child to the floor.

You step out into another looming room,
much like the one you were in
previously, and the small child tags along
behind you.

If you have ITEMS 33 and/or 36 return
them to the ITEM deck.

Take ITEM 15

Open LOCATION 3.

Then return this card to the CODEX
deck.

**CODEX
300**

76

**CODEX
310**

77

**CODEX
350**

78

**CODEX
420**

79

SMELLS start emanating from the room.
Or is it Steven.

Wait, it's Steven. Oh dear.

The code you entered was incorrect.
Return this card to the CODEX deck and
lose 5 Time Units.

You have entered an incorrect code.
Return this card to the CODEX deck and
lose the Time Units.

You have entered an incorrect code.
Return this card to the CODEX deck and
lose the Time Units.

THE SCREEN changes. The words
"ERROR: INCORRECT CODE" appear on
the screen. You try to input some
different words, but nothing is
responding.

After a while, the computer begins to
respond again. Lose 5 Time Units and
return this card to the CODEX deck.

CODEX

443

80

CODEX

468

81

CODEX

509

82

CODEX

523

83

AFTER a few minutes the crazy haired man comes out the door.

You idiots, you don't have the slightest clue what you're doing, do you!?

You can only mumble an apology and look sheepish, as your code is clearly incorrect.

He then returns to the room which he came from.

Lose 5 Time Units and return this card to the CODEX deck.

[You should only be reading this if you are entering the bunker]

You type 443 into the keypad and wait. Shortly, the door grinds against the floor as it swings to one side.

Take ITEM 20

You step into the darkness.

Open Location 7.

GRUMBLING noises suddenly come out the rocks. A crack you hadn't seen before appears, and the rocks slide apart, revealing a thin corridor. You follow this corridor, with Sam and Lisa in tow, and come to another door. The door, as if sensing your approach, suddenly slides open. You step through, and the door quickly slides shut again.

If you have ITEMS 41 and/or 13 return them to the ITEM deck.

Take ITEM 22

Open LOCATION 6

Then return this card to the CODEX deck.

THE SCREEN suddenly goes blank, then the wall behind you closes.

A voice comes out the computer.

*Well done, but this path will bear no fruit for you now. You must remember what I show you, and then it will be time to **leave**.*

The screen glows with a new message.

Take ITEM 43.

The wall behind you slides shut. You look around the room for some other way out, but none is forthcoming. Phosphine gas starts to leak into the room and you quickly collapse. Read the following Mission Failed card:



CODEX

554

84

CODEX

596

85

CODEX

644

86

CODEX

646

87

AFTER waiting a short while the machine flashes a message:

NOPE

Your code was incorrect. Return this card to the CODEX deck and lose 5 Time Units.

You have entered an incorrect code.
Return this card to the CODEX deck and lose the Time Units.

You have entered an incorrect code.
Return this card to the CODEX deck and lose the Time Units.

AFTER all of this puzzling you finally input a number. And then the machine locks and doesn't respond to any more inputs.
The door isn't locked, and so you can only assume the code was incorrect.

Eventually the machine begins to respond to inputs.

Return this card to the CODEX deck and lose 5 Time Units.

CODEX

681

88

CODEX

727

89

CODEX

780

90

CODEX

837

91

THE SCREEN flashes. You hit the side of the unit and words appear on the screen "Incorrect Code".

Are you sure you know what you're doing here?

Return this card to the CODEX deck and lose 5 TUs.

GRUMBLING noises are coming from the rocks. Oh no, wait, they aren't. You were just being very optimistic. Your code was wrong.

Return this card to the CODEX deck and lose 5 TUs.

CLATTERING sounds suddenly ring out, as the shutters lift. They reveal a small passage behind them. The crazy-haired man suddenly pushes past you and crawls through the narrow passage. You look at the large man, wondering if he'll be able to fit through, but without a word he effortlessly squeezes through. Next it's your turn. You crawl through the passage, but it soon opens up into a normal corridor. As you pass through this into another room, a door slides shut behind you.

Take ITEM 22.

Open Location 6

If you have ITEM 25 return it to the ITEM deck. Then return this card to the CODEX deck.

THE SCREEN goes blank. Then stays blank. Then stays blank a bit longer. Have you input the correct code? Do you even know what the code is you're meant to put it?

It's possible you don't have enough info yet. Your code was wrong.

Return this card to the CODEX deck and lose 5 TUs.

CODEX

848

92

CODEX

873

93

CODEX

903

94

CODEX

975

95

You have entered an incorrect code.
Return this card to the CODEX deck and
lose the Time Units.

You have entered an incorrect code.
Return this card to the CODEX deck and
lose the Time Units.

SMELLS fill your nostrils. Fresh minty
smells. Lisa's eating some mints!

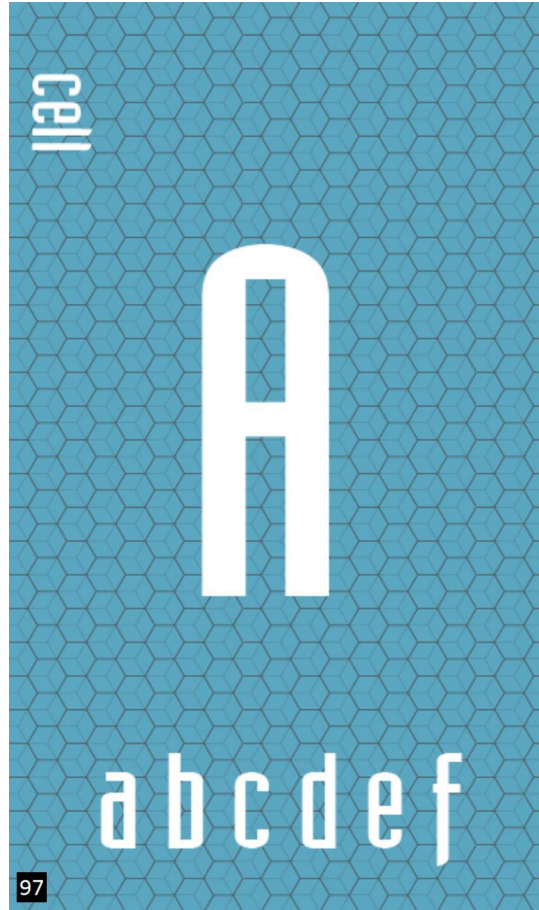
Where did she get those from, and can
you have one?

Turns out that was the last one, what a
shame.

You look back at the machine, the code
you entered was incorrect. Lose 5 Time
Units and return this card to the CODEX
deck.

CLATTERING sounds, all around, but
then you realise it's just a headache.
Entering the wrong code must have
released some sort of headache inducing
gas. Either that, or the mental exertion
has gotten to you.

You have entered the wrong code.
Return this card to the CODEX deck and
lose 5 Time Units.



You find yourselves in a bare room. A door blends into the wall behind you, but it is firmly locked. You cannot leave this location until instructed to do so.

The walls are all polished metal, and in the middle of the one facing you there is a glowing screen. Further investigation reveals it to be a touchscreen, although it doesn't seem to be responding to anything at the moment.

Staying silent for a moment you can hear some sobs and cries, possibly from adjacent cells.

Suddenly a voice rings out. It is an impossibly low voice, and must be coming out of speakers hidden in the walls and ceiling.

[In this location, instead of choosing a card, all read card b first, followed by card c.]

You have entered an incorrect code. Return this card to the CODEX deck and lose the Time Units.

Anyway, I will try to be fair.

Each of you have been locked in a cell, some of you together. In each cell there is a screen. There will be two options on the screen:

Stay or Leave.

If everyone chooses leave you will all leave this place, never to return. You can continue to go about your business as you were before I brought you here.

However, if at least one of you chooses stay, you will all stay, trapped, and some of you will die.

So please, make a decision. And remember, a single moment can impact on the lives of others.

The screen on the far wall humms and displays two words.

Reveal

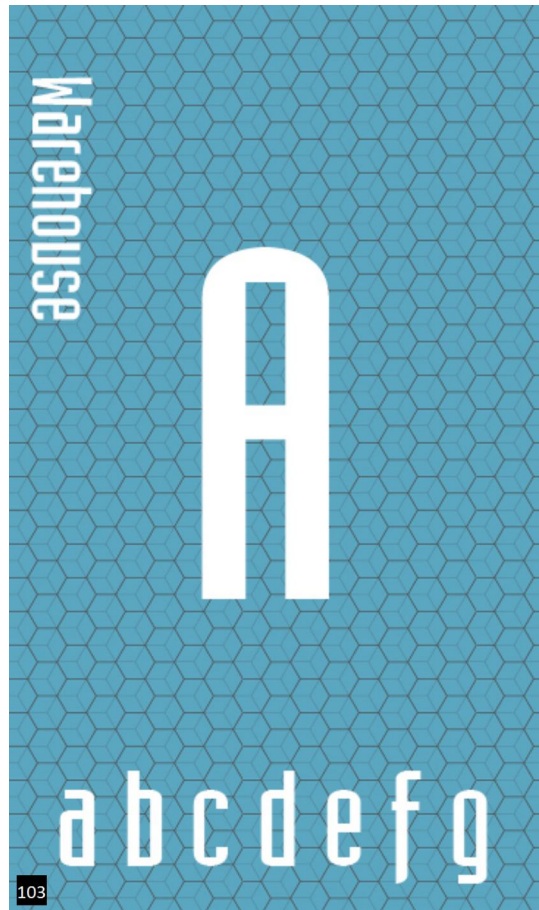
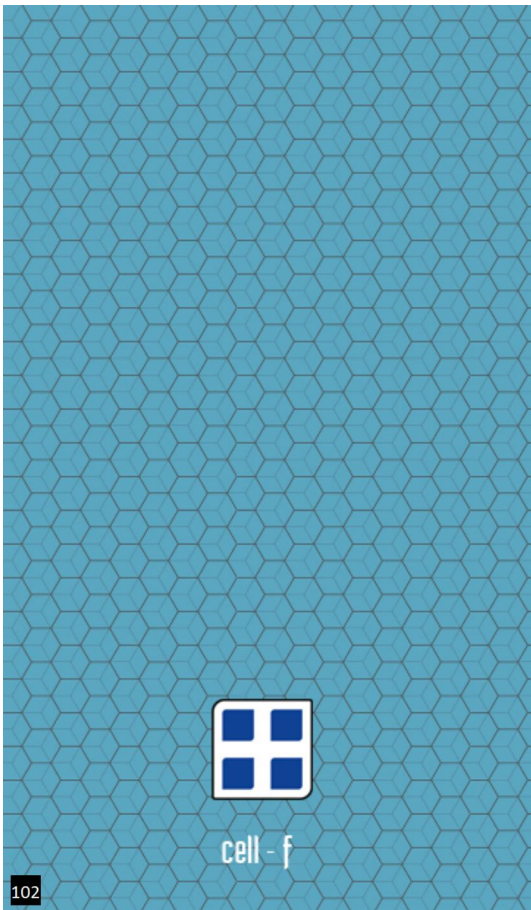
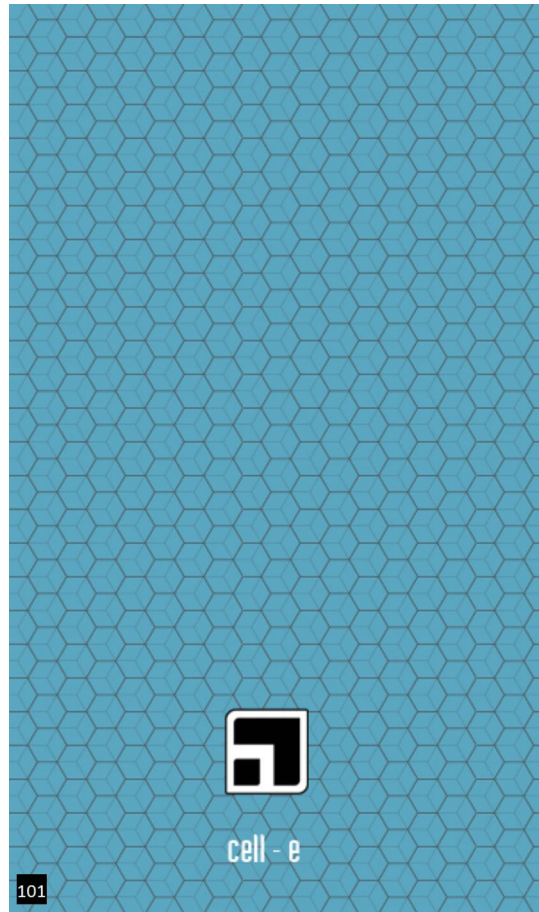
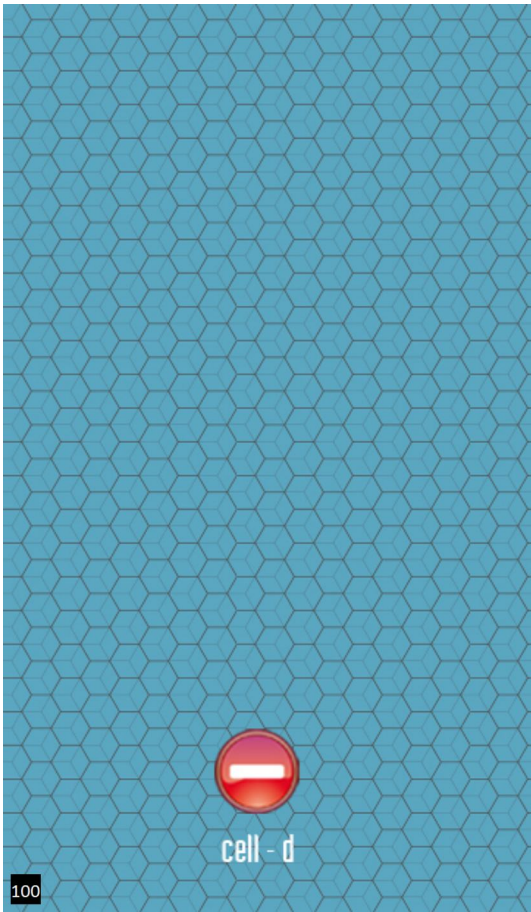


The voice speaks.

Welcome strangers. I know some of you do not want to be here, and I apologise for keeping you, but I will not keep you longer than you wish.

Our actions have consequences. Sometimes unforeseen consequences. Like a researcher who accidentally sets his alarm clock an hour late, and ends up speeding to his meeting. That simple action which results in a crash, a boy's death, and a family mourning. Could the researcher have known that his simple mistake would spiral into such huge consequences? That the pushing of a button would result in a life of misery for so many?

Remember, sometimes it only takes a moment to ruin people, and lives beyond that. Keep your decisions in mind, they will impact others.



Thankyou for your votes. You will now stay here.

A gas leaks through the walls, and you find yourselves falling asleep.

Open the warehouse location.

LEAVE



Reveal

STAY




Reveal

You awake to find yourselves in a large cavernous room. It looks to be some sort of warehouse. Four other people are standing around, you guess these must be the other people choosing earlier.

There are only two doors in the room, but they both stand out. A neon door in the far wall, and a grey door protruding from the wall. Neither of them have a handle.

On the far wall you can see some graffiti, and nearby two people are in conversation.

A woman and man both turn to face you as you get up.

You cannot return to the cells from here. Place a locked marker  on their location.

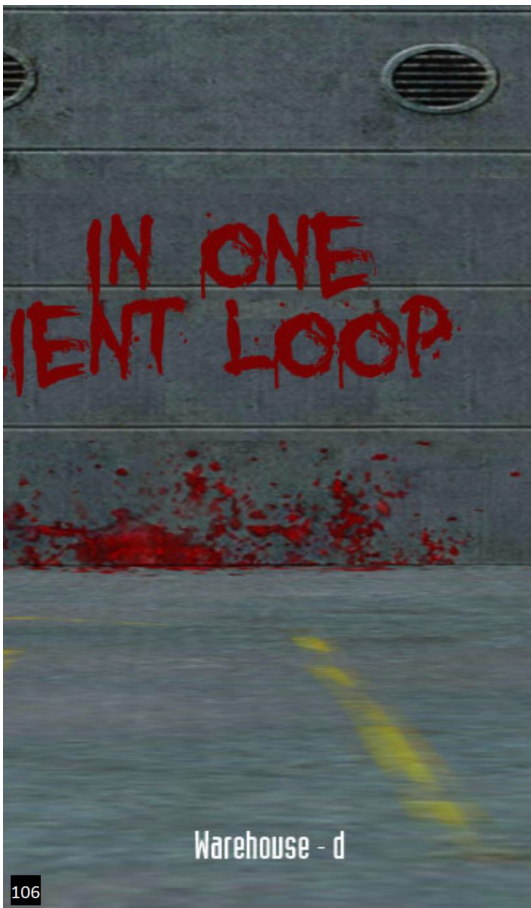
Take ITEM 45

Thankyou for your votes. You will now leave.

A gas leaks through the walls, and you find yourselves falling asleep.

Take ITEM 10

Open location 16



STOP!



*You voted to stay, didn't you!
You look suspicious to me, and I
don't trust you. You're in ca-
hoots with the ogre and space-
boy over there aren't you?
Pah! Just stay out of my way, all
of you, or you'll be sorry.
You don't scare me!*



The woman seems nervous. She timidly starts to talk to you.



*Did you... did you choose to stay? I
don't think you would have, why
would anybody? We... we must have
been lied to.
That man- she gestures to her left
He, he thinks we all want to stay. But
if we start doubting each other we'll
never get out.
Sorry! My name- my name is Lisa by
the way.*



The man is a giant, at least 7ft tall,
and the child he's talking to appears
to be wearing some sort of helmet.
You overhear some conversation as
you approach them.

*So you can't take it off?
No, I told you, it's stuck.
Do you want me to try again?
No! You almost pulled my head off
last time.
Heh he, yeah. Sorry about that. How
did you get it on anyway?
I... I don't remember.*

Just as you approach them to speak
you stop.



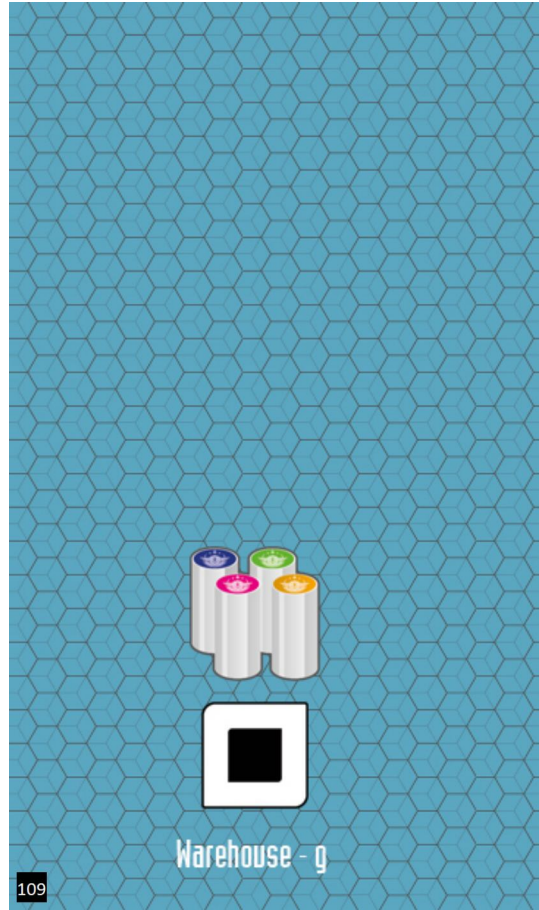
**IN ONE
ANCIENT LOOP**

You take a closer look at the wall and
floor. Is that blood or paint?
Just what is going on here?



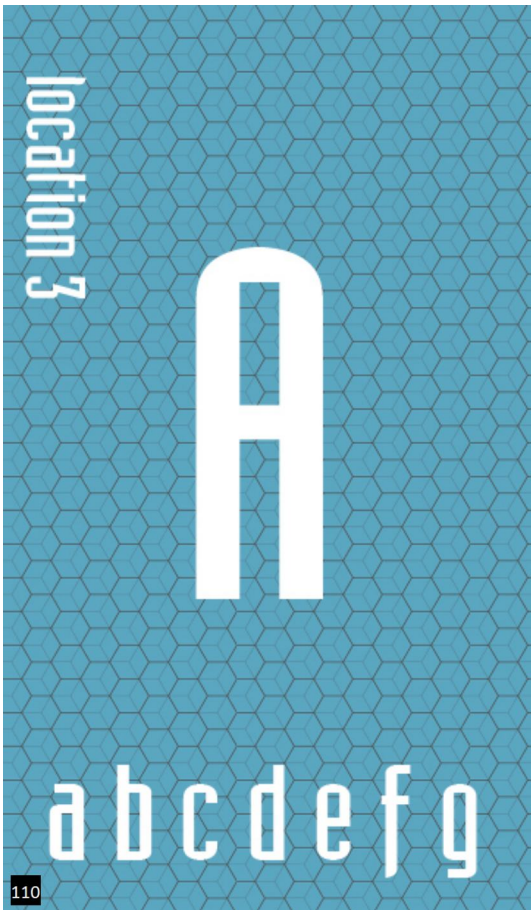
Warehouse - f

108

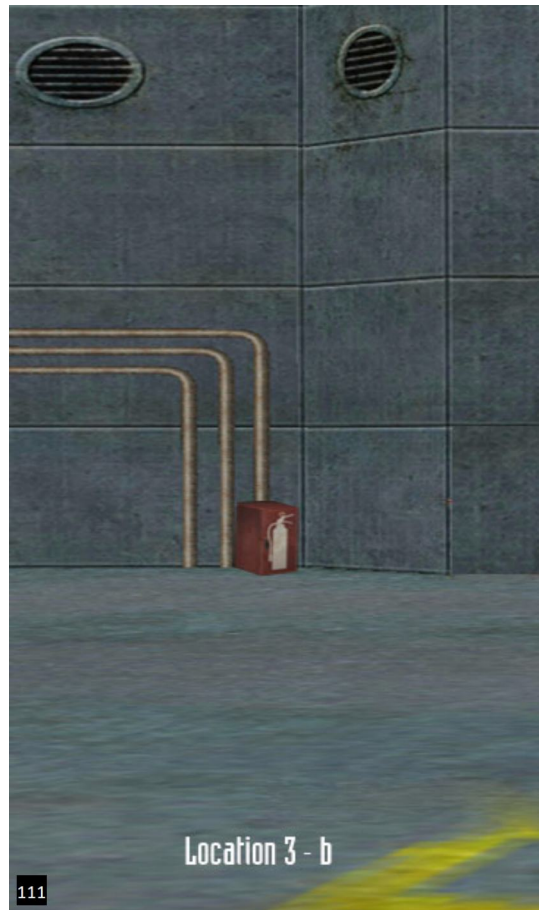


Warehouse - g

109



110



Location 3 - b

111

Suddenly a voice crackles through the room. It is the same voice from before.

Welcome, participants. I'm glad you decided to stay. Your next challenge lies behind these two doors. Hurry, as this room will soon fill with phosphine gas. You have one minute until the doors lock. Good luck.

With that the neon and grey doors both open.

Take ITEM 5

The crazy haired man and helmeted child rush towards the neon door, whilst the remaining two head for the grey door. Which do you choose?

Neon door:

Open
location 10



Grey door:

Open
location 5



The door looks like an old elevator door. The device next to it appears to be a lock. There's an opening, but you don't have anything which can fit in it.

Reveal



The box in the corner catches your attention. Do you have anything you could open it with?

If you have ITEM 16 and at least 1



take ITEM 2


Reveal



As you enter the room the door behind you suddenly shuts.

At first you think you've ended up back in the same warehouse room you started in, but then you notice a few differences. The door has changed position and colour, the graffiti is different, and there is an incongruous fire extinguisher box sitting near the far wall.

The other people are talking in a group, all except the crazy haired man who seems even more nervous and jumpy.

The way back is closed. Place the lock token  on location 10 and location 5.



Location 3 - c



Location 3 - d



Location 3 - e



Location 3 - f

NEXT CODE

There's more graffiti in this room.
And it makes just as much sense.

It doesn't smell though, so you
imagine it's just paint made to
look like blood.



The three are talking, and talk to
you as you go up to them. Their
names are Lisa, Steven, and the
little one is called Sam.

They're all quite hopeful, given
everyone got out the previous
room, but concerned about the
man in the corner.

Reveal



The lock looks the same as the
previous one. Do you have
anything to break into it?

If you have ITEM 16 AND at least 1
in



then return ITEM 16 and take
ITEM 4.

Reveal



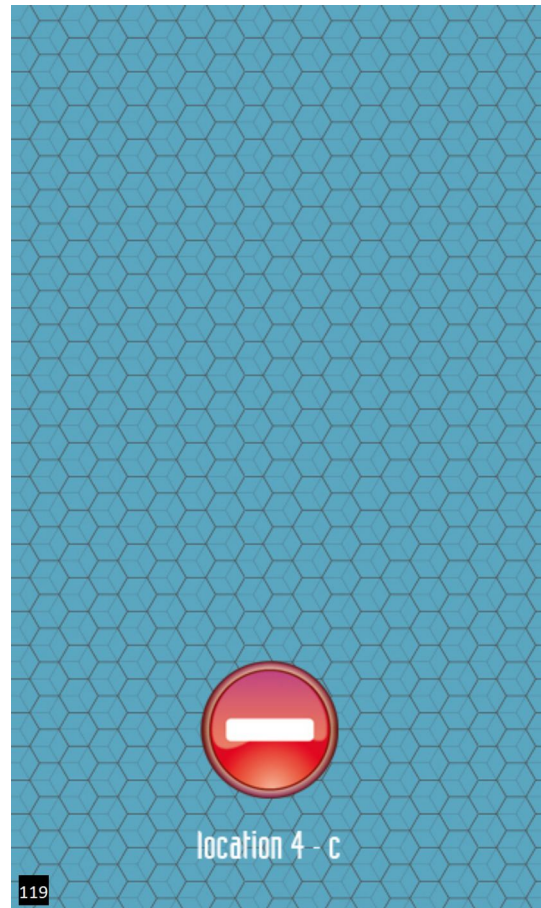
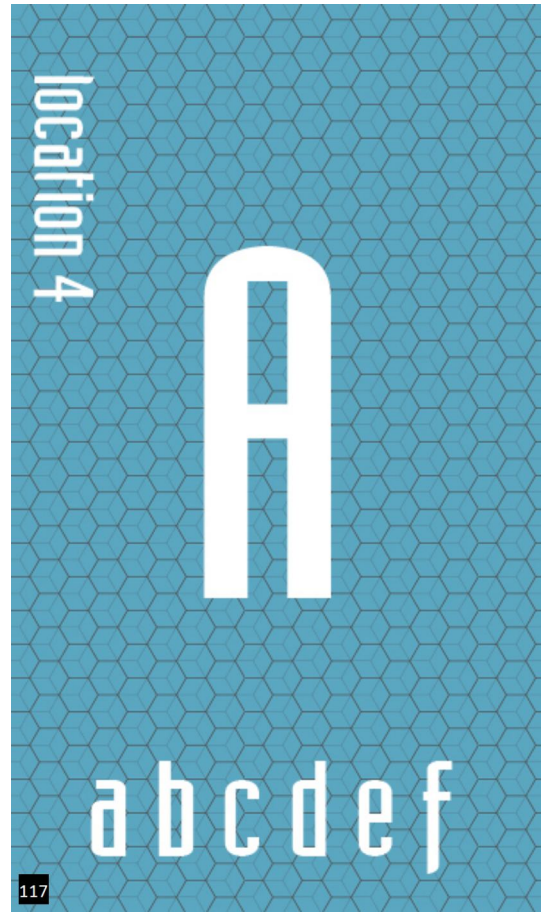
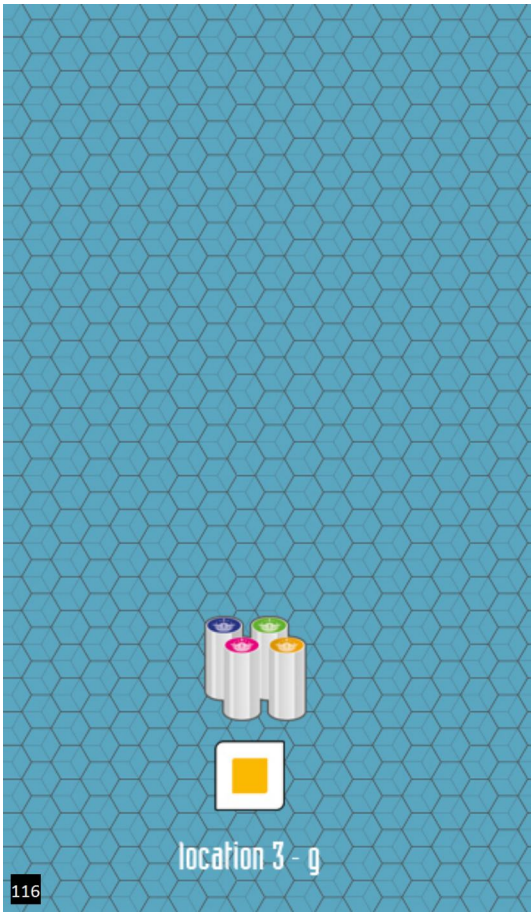
The man just won't stop talking.

*Aaaaaargh, get out. It's you, it's all of
you trying to stop me from
escaping.... I know one of you is
responsible, but who.*

*I bet it's that child, who knows what
that helmet is for. We ought to rip it
off their head and be done with this
place.*

Reveal





The room you find yourself in is small. It is completely featureless, apart from a button on the wall and some air vents embedded into the ceiling.

A voice crackles through the vents.

Welcome, to your final room. A very simple room. I must tell you your team mates are currently in an identical room, listening to an identical message.

There is a button in front of you.

You can push it, or not, it's up to you.

If neither team pushes it, I will free both teams.

If both teams push it, I will also free both teams.

If one team pushes it and the other doesn't, I will free the team which pushes it, and phosphene gas will be released into the room of the team which didn't.

Suddenly a familiar voice fills the room.

Congratulations on getting through the first room. Good luck with the next room, and I advise you to go quickly. This room won't be safe for long.

The grey and green door both swing open. Take ITEM 28.

The child and the woman both head for the green door, whilst the other two head for the grey door.

Which door do you go through?

Grey door

Green door

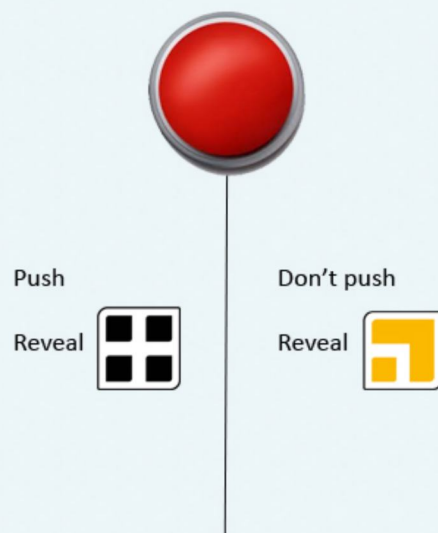
Open
location 15

Open
location 12

Before you decide, I just want to remind you, that like a car swerving off the road, it only takes a second for someone else's decision to impact your life.

Whether fair or not.

With that the voice stops.



So, there's your choice. The question is, what will your friends in the other room do?

Will they push the button to prevent themselves from dying, even if it means the deaths of you?

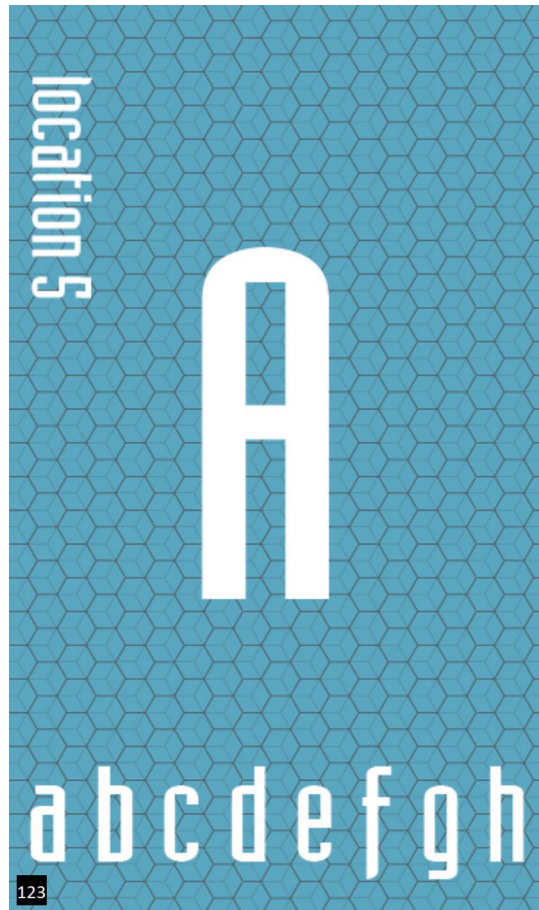
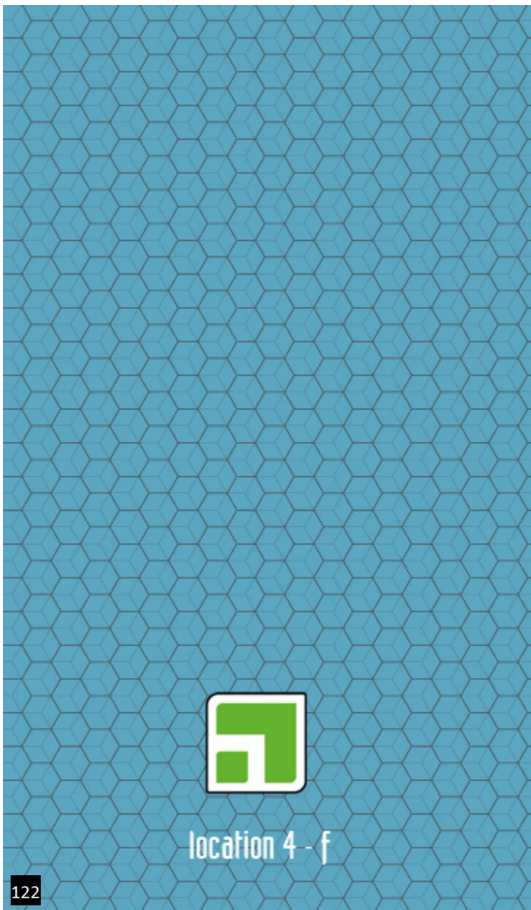
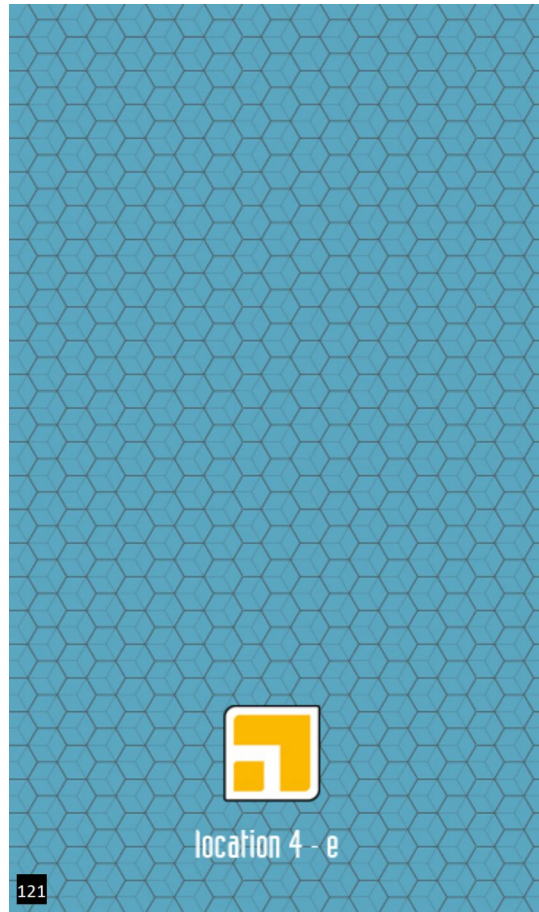
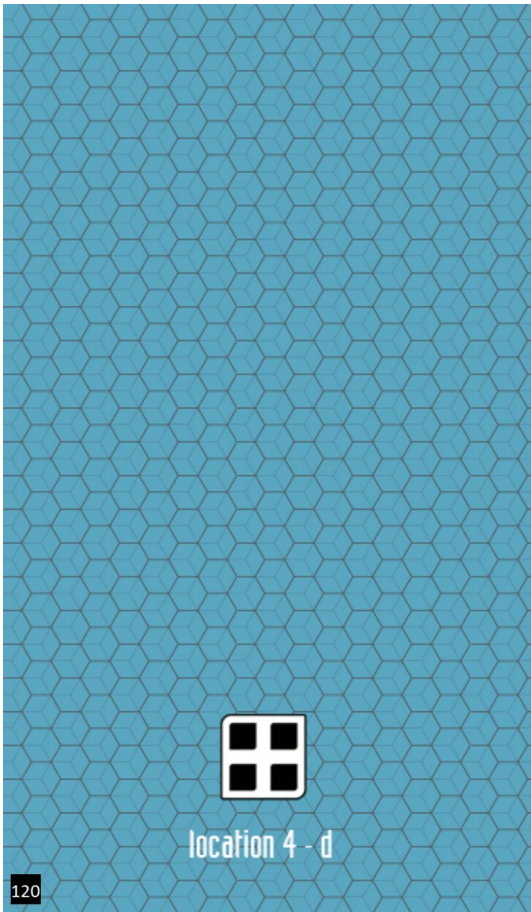
Or do they trust you enough to not push that button, knowing that you would not do anything to put innocent lives at risk?

If you push the button you will definitely escape, but can you live with killing those people?

If you don't push the button you definitely won't be a murderer, but will you even live?

Push? Or Don't Push?





The wall next to the button suddenly glows, and reveals itself to be a computer screen.

Words suddenly pop-up:

Dilemma. Results;

YOU: Did not push the button.

YOUR OPPONENTS: Pushed the button.

You will be killed.

Thankyou for playing.

Take ITEM 9

Reveal



Take



The wall next to the button suddenly glows, and reveals itself to be a computer screen.

Words suddenly pop-up:

Dilemma. Results;

YOU: Pushed the button.

YOUR OPPONENTS: Did not push the button.

You will be freed.

Thankyou for playing.

Take ITEM 30 and ITEM 12.

Open Location 8

You enter through the door way, and travel further down until you hear a slam behind you. You turn and see a smooth door blocking your way back. You **MUST** stay in this location until you can find a way out.

It's gloomy, but when your eyes adjust you realise you are in some sort of shower room. A silver door blocks the way forward, but there is no keyhole or handle to move it.

Turning you see some shower cubicles, one closed, and a small red device on the wall next to them.

The two people who came down here are quietly talking to each other and glancing at you.

Some lockers line the wall on your right.

Gas suddenly flows in through the ceiling. You hold your breath as long as you can, but eventually you breath in. The gas stops and the doors open, but the poison has spread throughout your lungs and body. It is only a matter of minutes before you surely die. What can you even do in this time?

You wheeze and splutter through the open doors.

Take ITEM 21

Open location 11



Location 5 - b

124



Location 5 - c

125



Location 5 - d

126



location 5 - e

127



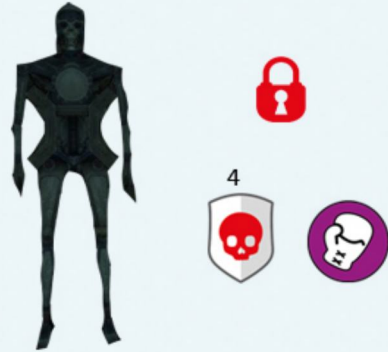
The red box in the corner suddenly powers on. The cover flips open and there's space to input three numbers. A message flashes up:


Phillipe + Taxi + Walked + John + Richard + John + Phillipe =

Below that someone has scrawled "The youngest was 8"

If you think you know the 3 digit code, read the CODEX card corresponding to that number.
If it isn't there, or the card doesn't begin with the word SMELLS, you are wrong and lose 5 Time Units. Then return the card to the CODEX deck.

When you open the cubicle door, a metal ball suspended behind it begins to open up. It takes a vaguely humanoid shape, and then attacks!

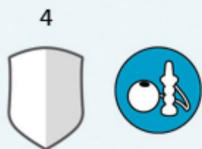


If you have ITEM 29 remove 1 for the help you receive. 

If you defeat the robot reveal 



The lockers are empty, but one of them has a lock on it. You don't know the code, but can attempt to pick the lock.



If you succeed reveal



The pair see you approach and turn to face you.

Where are we, the woman asks?

Hmmm.

The large man seems hesitant to talk, still suspicious of you.

The woman suddenly reaches into her pocket

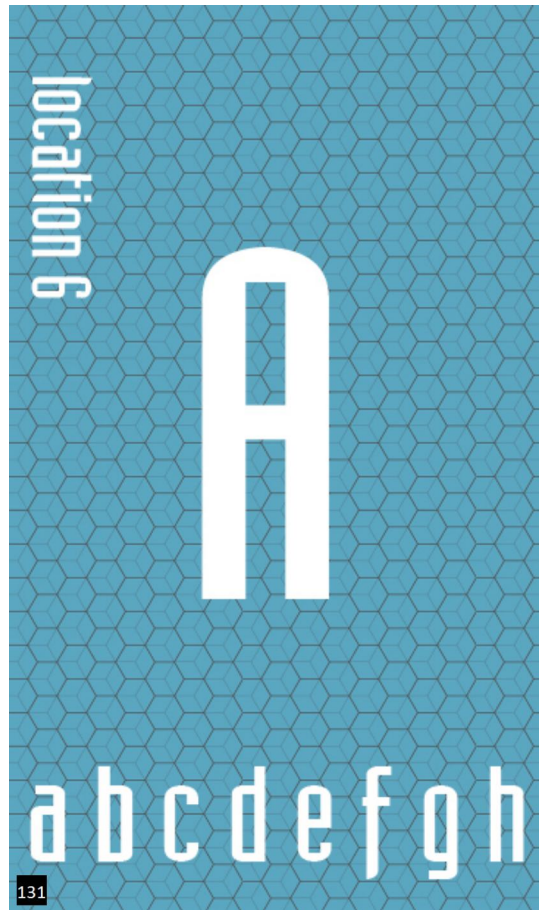
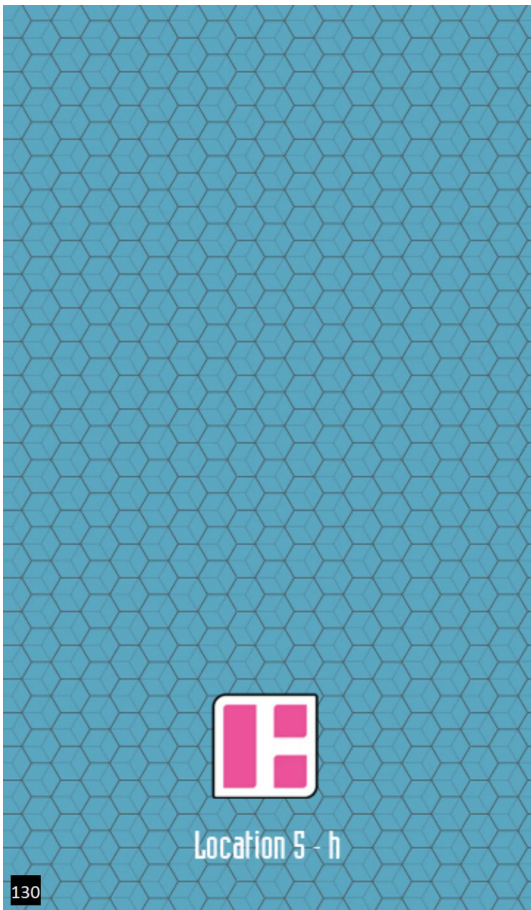
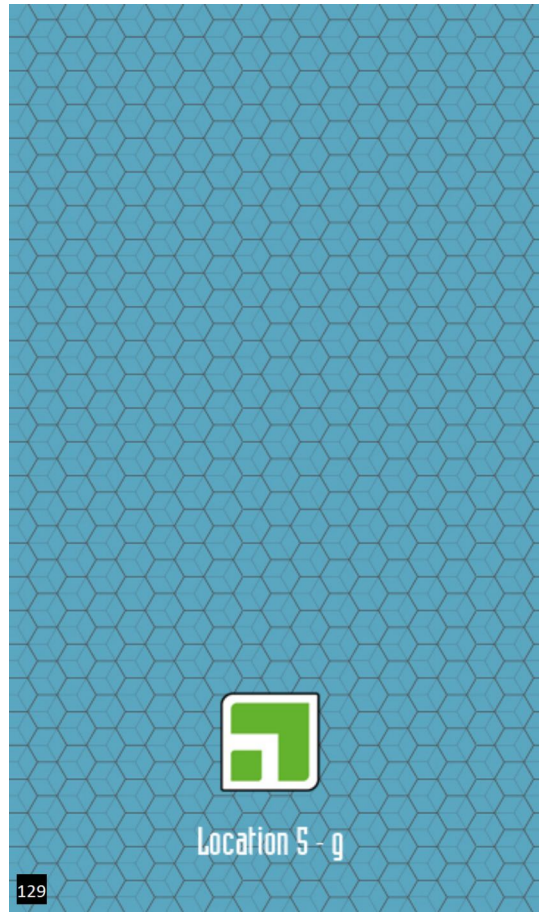
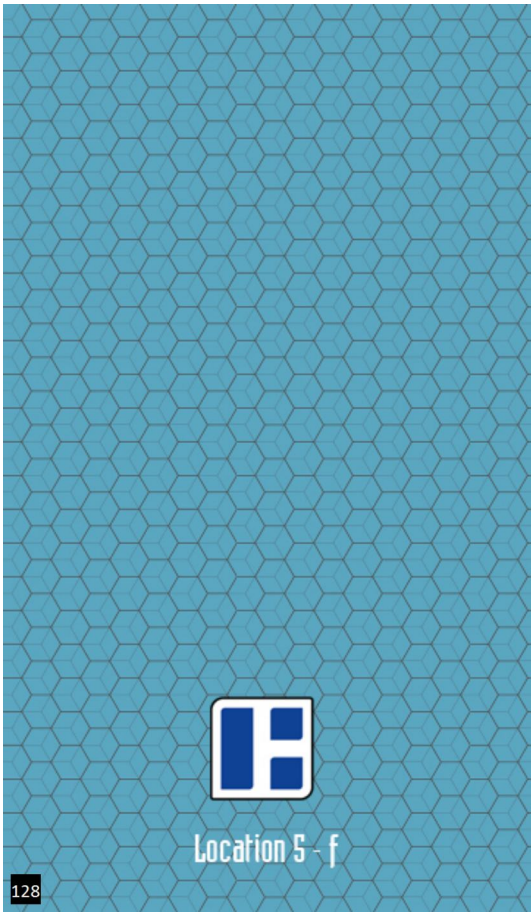
Here, I found this-

Wait! The man shouts, *How do we know we can trust you?*

To get any further you will need to convince them you're on their side.



If successful take ITEM 29



You finally unlock the locker and open it. As soon as you do you see a metallic ball, which begins to unfold before you. A humanoid shape suddenly appears and attacks you.



If you have ITEM 29 remove 1 for the help you receive.



If you defeat the robot take ITEM 18 and ITEM 24



Okay, I'm pretty sure there are 4 people, 4 ages, and 4 vehicles. Well 3 vehicles and someone who walked. We should be able to match them up. The door lock takes numbers? In that case I guess the ages must be important. Here, see if this helps.

He hands you a piece of paper.

Take ITEM 14

The room reminds you of the earlier warehouse rooms, except this one is much narrower. There are two doors on the far wall, and some similar graffiti.

You see everyone else hunched together talking, but upon seeing you enter, the giant man rushes towards you. He seems very agitated by your mere presence. Everyone else hangs back nervously, although you detect a glimmer of a smirk on the crazy-haired man's face.

The way back is closed, and you MUST remain here until you are told you can leave.

You look inside the cubicle and find a sheet of paper stuck to the back of the door.

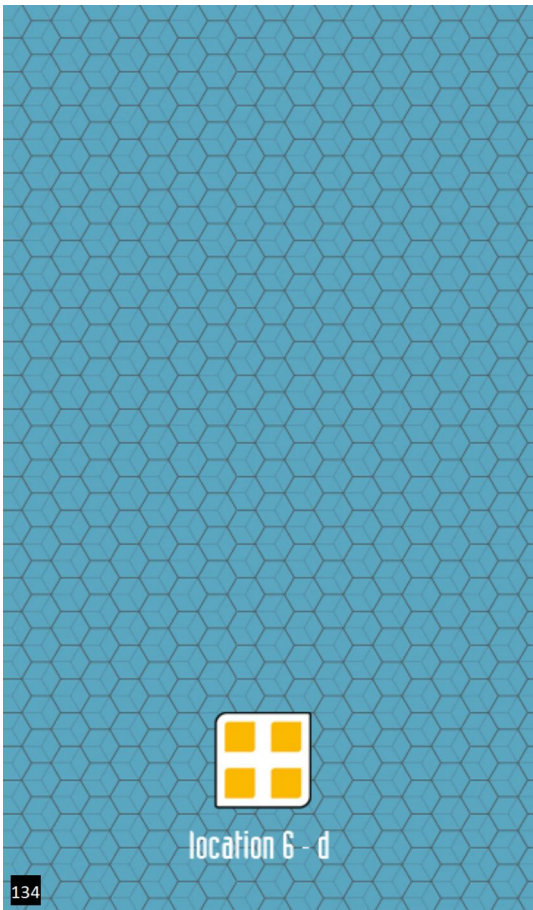
Take ITEM 8



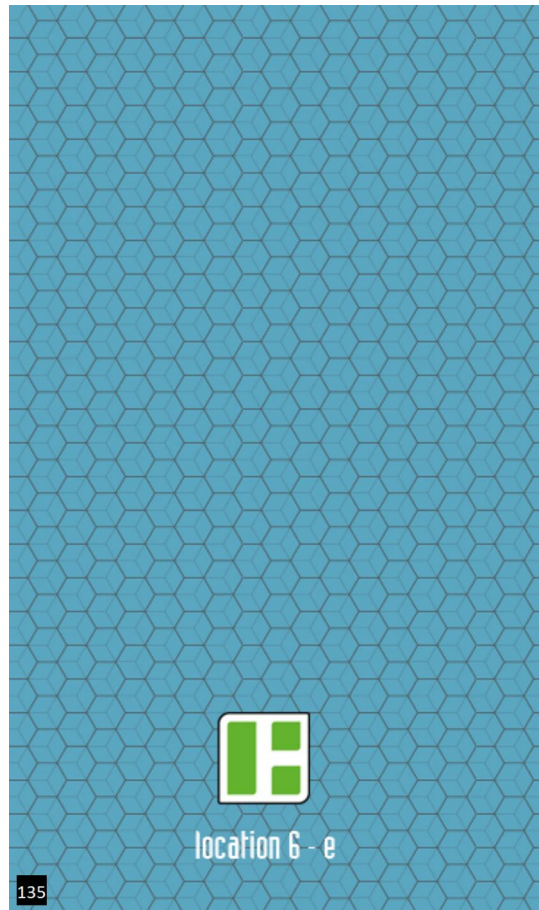
132



133



134



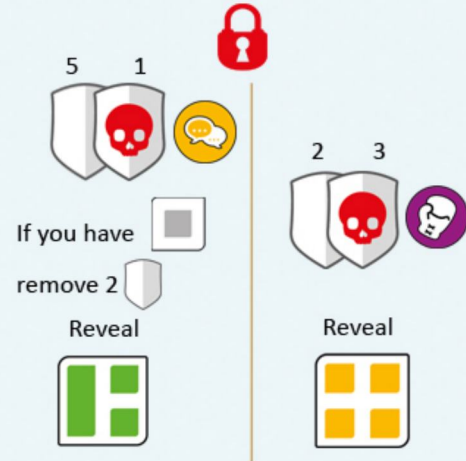
135

The three people are whispering nervously amongst each other. Whether they're scared of you or the large man is hard to say.



HEY! That guy says he heard you talking about pushing 'stay'. Back in the cells! We all pushed 'leave'! Are you the reason we're here!? WHY? You lot are always sticking together, but you haven't told us what you were even doing before we got trapped here. Just who are you and what is going on?

You will need to defend yourself. Either through talking or action.



The man grunts at you, but seems not to want to fight anymore.

He shouts out:

Arghhh, what the hell is going on!?
Who can we actually trust in here?

The other three people look over, the crazy haired man still has suspicion in his eyes.



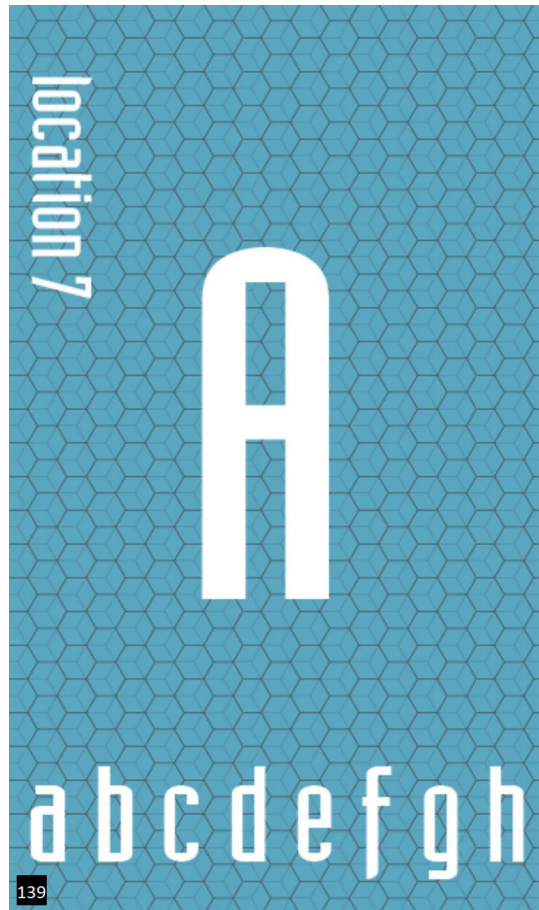
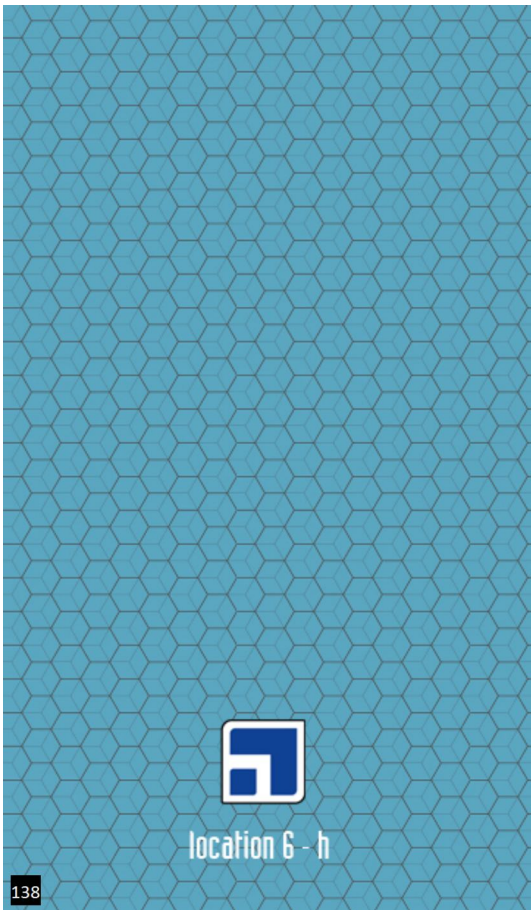
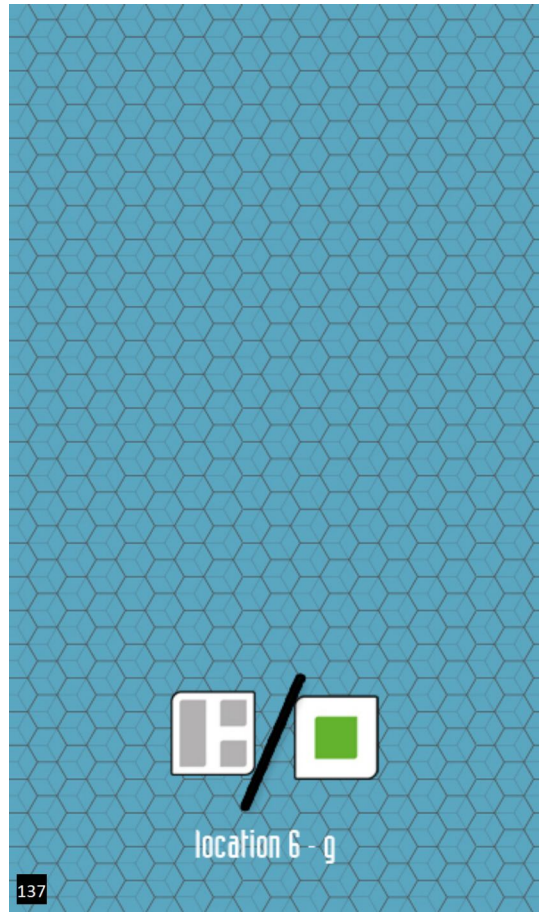
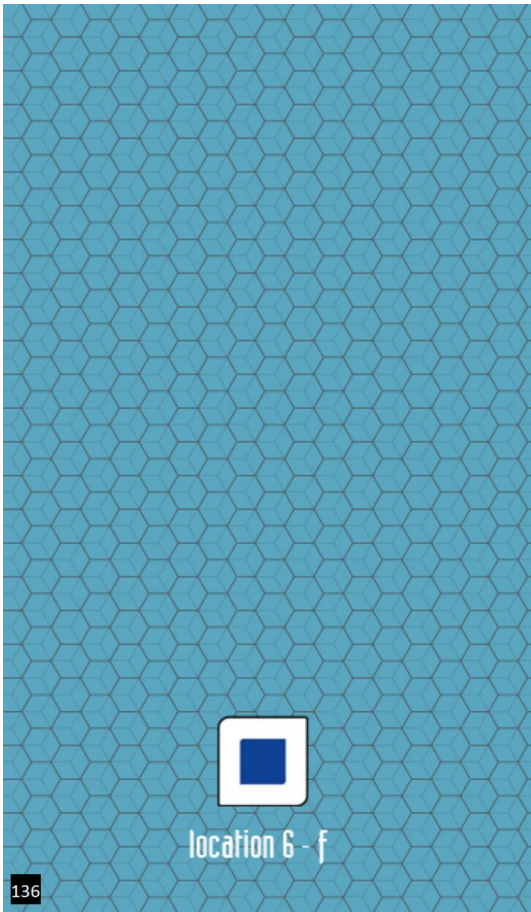
The giant man lies wheezing on the ground. The other three people stare at you with fear in their eyes.

If you have



return them.





You know what's coming up and think you may be able to take this opportunity to help everyone escape.

If you want to tell everyone here about the button Reveal



The two doors suddenly slide open. You expect a voice to echo over the speakers... but... nothing. The other four people all take the left door, which closes as soon as the last person steps through.

Only the right door is open now, so you go through. As you do, it closes behind you.

Take ITEM 44

Open Location 4

As you step through the bunker door, Bob's voice suddenly crackles in your ear.

Be careful Agents, there's a lot of Time distortion in your curr... loc...ion. Th...

...

The line goes silent. If you run out of TU in this location read the following Mission Failed Card:



The bunker door closes behind you. You cannot leave this location.

[Do not choose where to go in this location as normal. Instead, every player must visit card b, then card c, then card d etc.]

As you begin to explain what the next room is the crazy haired man suddenly starts pointing at you and shrieking.

See, I knew they were suspicious! How can they know what's next?

Suddenly the whole room is full of arguing, and the suspicion in the room is almost palpable.

Whilst in this room roll 1 fewer die for



challenges.

Take





Location 7 - b

140



Location 7 - c

141



Location 7 - d

142



Location 7 - e

143

As you walk along two objects suddenly descend from the ceiling. They unfold to reveal themselves as robots. They make their way towards you, and suddenly emit a strange electric field, which you feel sapping your Time Units.



4 2 1



You've entered a long tunnel. The air gets colder as you walk down it, and your footsteps echo against the empty walls. The tunnel twists and turns as you go down it, until you hear a distant voice.

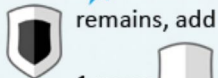
Aha! It worked! I mean, I thought it would, but it's exceeded my expectations.

Apologies, this must be confusing for you. Welcome, agents. I would say I've been waiting for you, but I haven't been waiting at all. You've spent more time than I have at this stage, I'm sure of it.

Now, let me start at the start. I've told you about a boy's tragic accident, but I haven't told you about his younger brother's experience. A horrible childhood borne of another's mistake. That boy vowed to do something to change that, and change it I shall.

You turn the corner and see a set of bars blocking your way. Another set of bars fall from the ceiling behind you. You are trapped. An electric field crackles around the two sets of bars, sapping your Time Units. There is a computer panel in the wall. You must hack it to continue.

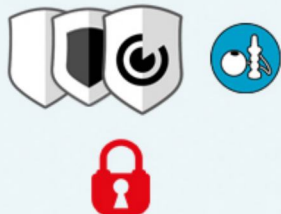
If you don't roll at least 1★ whilst a



1 more



4 2 1



Tricking Bob was relatively easy. When you've been involved with T.I.M.E. for as long as I have you learn how to falsify a time rift reading. I insisted upon being sent back, and once here I quickly fashioned a device to prevent my consciousness from returning. Is Bob keeping my old body alive? Truth be told, I have no need for it now.

However, something was wrong, I hadn't gone back far enough. Almost, but not quite! I was stuck here in a timeline with no way to affect it.

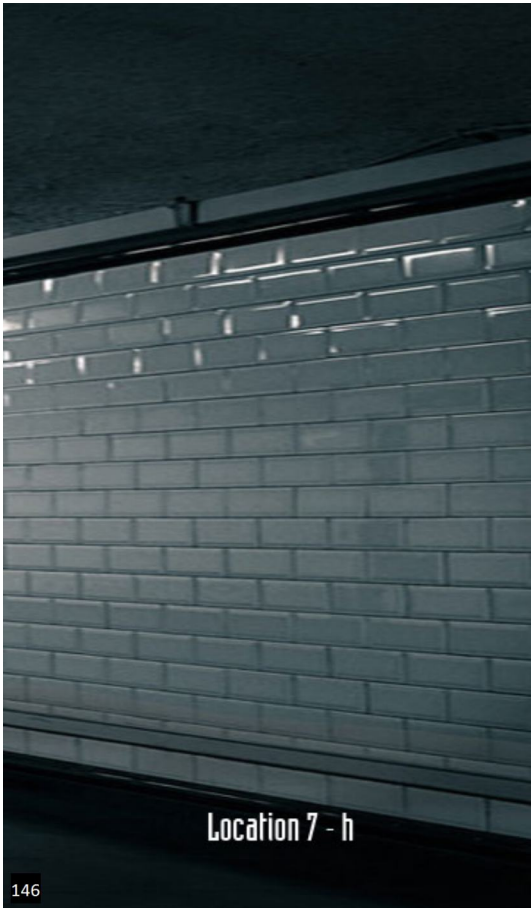
There was only one thing I could do. I knew I could assemble a caisson, but that wasn't enough. I didn't have anywhere near the amount of energy required for generating Time Units, not here, not without government funding. But I knew how to drain them, I could do that.



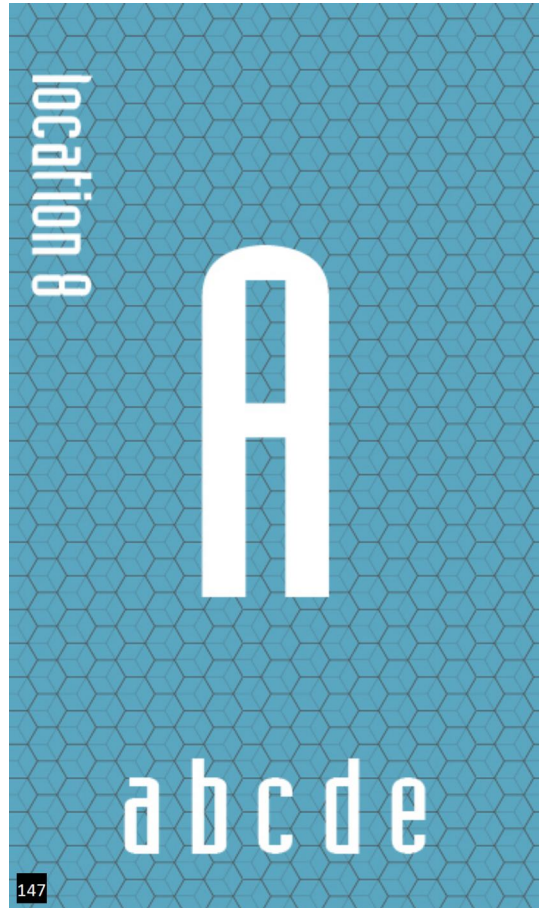
144



145

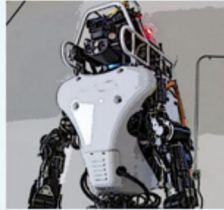


146



147

You can hear you are getting closer to the voice so you start to hurry. You turn a corner and come face to face with one of the largest robots you have ever seen. It emits an electric field for absorbing Time Units and steps towards you.



All I needed to do was to get Bob to send me some Agents. That was simple enough, I remove the device and reappear on his radar, a long lost blip. But how to identify them?

I built a series of rooms. You've already seen them, though they are completely untouched in this timeline. Finishing with a trick- two rooms, one with a button and one without. A fake dilemma. But the room with a button doesn't know this, they just think the other people are always doing the opposite of them. Ha! Did you get caught on that? Or did you find your way here before then?

The whole system was setup to ensure only Time Agents came here, but not at any time, only Time Agents with lots of TU for me to siphon.

I wonder. How many times have I died in front of you? How many times did you die? Do those times even exist?

You step out of the room, back into the smaller warehouse room. A section of wall in the corner slides up to reveal a pitch black passage. Is this the escape that was promised?

The other door slides open, and two of the other team emerge. It slides shut again after. The large man slowly lurches towards you, before collapsing.

The child fairs better, presumably his helmet helped mitigate a lot of the gas, but he still has to stop and cough now and then.

The way back to the room with the button is now closed. Place a locked token on location 4.



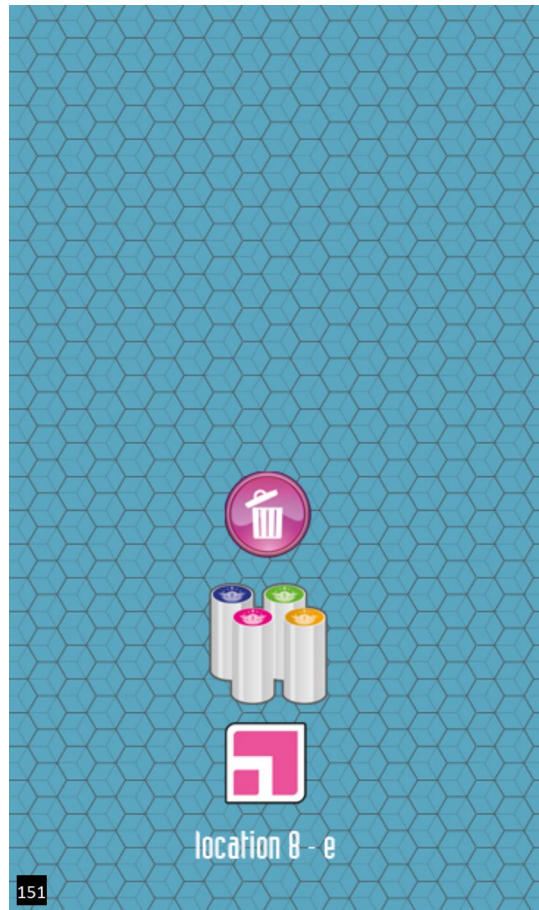
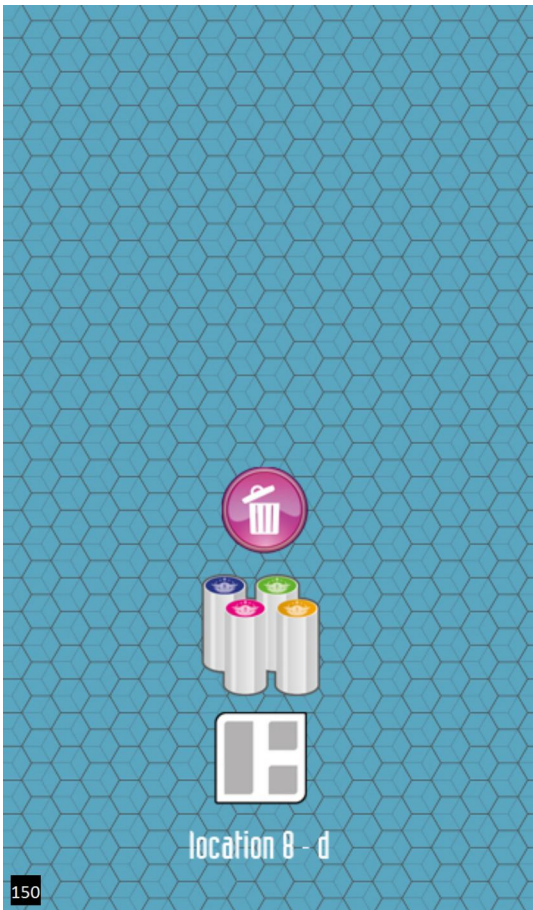
It's good to see your faces.

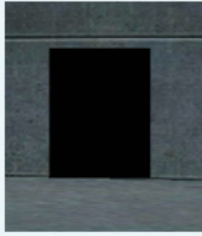


I have enough Time Units now. I ask of you, let me rescue my brother. That's the only reason I'm doing this, as I'm sure you understand. There is no reason for any more bloodshed. Let me go back and save an innocent life. It's either that or kill me- my consciousness is so linked to this body if I remove the helmet I die. Tell me, in this timeline, who exactly have I harmed?

Let Charlie go
Take ITEM 39

Kill Charlie
Take ITEM 11





The hole in the wall leads to a passage. The passage seems to go on for some time in total darkness.

Take ITEM 37

To travel this way Open Location 13

The large man grunts, his eyes don't seem to see you, you wonder if he's gone blind.

Wh... why..... murd.....they... dead.....

Then falls still.

The child just looks at you, before suddenly falling to the ground in a coughing fit, sobbing.

The child talks to you.

*How.... did how did.... you know.... about.... the but... button? Wait... not import... ant.
The... wall.... is.... important.*

The writing.... is... not right.....change...the letters... the order... rearrange.. them..don't.. .don't go..or..we... die.

Solve..wall...

*MAKE...
IT...
EXIST..*

The child starts coughing uncontrollably.
MAKEITEXIST



Why? Why did they not push the button?
What changed this time?

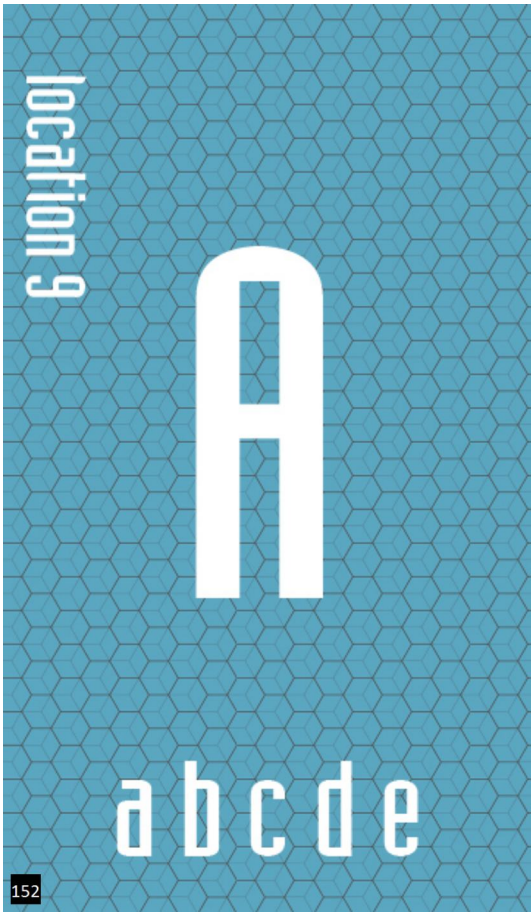
Why, didn't you push it this time? You demand to know, angrily.

The large man is silent.

The child responds. *What.... do you.... mean.... this time? We've.... only done..... it once. And.... the wall.... read... the wall.... It's wrong..... It shouldn't... shouldn't be... MAKE ...IT EXIST.
Please... please don't... go. Solve... the writing... Change the... order.. move... the letters. If you leave... we all die... Don't go...*

MAKEITEXIST







As you approach the robot, its eyes suddenly start to glow red. It lurches out towards you! You must defend yourself



IN ONE ANCIENT LOOP. Of course, it's an anagram.

You step up to the graffiti to examine it, but as you brush against the wall, a section of it slides to one side.

Take ITEM 32

Everyone else in the room turns to look, but as you enter, you see that they aren't follow you into the blackness.

After just a few steps you find yourself in a small room. It looks like some sort of charging station for robots. Two robots line the wall, whilst a computer terminal sits between them.

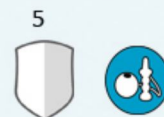


As you approach the robot, it's eyes suddenly start to glow red. It lurches out towards you! You must defend yourself



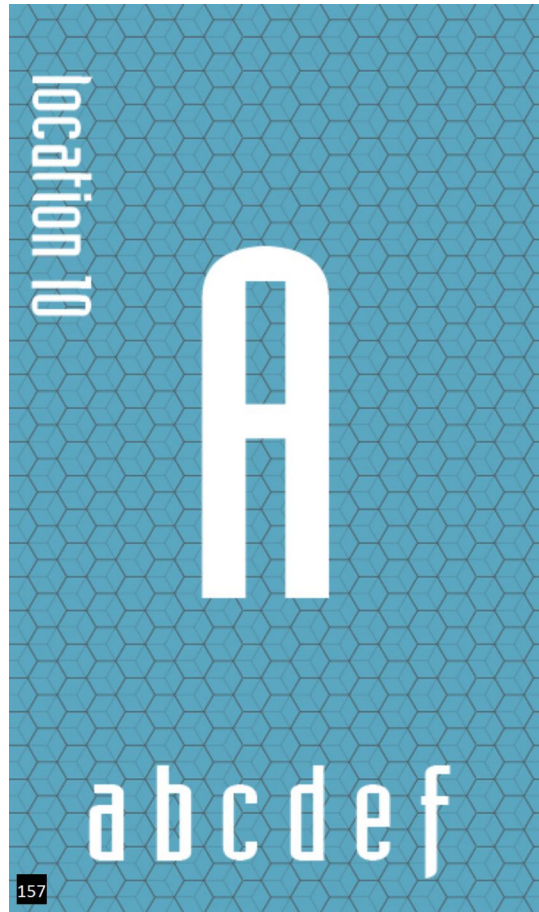
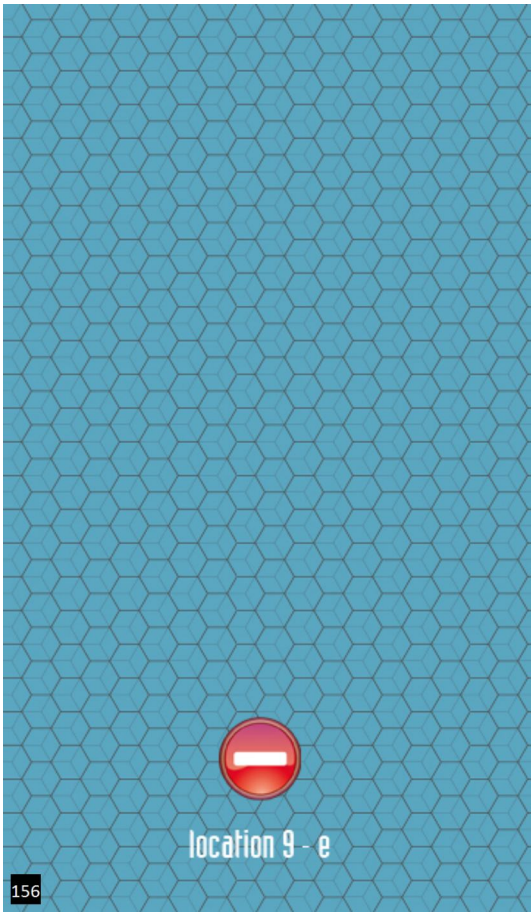
The computer screen seems unresponsive, but, soon you see a green icon on the screen.

You can attempt to hack the computer.



If you succeed reveal





As you enter the room the door suddenly shuts behind you. You can't see a handle on this side, and going back seems impossible. You **must** stay in this location until you have found a way out.

The room actually turns out to be a corridor. The funny haired man who came with you quickly turns the wheel on the right door and enters it.

There is a funny sounding hum coming from behind the left door, but it doesn't appear locked.

The young boy with the odd helmet on has gone to try the door up ahead. He turns to face you and shakes his head. That door must be locked as well.

A number pad next to the door is powered and blinking.

If the robots are still attacking they stop.
A message appears on the computer screen.



If you know what number to input read the CODEX card corresponding to that number. If it doesn't begin with THE SCREEN, or doesn't exist, lose 5 TUs.

The young boy is shaking his head, he's beginning to panic about the situation. You reassure him with some comforting words and they relax a little.

My name's Sam. I'm not really sure what's going on. I can see fine, but I don't remember putting the helmet on.

...

Actually.



I don't remember anything.

I guess I won't be much help here at all.

You can't see it, but you can tell from the sound of their voice they're saddened by this last statement.

You can try to persuade Sam to help you



If successful take ITEM 33

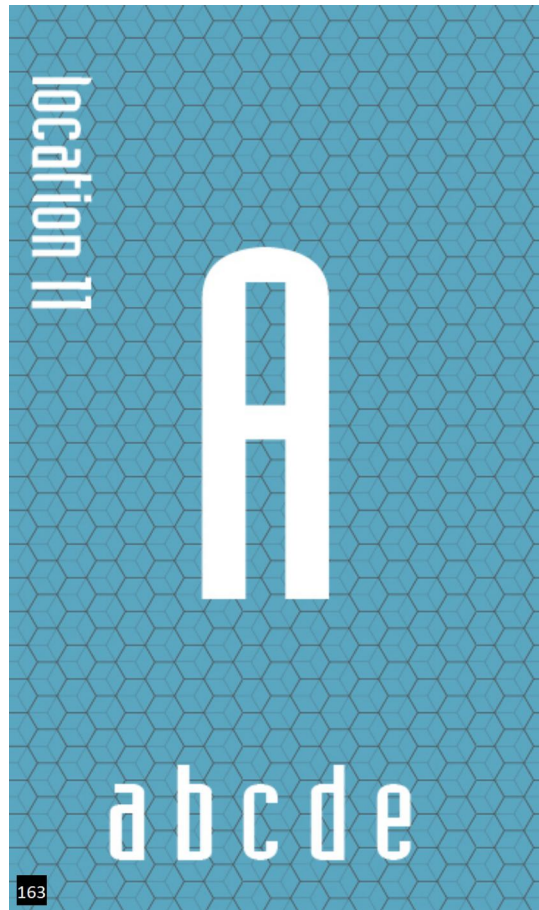
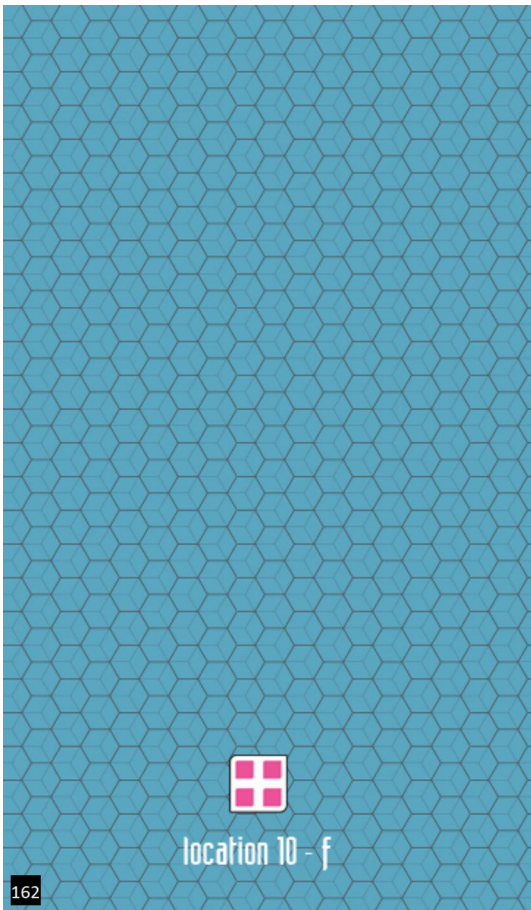
The humming is caused by an old computer on a desk. A quick scour of the room reveals just a metal desk for the computer to sit on and a metal chair with no cushion.



You can attempt to hack the computer.







If you succeed take ITEM 3



The crazy haired man seems to be scrambling over the room. He turns when he hears you open the door and tells you to get lost. He appears to have a piece of paper sticking out his pocket.



You can either persuade him to give you the paper, or pickpocket him.

5		6	
			
take ITEM 7 and ITEM 36		take ITEM 7 and ITEM 16	

The unusual contraption opens to reveal a number pad. A screen beside it shows it needs a 3 number code. This must unlock the door and allow you out the location. There is some graffiti below it.




If you know the code for the door, read the CODEX with the corresponding 3-digit number.

If the card is not there, or does not begin with the word AFTER, lose 5 Time Units and return the card to the CODEX deck.

As you lurch out of the room, your vision blurs and your feet stumble.

You find yourselves back in the smaller warehouse. A hole in the far wall appears to have opened up. Only the young child with a helmet has remained, no doubt the rest have fled down the new passage. He seems to want to speak to you.

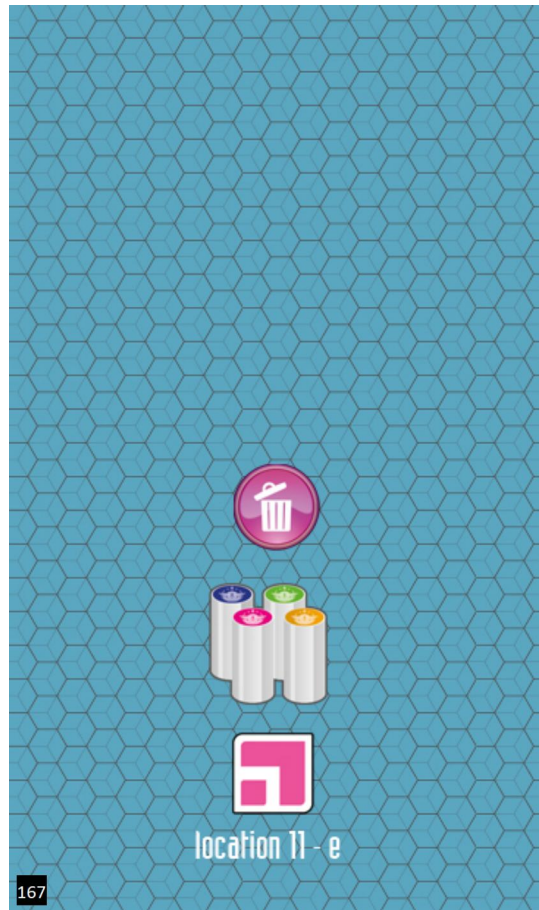
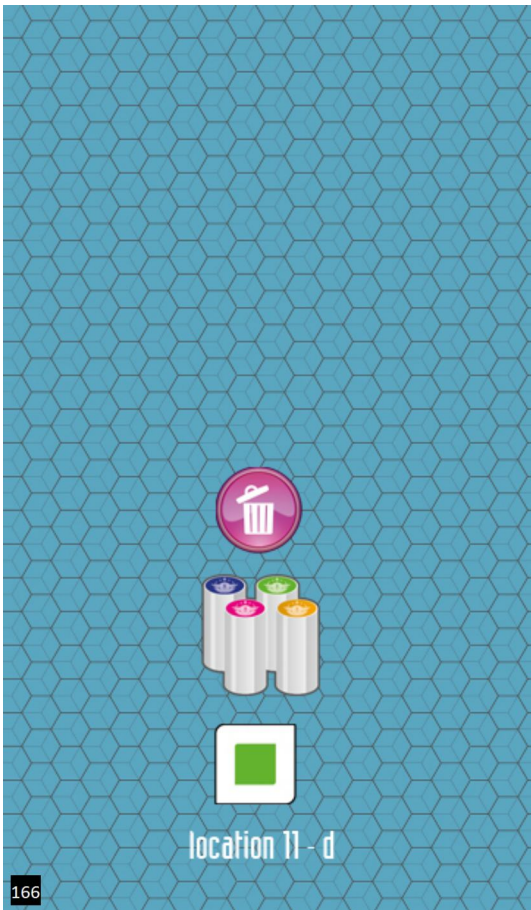
The way back to the button room closes. Place a locked token on Location 4. 



Each symbol is a number. It's only to do with the number of lines and dots.

Do we know what J's age means? That would give us a starting point, and there might be more information there as well.

Thankyou for trusting in me, by the way. I know it can't be easy with this.. thing on.



You look up and see the child shaking their helmet in their hands.

Come on, you can come through here, Lisa said she saw light and felt air! We can get you help!

Take ITEM 37

To follow Sam through the tunnel Open Location 13

It's all blurry, you cough and start to fall. You look up, but your vision is faltering. Slowly you stumble to the wall, and rest against it.

The child looks at you hesitantly.

How... how did you know what the next room was? Everyone else has gone down there, but you knew somehow. So I waited. But whilst I was here I was looking at the wall.

MAKE IT EXIST.

MAKE IT EXIST.

It's wrong somehow. You need to solve it. I don't know how I know, I just feel it, I guess like how you felt that room was coming up. The letters, they're not in the right order. You need to move them, change them around.

*If you leave, we'll die. You **must** solve the wall.*

MAKEITEXIST

You look up at the child. Why? Why did that team push the button this time? What made them change their mind?

W...why.... change? You manage to ask.

The child cocks their head, confused.

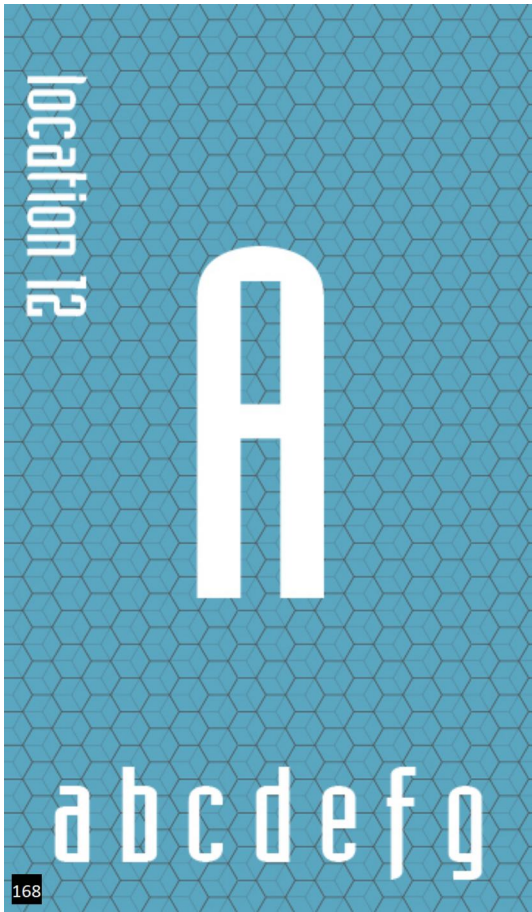
What? This was the only time we've done it. Besides, it's... anyway. That doesn't matter. Everyone else has left. But on the wall... it's... it's wrong somehow.

MAKE IT EXIST.

MAKE IT EXIST.

*I know you don't have much time, but that feels important. Even more important than escaping. I think you have to rearrange the letters. Don't leave- you **must** solve the wall!*

MAKEITEXIST



The open faced wooden shed is empty. The only thing of interest here is a wooden box on the window ledge.



It is locked. If you have Item 40 you can unlock it immediately. Otherwise you can try to unlock it:



If you unlock it Take ITEM 17

You step through the door and down the corridor. Eventually you enter another large room. But this room is completely different.

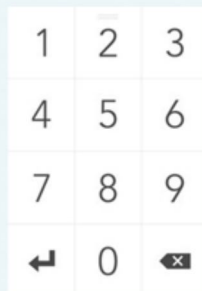
At first you think you're outside. A stream trickles underfoot, and grass and trees can be seen growing here. Overhead a blue sky can be seen behind a glass dome, with a few clouds drifting lazily by.

However, a quick look around reveals this to not be the case. The trees and grass are real enough, but the sky is just an image projected onto the walls and ceiling. You are still trapped.

A wooden shelter or shed of some sort is to your left, and the wooden path takes you past some rocks, which appear to be glowing white.

Whilst looking at all of this the door slides shut behind you. You will not be able to leave this location until instructed to.

You set off towards the glowing pad in the rocks, and stumble across a piece of paper. Take ITEM 31



A numberpad is set into the rock. It glows a luminous white. Above it a small display has space for three numbers. If you want to try inputting a 3-digit code take the CODEX card corresponding to the numbers. If it doesn't begin with the word GRUMBLING, or if it doesn't exist, return it and lose 5 Time Units.




The child is resting against the shed, their head resting in their hands. It's impossible to tell with that helmet, whether they are worried, or at peace.

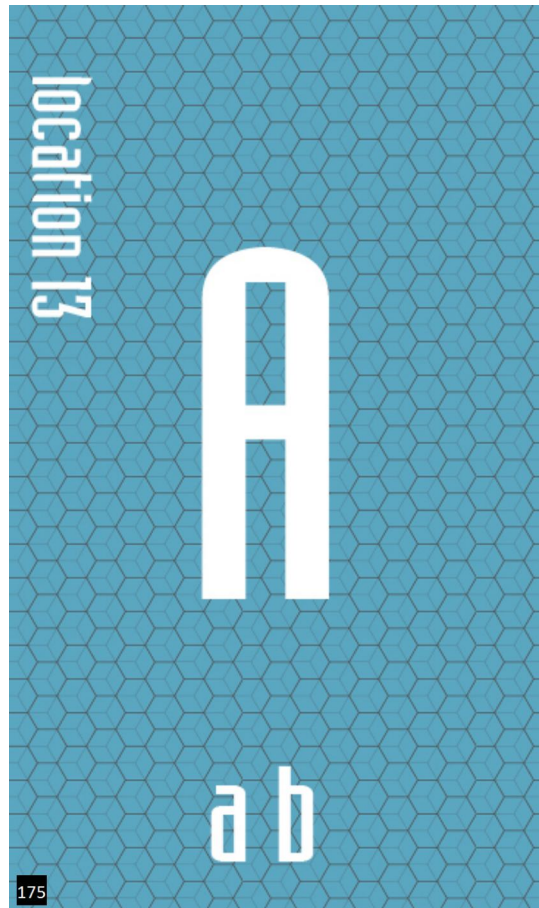
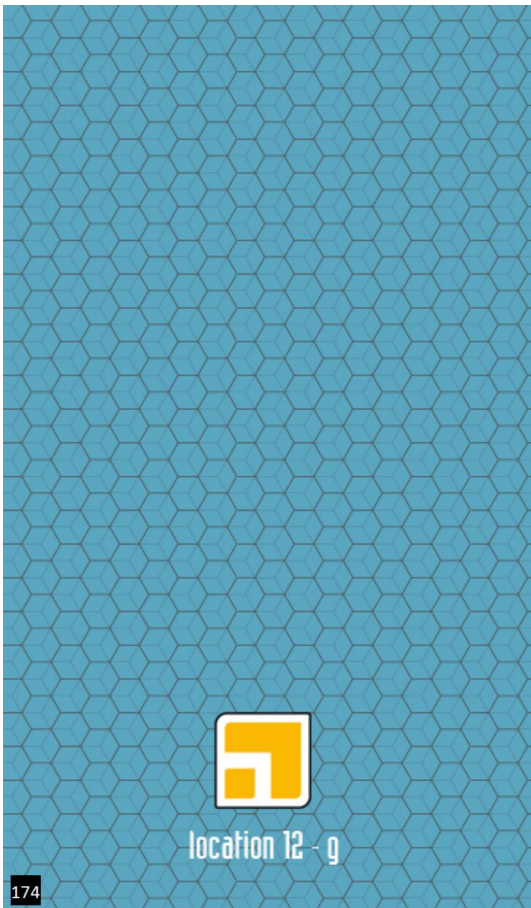
Whatever it is they seem hesitant to talk to you.

You can try to get through to them.



If you have  succeed automatically

If you succeed take ITEM 41





Lisa introduces herself (again if you've already met her) and seems eager to help.

Here, take this.

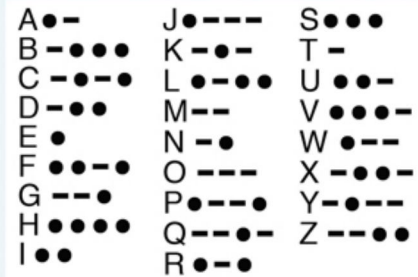
She pushes a piece of paper into your hand. Take ITEM 35.

Whilst she's happy to work to get out of here, she seems reluctant to open up to you. You can try pushing her for more information:



If successful take ITEM 13

You walk down the wooden path to the sign. A piece of paper has been posted up.



After a few metres you hear the wall close behind you. You think about the dead bodies you are leaving in your wake and try to put them out of your mind. You walk up the black tunnel, towards a light in the distance. Eventually, after many hundreds of metres, they reveal themselves to be lights on the ceiling. The tunnel stretches further into the distance.

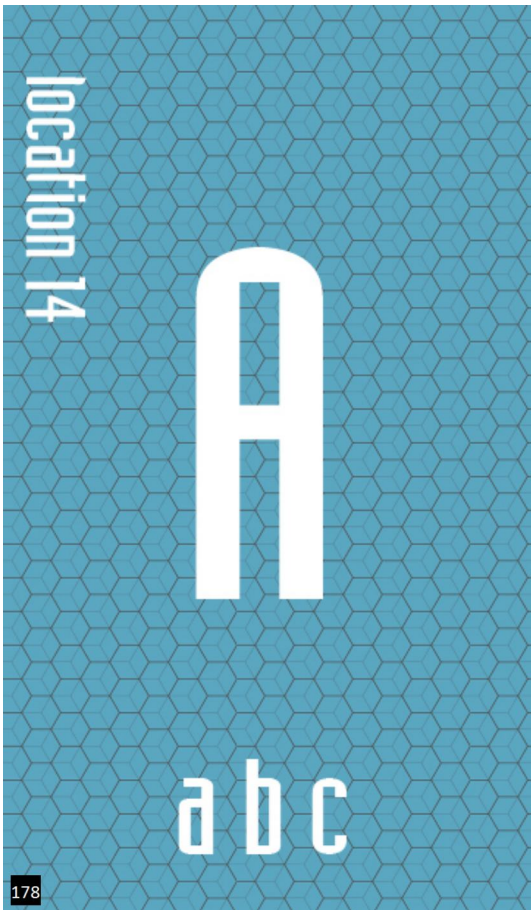
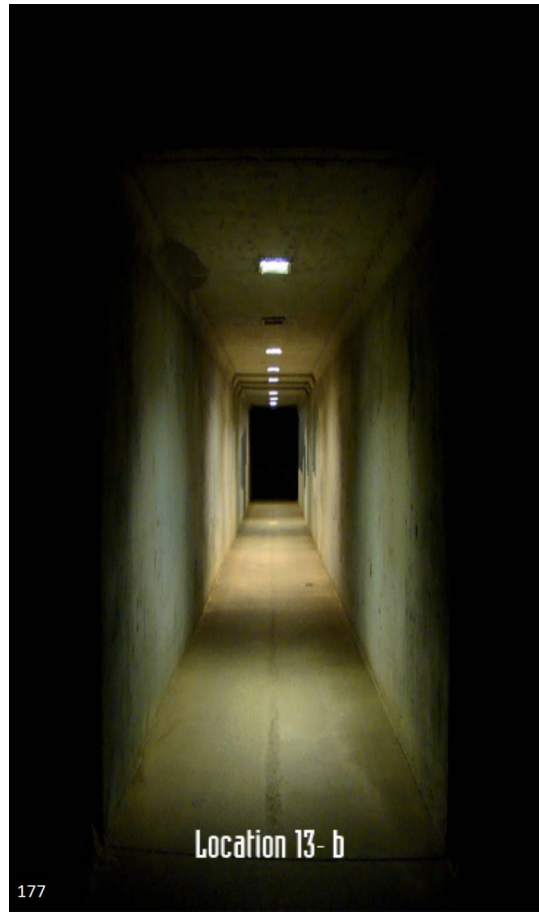
You cannot leave this location until you are instructed to do so.



After some time looking at everything, Lisa speaks.

First, we've got these prisoners. With the two bits of paper I think we can work out what order they should go in.

Then the page about jails and the morse code sign. I think those things go together, but how? Morse code is dots and dashes, which letters would they be? The arrow is pointing to the top half of the letters, if that helps.



The tunnel stretches on and on. Eventually, the walls and ceilings seem to blend into rock, until you find yourself walking out of a cave rather than a tunnel.

The bright sunlight causes you to squint. How long have you been underground?

A few hundred metres down the road you see a town. The rest of the landscape is featureless in either direction, and you are unable (and unwilling) to head back down the tunnel, so you head for the town.

Take ITEM 1 and ITEM 38

Open location 14

You cough and try to walk up the corridor, but it's too much. Your body gives up and you collapse. Eventually you lose consciousness, and finally your body dies.

Read the following mission failed card

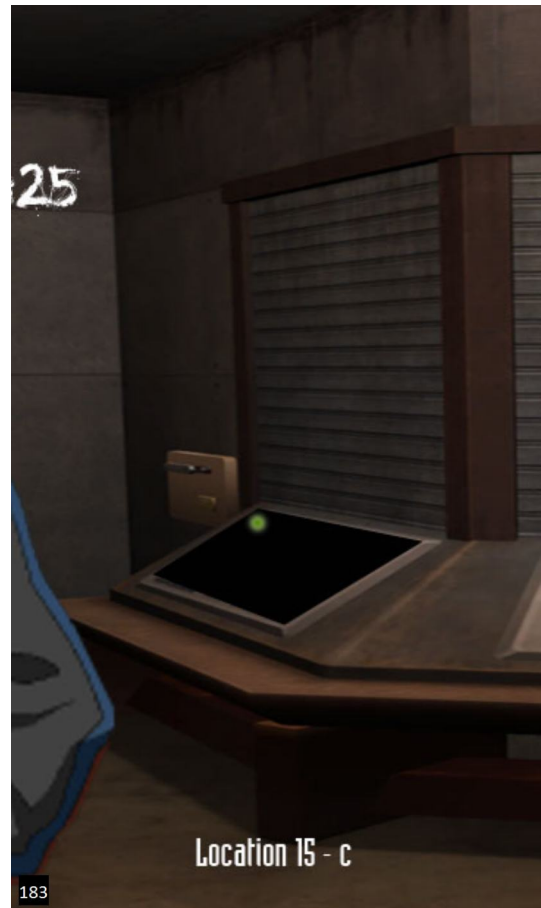
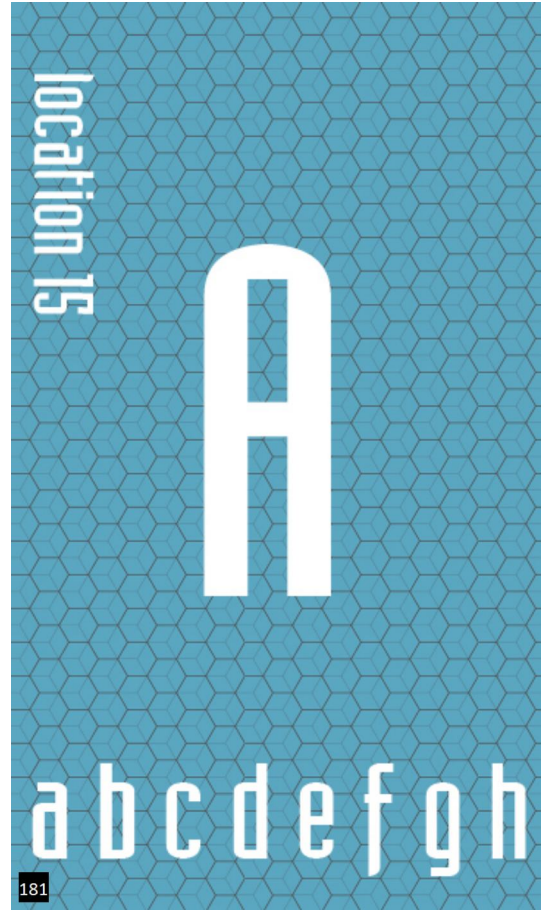


You walk up to some of the skyscrapers, but you don't really know what to look for. You stop some people and ask if they know a Charlie, but all you get is blank stares. Eventually your time runs out.

Read the following mission failed card:



Eventually, after much walking, you start to cross the flats on the city's outer limits. This is a big place, and there don't seem to be any real clues from here. Where will you start looking?



You only take a few steps through the door before it closes behind you. As your eyes adjust to the gloom, you find yourself in a dark room.

A control panel in front of some steel shutters takes up most of the room, but a small glass window is visible to the right of the shutters. The control panel itself is a mixture of dials and sliders, with the exception of a large computer screen to the left.

The large man and the crazy haired man are both in here too, although one of them looks more pleased to see you than the other.

Some graffiti has been daubed on the walls and shutters.

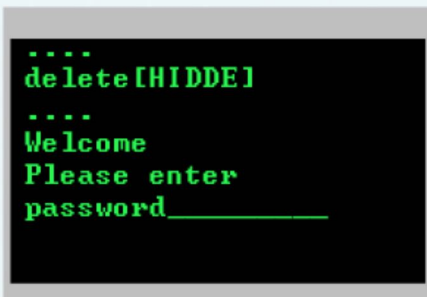
With the door behind you closed and no obvious means of escape, you **MUST** stay in this location until you can find a way out.

You head further into the city, perhaps in the hope of finding a police station. Unfortunately, you don't know your way around this place, and nobody you talk to can help you. You find a public information centre, but they're no real help. Eventually your time runs out.

Read the following mission failed card:



As you approach the monitor it buzzes into life



You can attempt to hack into this computer.

4



If you succeed take ITEM 23



The tall man seems in good spirits.

Hey, I'm glad you followed us in, I thought I was going to be stuck in here with just him for a moment there. You've got this all sorted though yeah? I'll just sit back here.

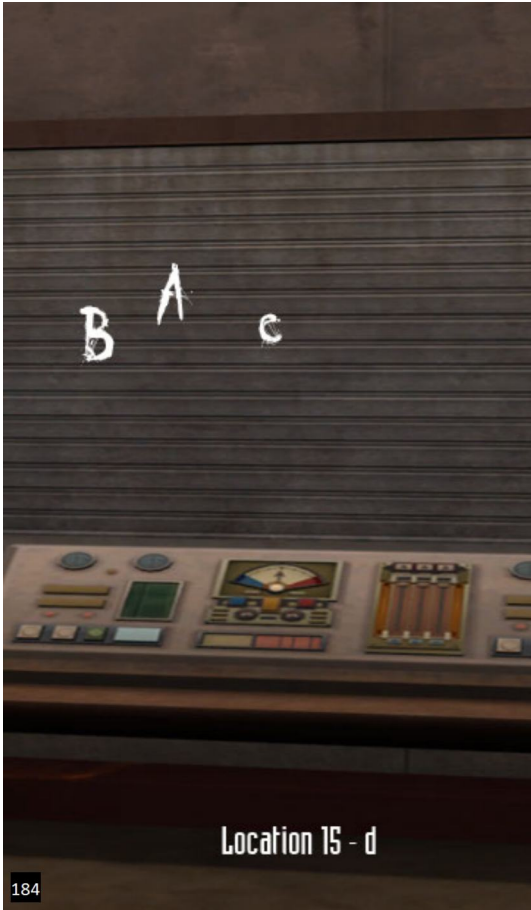
You can try and persuade him to help.

2



If you have  you succeed automatically.

If you succeed take ITEM 25



Location 15 - d

184



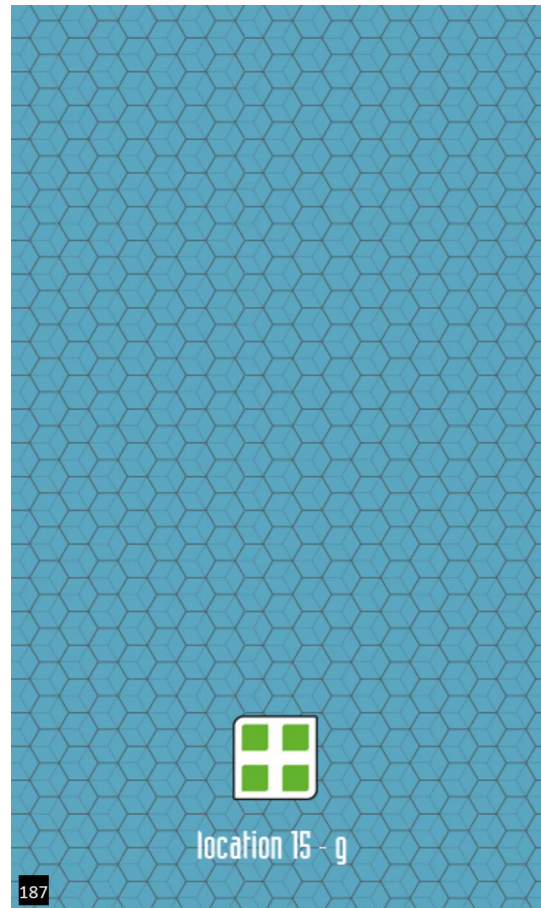
Location 15 - e

185



Location 15 - f

186

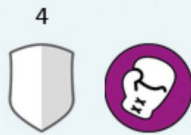


location 15 - g

187

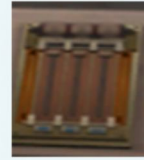


You look carefully through the orange glass, and can see something on the other side. In order to get to it you'll have to break through.



If successful take ITEM 26


The shutters won't move, so you prod and push everything on the console. Only the sliders move.



There are 3 sliders, and each can be set to a number from 0 to 9. If you know what 3-digit number to set them to, take the corresponding card from the CODEX deck. If it doesn't start with CLATTERING, or doesn't exist, return it and lose 5 Time Units.

The crazy haired man is beaten and bruised, he hands you the paper with trembling hands.

On the other side of the room Steven looks at you with horror. He will not talk to you now whilst you are in this room.

Place a locked token  on

Location 15 - b to show you cannot go there anymore.

If you have ITEM 25 and /or



return them.



The man is mumbling to himself and completely ignoring you. You notice he has a piece of paper, but he refuses to listen to you, never mind give it to you.

You can try and either steal the paper or take it by force.

By force

2



Reveal and take ITEM 19

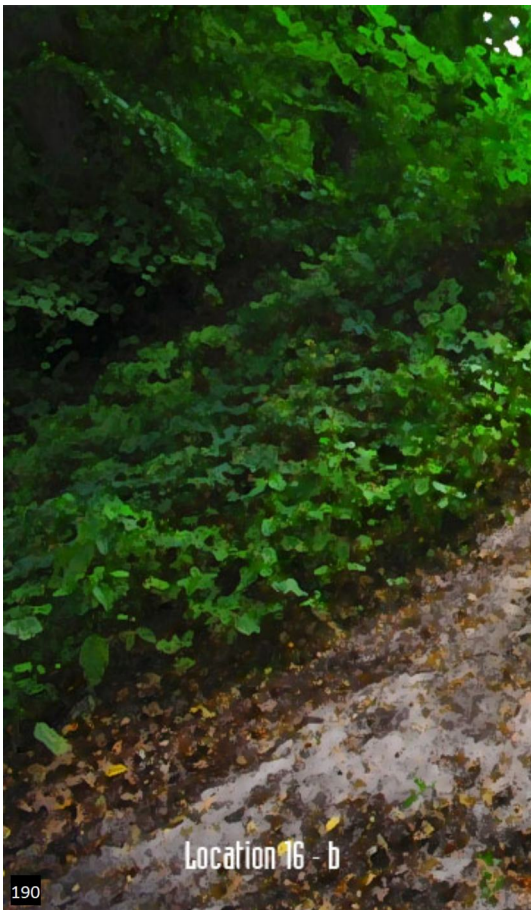
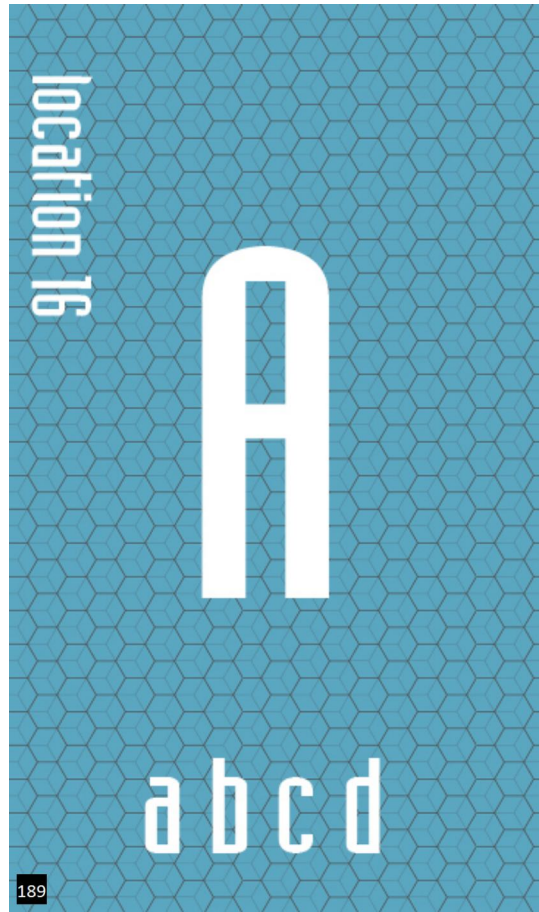
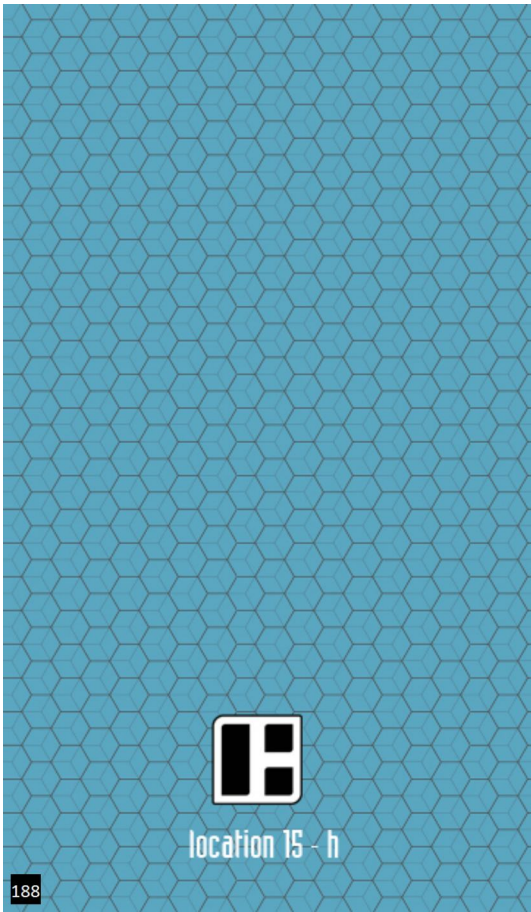


By theft

4



Take item 19



You wake up outside on a dirt track. In front of you lies a door to a bunker. The door looks heavy and is covered in strange markings. To the right of the door there is a lot of foliage. It looks untouched. To the left of the door a path leads out to a main road.

Steven looks around, and then finally speaks to you.

There's three different puzzles here, but they're all about letters.

The number on the wall there relates to the phone dial- you should be able to work out what letters the numbers refer to.

Have you hacked into the computer screen? It gives a pattern, but the screen before also gives a hint as to which number in the sequence you want.

Finally that piece of paper describes letters in a certain order. I think they spell out a number when put together.

After that it's just a matter of working out their order.



This path takes you to the road, which leads into the nearest city.

Take ITEM 1

If you choose to open location 14 from here you must roll the Time die two extra times because of the length of the journey.



DILEMMA

DO NOT OPEN BEFORE
STARTING THE GAME

A vertical rectangular card with a grey background and a dark grey border. The word "DILEMMA" is centered at the top in white, uppercase letters. Below it is a thin white horizontal line. At the bottom, a white rectangular box contains the text "DO NOT OPEN BEFORE STARTING THE GAME" in blue, uppercase letters.

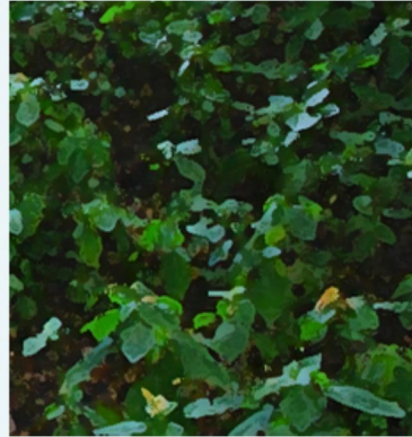
DILEMMA

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DILEMMA

DO NOT OPEN BEFORE
STARTING THE GAME



Just untouched, fresh foliage.

DILEMMA

DO NOT OPEN BEFORE
STARTING THE GAME