

Operator's Manual -Time Machine-



STOP!

Do not use this book until you
are asked to do so in the game!

Build the Control Dial

The Control Dial sets the time and place in history that needs fixing.

Here is how to build the Control Dial:

1. Put together the 24 puzzle pieces with the spiral-shaped symbol ☉ on the back to form a ring.
2. Put the paper disc with the solution letters into the cogwheel.
3. Place the ring onto the cogwheel and put on the top adjustment disk with arrow.
4. Place the finished Control Dial in the matching cavity in the Time Machine base.



The completed Control Dial is as shown:



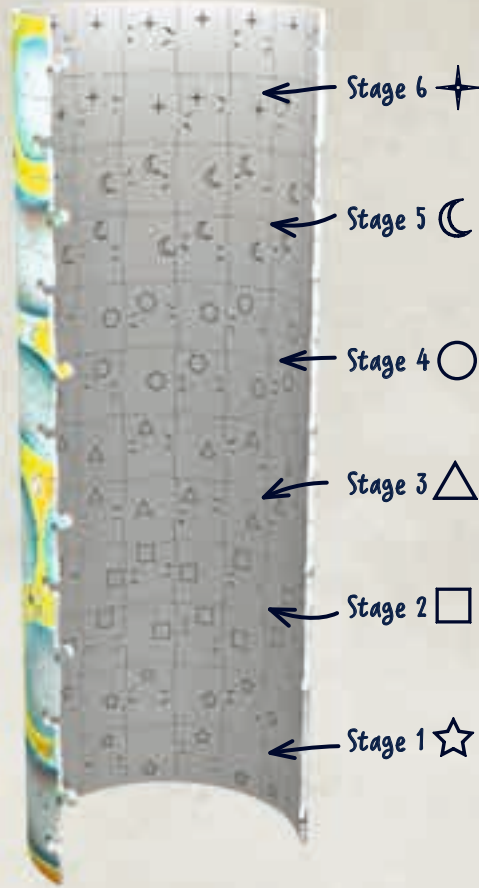
Caution! Make sure you place the ring for the Control Dial so the square symbols are at the top and the circular symbols are at the bottom.

The symbols the two arrows point to are not important now. This will only matter when you use the Control Dial for your time jumps.

Now continue reading on Adventure Card 2!



Build a Stage of the Time Spiral



The Time Spiral is the heart of your Time Machine. With its help, you can look into the past. You'll see what alternate events could have happened, and then you'll have the chance to restore the correct historical event.

The Time Spiral consists of a total of 6 Stages, which you will build up level by level.

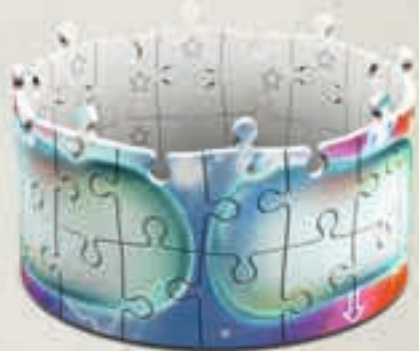
To build each level, you will need the 32 puzzle pieces with the matching symbol on the back.

For Stage 1, use the puzzle pieces with this symbol: ☆

Caution! Do not build the other Stages until you are asked to do so in the game.

Example:

On each Stage of the Time Spiral, 4 alternate events are depicted. Build the 4 images and join them together so the colors in the background blend into each other exactly. When you are done, the puzzle will connect to itself to form a ring.



Set the Control Dial

To travel back to a specific time and place in the past, you need to set the Control Dial correctly.

For this you need:

- a circular Time Jump Symbol
- a square Solution Symbol

Hint: During the game, the Control Dial can be removed from its base for easier handling.

To set the Control Dial:

1. Rotate the ring of your Control Dial until the arrow on the cogwheel with the solution letters points to the circular Time Jump Symbol for this challenge.

Example:



Example:

2. Rotate the top dial until its arrow points to the square Solution Symbol you have determined.



3. If you now look at the Control Dial from above, the arrow on the dial points to a letter. Remember this letter for when you place a Time Ring.

Example:



Place a Time Ring

To see the effect of your changes to the past, slide a Time Ring over the Time Spiral.



First Time Ring

Start with the green Time Ring and place it on the first Stage of the Time Spiral.

Turn the Time Ring so the arrow on the Time Machine base points to the Energy Line with the determined solution letter.

Example:



Caution!

Make sure the Time Spiral puzzle under the Time Ring(s) continues to sit on the base as you originally placed it (arrow to arrow). Otherwise, this could result in a mistake.



At the upper edge of the Time Ring is a rectangular view slot, where you can now read a number. Take the Adventure Card with this number. It will guide you further through your mission.

Caution!

If something went wrong and your attempted change to history has negative consequences for the mission, you will get additional information from the research department. Use this new information to solve the challenge again. When you determine the correct symbol(s), readjust the Control Dial once again.

Example:



Second to Sixth Time Ring
As you can see, there are Energy Lines on all the Time Rings. Place the second and all further Time Rings in such a way that the Energy Line of the lower Time Ring is connected with an Energy Line of the upper Time Ring. For the upper Time Ring, this must be the Energy Line with the determined solution letter.

Caution! The position of correctly placed Time Rings remains unchanged for the rest of the mission.

Example:



This is how you set the Time Lock
on the Time Spiral:

Set the Time Lock

Once you have fully restored the normal
course of history, you can seal it
with a Time Lock. This way, no villain
can interfere with this part of the past
anymore.



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Congratulations, Time Guardians!
You have successfully completed your mission!