

3D

ADVENTURE

TIME GUARDIAN — ADVENTURES —



**A World Without
Chocolate**

HOLD ON!

Make sure all the players are gathered together before you begin. Then read these instructions before you start your adventure.

Ravensburger

What it's all about

Imagine: A crazed supervillain has decided to change the course of history! He travels back in time, causing one disaster after another. Why is he doing this? Because he can! And because he wants to prove to the rest of the universe how incredibly clever and nefarious he is. We're talking about Dr. Maxwell Mayhem - a name you should (unfortunately!) remember. Will you be able to stop him and undo his evil deeds? Time Guardians, the fate of humanity is in your hands!

All you need to stop this madman are brains, courage, team spirit, and of course: A TIME MACHINE. Well, as luck would have it, we have one here right now. All you have to do is set it in motion ...

Once you've got the Time Machine working, you're in for a unique gaming experience and a breathtaking adventure! There are a total of 6 stages to complete your mission. At each stage, you'll have to puzzle and solve tricky challenges to travel back in time and correct the course of history.

Sounds complicated? Don't worry, the game will guide you step-by-step through your mission!

Setup and notes about the game

- 1) Place the **Time Machine Console** (the large base) in the center of the table. On this base you will build a Time Spiral level by level using 3D puzzle pieces. The **Time Spiral** will show you different timelines as Mayhem changes the course of history.
- 2) Open the pack of **Adventure Cards** and place them face down in a pile.
 - a) Read the note on the top card and discard it. Card "1" should now be on top of the draw pile. Do not shuffle the deck.
 - b) During your mission, you will be instructed to draw specific Adventure Cards. Read them aloud for the entire team and then place them face up on the table within easy reach.
 - c) Be sure to leave these cards face up until you are instructed to discard them. Discard cards in a pile next to the draw pile. Don't be confused if you have to discard cards that you haven't used yet. You don't need these cards anymore and can put them directly from the draw pile into the discard pile.
3. Separate all the paper parts from the enclosed **punched sheet**.
4. Close each of the 6 long strips of paper into a ring (see picture). These are your **Time Rings**. Set them aside for later.
5. Take the puzzle bag and all the other components of your Time Machine out of the box. They will also be used at a later time.
6. Put the **Operator's Manual** within easy reach, but don't look at it yet! You will be asked to do so as soon as it is necessary for your mission.



Now it's time to get serious! Open the puzzle bag. Have one player read the Mission Briefing and the info of Dr. Maxwell Mayhem aloud.

While listening: a) Turn all the puzzle pieces face down so that the symbols are on top.
b) Sort the puzzle pieces according to the 7 symbols on the back.



Mission Briefing

Welcome, new recruits! Welcome back, experienced Time Guardians! I am the Director. As you know, it is our job to protect history from malicious manipulation. And this time, a supervillain has plunged us into arguably the greatest crisis of all time! Dr. Maxwell Mayhem has traveled back in time and, through a brazen act of theft, prevented the Mayans from discovering chocolate over 3000 years ago! He robbed them of their first cacao tree and left a mango tree in its place. Now in modern times, Mayhem controls the world's entire supply of chocolate. To top it all off, he posts daily videos in which he gleefully consumes his sweet treasures to torment the rest of humanity.

Chocolate makes people happy. I correct myself: It MADE people happy. Because Mayhem stole chocolate for himself, the world's happiness barometer has fallen to an all-time low! And if that wasn't bad enough, we have evidence that the tons of chocolate Mayhem is hoarding may be part of an even bigger scheme. After all, he has to do something with all that candy! And who's to say he won't use it to fulfill his dream of world domination? Time Guardians, never before have we needed you so much! The very happiness of the world is at stake! Unless you can stop Mayhem and prevent his time-traveling mischief, we will all be forced to live in: A WORLD WITHOUT CHOCOLATE.

Do what must be done to stop Mayhem! But be careful! Changing the past can be tricky. Any changes you make to history can have unintended side effects and even more far-reaching consequences for our present and future!

Good luck, Time Guardians! You're going to need it.



Profile - Dr. Maxwell Mayhem

Mayhem used to be a senior Time Guardian before he went rogue and stole his Time Machine. He believes the world owes him for his years of service. Now he changes history to feed his megalomaniacal desire for power and fame.

During his final mission, Mayhem saved the world from complete destruction, so we can't go back and take his Time Machine away from him without ... well ... without destroying the world. Unfortunately, this means Mayhem can continue to use his Time Machine to avoid capture. Until we find a way to end this tiresome game of cat-and-mouse, we must prevent him from interfering with the course of history.

Maxwell's last transmission to headquarters before going rogue:

"Do you know how many times I've saved the world? No, you don't! And that's the point. No one does. Well, that changes today." End transmission.

Agents of Mayhem

Agents of Mayhem have been seen wearing bright orange hazmat suits. Be on the lookout for them!







Your adventure can now begin!
Take card 1.

NOTE: If you ever get stuck in the game, the cards listed on the back of these Instructions will help you.



Help and solution

This overview lists all the cards you need to help you solve the challenges, adjust the Time Machine, and correct history.

Cards you need for the given challenge	Hint cards	Solution
Level 1  Cards 43, 62	Cards 54, 76	Card 65
Level 2  Cards 48, 78, 83	Cards 51, 87	Card 57
Level 3  Cards 70, 71, 72, 73, 74	Cards 37, 56, 64	Cards 19, (80)
Level 4  Cards 44, 91, 92, 93	Cards 42, 60, 85	Cards 53, (3)
Level 5  Card 47	Cards 27, 52	Card 49
Level 6  Cards 5, 62, 67	Cards 90, 96, 97	Card 99

ATTENTION:

If you go directly to a solution card, remember to still place the corresponding Time Ring on the Time Spiral and turn it so that the number of the solution card appears in the rectangular notch on the Time Ring.

For more information about the setup and gameplay of Time Guardian Adventures, please visit:



Authors: Nicholas Cravotta and Rebecca Bleau, BlueMatterGames.com
Text and editing: Nicholas Cravotta and Rebecca Bleau
Illustration: Windle
Graphics and Design: Vera Bolze, Eugenie Reichmann, Michaela Rasch
Concept design: Martin Fischer
Product Design: fugafour, Simon Thanner, Ina Franz
Product illustrations: cct:Werbeagentur
Editing: Laila Klu, Nathaniel Welton, Rachel Pantely, Alexandra Deegan

© 2023
Ravensburger Verlag GmbH
Postfach 24 60 · D-88194 Ravensburg
ravensburger.com
Ravensburger North America, Inc.
PO Box 22868, Seattle WA 98122
USA

Imported into the UK by Ravensburger Ltd.
Units 3-5, Avonbury Business Park
Howes Lane, BICESTER, OX26 2UA
GB

Ravensburger