

The likely mistaken rules of

ADVANCED TIME WIZARDS!

A surreal roleplaying game of Time and Time Wizards

What is *Time Wizards!*?: A running joke that started during D&D games in the early 2000's regarding a typo in a splatbook forgotten by history, and ended up through various happenings into what you see here. The original version of the rules were just a bunch of nigh-incoherent mechanics scribbled on old notebooks, specifically intended to be obtrusive and problematic. The version you see here is a combination of translation of those rules and reverse-engineered version that was created based on a story of this game.

What Will You Do in *Time Wizards!*?:

In *Time Wizards!* you will take upon the role of a Time Wizard, a long-bearded master of the arcane arts that has transcended mere material boundaries and has become one with time itself. Essentially, this means you will play as a specific moment of time, using causality to alter events and achieve your probably pointless, but nonetheless heroic, goals. Your cosmic powers will depend on what happened during you (that's it, what transpired during the time period you became).

Why Should You Play *Time Wizards!*?:

You should not play *Time Wizards!*.

What do You Need to Play *Time Wizards!*?: You will need as many d4s and d12s as you can find, giving 5 of each to each player and a dice cup. If there are not enough dice for all players, you can use the "*Combo Wizard*" option, in which case you will need one boxing glove or pillow per player playing as a combo wizard.

You will also need some kind of liquid readily available; though original play was intended for soda, water and alcoholic beverages are allowed. Cooking oil is discouraged, but not forbidden. This liquid

is labeled as *The Beverage of Choice!* (the exclamation must be used when referring to it.)

Finally, having a beard gives an edge, so grow one if time allows.

KEY RULE

Every session starts with at least one individual shouting The Opening “¡mientras tanto, los MAGOS DEL TIEMPO!” This is a critical step and cannot be forgotten. Other potential participants have until The Opening has been completely enunciated to join in the yelling. Failure to do so will disqualify them from taking the role of Time Master for the remainder of the session.

“Meanwhile, the Time Wizards!” can be substituted for parties that are incapable of even pretending to speak Spanish.

***Example:** Everybody throws their hands in the air and shouts “¡mientras tanto, los MAGOS DEL TIEMPO!” while a sweet funky beat opens their session.*

***Note:** For best results, involve alcohol as frequently as possible when playing Time Wizards. It will help serve as a buffer layer between players and the ensuing insanity. It can also help maintain a friendly atmosphere. But if you don't want to, then that's okay too. You just won't achieve the best results.*

THE TIME MASTER

The Time Master (or TM) is the player in charge of running the story; he's the theme appropriate Game Master. He will determine the flow of the events, control non-player characters and in general do his best to make the players fail.

How to determine the Time Master

-Yellers choice: If only one participant enunciated The Opening, he is awarded with the title of TM automatically. If two or more participants managed to yell it in time, they can agree between themselves who will take the

place of the TM. Should consensus not be reached, fisticuffs are advised, after which you should refer to one of the other three methods. Should consensus be reached, fisticuffs are still advised as a method of masculine assertion.

-Hat Method: The player with the **biggest** hat is the TM. Top Hats, Mexican Sombreros, and anything with a **propeller** that can be somehow fastened to the head (loose propellers do not count, but model airplanes with propellers do) automatically earns Time Mastery, regardless of size. Should two or more of those hats be present, each contestant uses the hat as a dice cup and rolls 4d4s. The highest result becomes the TM.

-Beard Method: Alternatively, or if all players are wearing Top Hats, Mexican Hats or Propeller Hats, the player with the greatest beard can choose who is the TM, even among those normally disqualified. Beard greatness is determined first by length, then by percentage of the face covered. If a tie persists, or if players only have short beards, pick a number of plates equal to the number of players with some form of facial hair and evenly put potato chips on them. Then have each player roll his cheeks on the plate for up to 5 seconds -per cheek- and then lift their faces (note that butt cheeks are still considered cheeks for the purposes of this rule, regardless of the amount of hair they feature). The player who managed to stick the most potato chips (or pieces) is declared the TM; the chips must remain there at least 5 seconds to be valid. Players without any form of facial hair cannot be elected TM by this method if someone else has at least a mustache (long sideburns and hairy warts are not considered facial hair for purposes of this rule).

-Bribery: Finally, at any moment, a player can offer money or food to the rest in order to be declared TM. If the bribing player can get a simple majority (51% or more of players), he becomes TM, even if he was previously disqualified. Unpaid promised bribes are not punished; the gullible player who fell for that is

instead to be ridiculed. Money used for the bribery must be of a legally recognized denomination issued by the country in which the game is being played, however.

Changing Time Masters

It is possible for a player to take the role of TM in the middle of a game. This can happen either as the result of a bribery (see above), a change of hats (see *"Hat-off"* for more details), a player suddenly growing a beard, due to a cosmic imperative, because the current TM has gone silent for too long (see *"LET ME TELL YOU A STORY OF HIGH ADVENTURE"*, for details) or because someone rolled a d8 (see *"Using the Wrong Dice"*, for details). Whenever this happens, the new TM gains all the faculties of the role.

Should the new TM be also playing as a Combo Wizard, then he and all the players involved in the combo become Combo Masters. See *"Combo Wizard"*, for more details.

Clueless Time Masters

Due to the above, it is likely that a player who has no proper understanding of the rules will end up as TM. Should this happen, he is considered a Clueless Master, in which case he must abide to the following rules:

Make Up Rules: Since it is not expected that a Clueless Master has read these rules to begin with, he is endowed with the ability to make up all the rules, so long as none of them involve spoons, empty glasses, wooden objects that have not been burnished, taking off the left shoe or the word *"pineapple"*.

Note that whenever a Clueless TM takes hold of the game, anyone else can steal Time Mastery after 10 minutes have passed as long as they can recite, from memory and without looking at this specific text, the following phrase:

Shoes. Shoes shoes shoes shoes, shoes shoes

shoes shoes shoes. And shoes shoes, with shoes shoes shoes. Shoes.

If the person attempting to steal Time Mastery through this method makes a mistake while saying it, the person closest to his left arm must hit him in the right shoulder with his left elbow, upon which the first 3 player able to punch the right elbow of the hitting player with the right hand becomes TM. This includes the Clueless TM himself, which can potentially lead the group into an endless spiral of elbow-punching. These rules offer no easy exit from such scenario.

Exception: If the person reciting the phrase does so in a sufficiently convincing Scottish or Argentinean accent, he can choose to take a second chance should he make a mistake. Whether it is convincing or not is determined by a commission of two players chosen at random by the current TM by taking out his right shoe and throwing it in the air twice, selecting the closest player to the shoe each time. If two or more players are equidistant to the shoe, they must take out their respective right shoes, step away from the TM's shoe 3 metres (10 feet), throw their shoes at the aforementioned shoe, and select for the commission the player whose shoe falls the closest. Players without right shoes may instead use any nearby burnished wooden object. If there are none, the commission is scrapped and the player must spin on his right foot until a new TM is chosen by any method.

DOCTRINES

Time Wizards uses player-imposed rules called **Doctrines**, or honor codes. Before the game is played or characters are created, each player submits a Doctrine in clockwise order until everyone agrees to finish. Doctrines can be social ("no Monty Python references this game!" or "No looking at your cell phone while at the table!") or game-related ("You can't make a half-pony half-orc half-elf catboy

because that's just wrong!"). Each proposed Doctrine can be challenged, and is then put before a vote, if no consensus is reached, then fisticuffs are allowed. All Doctrines are subject to approval by the Time Master (TM) as are all punishments for violating one.

Doctrines can be easily forgotten in the mess of rules that follows, but they are important for the sole reason that they help set the tone of the game and draw boundaries on what is and what is not "acceptable chaos." A game can be played without Doctrines, but their addition can be fun and helpful and as such they are strongly suggested.

Example: *The doctrine of "Morgan is Designated Driver" is rejected by Morgan, the TM. He goes next and proposes the doctrine of "all players must continuously partake of alcoholic beverages for the remainder of the evening." The players seem to find this attractive and allow it to be ratified. Morgan decrees that any player with an empty drink must stand on his head and count backwards from four hundred by threes.*

Note: *You may not realize the importance of Doctrines until you finish reading this rulebook, but they're extremely important for maintaining a state of player camaraderie in the face of ever-increasingly annoying "jokes."*

CHARACTER CREATION

Once the Time Master and Doctrines are chosen, it's time to create the time wizards everyone else will be playing. Each player comes into the game with a generic character living a boring, mundane life. This character will be used as a template for the resulting Time Wizard. There are no limitations on the setting, time period or naming used when creating the wizard, but some main guidelines must be observed:

He Must be Uninspiring: Becoming a time wizard is such awesome an event that the

process sent shocks back in time and altered his own history to make it even more appealing by contrast. This means your wizard must have been as dull as you can possibly imagine.

He Must Have a Beard: No matter what, a wizard is not a wizard if he has no beard or at least substantial muttonchops. That's why they invented sorcerers. Non-humanoid wizards are not required to have a beard-chin correspondence, however.

All Wizards Must Have Been Together: Your time wizards used to be part of the same covenant/group/bridge club or at least must have been living in the same deteriorated tropical condo during the week prior to their timemification.

The uninteresting week

The Time Master spends a bit of time with each player, describing that player's basic, mundane, boring life transpired during a week, culminating in the sudden and no-explanation-provided transformation from a mere time experimenter into a proper time unit.

The player has until the "week" is done to pick a stopping point called the "**Time Unit Declaration**"; the point when the basic mundane character awakens to his latent Time Wizard abilities. Events that transpire just before time unit declaration can be chosen as **Time Powers**. Players who do not pick a point will have to deal with what they were doing at midnight when the week ends, which will obviously result in a lot of Sleeping Sunday Just Before Midnight Wizards!

The amount of detail is left to TM to decide, although it is recommended to consist of events scrapping on borderline catatonia; anything more interesting than "*And then you reorganized your socks according to colour*" or "*So the water faucet was, in fact, open*" is probably beyond the scope of the uninteresting week. The fact that this manual

uses much more interesting examples is noted and filed away.

Time Wizard Name

The character's new name is a representation of that character's Time Unit Declaration, subject to the player and TM's mutual agreement.

Time Powers

There are different types of Time Wizards, with different amounts of power. Players and TM should decide beforehand what amount of power their characters should have.

Instant Wizard: Your wizard barely managed to take over an infinitely short period of time, thus giving you no powers at all apart from ability to randomly affect the time vortex(see "*CHANGE CARDS*", page –, for more info)

Second Wizard: You became a second of the week, gaining causality control over a single event or a piece of one. Your powers might range from "*Opening the Door*" to "*Begin Pouring the Milk*".

Minute Wizard: You became a minute of the week, and your powers extend over up to three events in total, which can be consistently more elaborate. Examples include "*Donning the Underwear*" and "*Setting up the Network as Homegroup*".

Hour Wizard: You became an hour of the week, and your powers extend over up to ten events in total, though five is recommended. These events can be of great complexity, thanks to how long the period is. Examples include "*Watering the Garden*", "*Getting the Tan*", and "*Hitting the Vending Machine Long Enough So You Can Get a Free Soda, but Finally Getting Nothing*".

As mentioned, the powers of a time wizard depend on the events that transpired during the specific section of time into which they became. This means some powers can encompass entire events or just part of them.

However, all powers must always describe actions which cause the events. Beyond that, there are no specific rules for power selection, besides the TM determining whether you can get full control of an event or just a section of it. The whole point of *Time Wizards!* is for you to get creative with how to apply otherwise pointless events in order to create new situations.

Keep in mind that, while more elaborate events give you a greater deal of control over the results (for instance, "*Walking into the Bathroom*" is less to the point than "*Washing the Teeth With Strawberry-flavoured Toothpaste*"), they also become narrower in their uses, so try to find a proper balance between the two extremes.

Once you have chosen your powers, write them down exactly as you want them. This is very important, as powers are to be used literally (though what they accomplish is open to interpretation depending on the context. See "*Using Powers*", below, for more information.

Example: *Morgan is acting TM for a group of players consisting of Matt, Noh, and Kromgol. Morgan spends time with each player, describing that character's boring life. Matt's Time Unit Declaration gave him the Time Wizard name "Saturday Morning just before 6 o'Clock," and Noh's gave her "Monday Evening around 10 o'Clock."*

Kromgol is well into the third day, thanks to everyone just enjoying Morgan's voice. His character just came home from work. On the way, he flipped off a reckless driver, accidentally beheaded his neighbor's mailbox, fumbled his keys at the door, put away his coat and wallet, picked up and moved the cat (that was on the recliner), sat down with a bag of fast food, unwrapped his cheeseburger, and changed the channel on his television. He claims this as his Time Unit Declaration and accepts the Time Wizard name "Wednesday Afternoon, Quarter-Past-4 o'Clock."

It's been too far from work to pick anything from there. Kromgol can pick from powers such as "behead the neighbor's mailbox," "fumble the keys," "move the cat," "unwrap the cheeseburger," and "change the channel."

Note: Time Wizard powers go as far as you want to take them. That is to say, with a power called "move the cat," you could very well move the letters C, A, or T in someone's name or levitate a tiger. With "unwrap the cheeseburger," you could turn any cheeseburger into an eldritch grenade, causing them to "unwrap" their physical essence, exposing their cosmic innards.

BEGINNING THE GAME

[*voilà!*](#)

Now your group is ready to play *Time Wizards!* Hats may be removed at this time (beards may not be shaved, however). If at least one person keeps his hat on 10 seconds longer while the rest removes them, that person instantly takes Time Mastery. Should anyone actually say "Voilà!" at this point, two things can happen:

-If he's the TM, he immediately loses Time Mastery, which is handed over to the player with the least amount of hair covering his ears. If no ears are covered with hair (or there are no ears), players roll 4d4s. Then the first person to say, with a French accent, "*But Marie, this is not my baguette!*" becomes the TM.

-If he's a player, he instantly becomes the TM and hands his character over to the previous TM, who must play it as it had permanent constipation.

The game now proceeds as normal.

LET ME TELL YOU A STORY OF HIGH ADVENTURE!

The TM has the duty of igniting the session with a plot, which must always, without exception*, begin with the phrase "*LET ME TELL YOU A STORY OF HIGH ADVENTURE!*". It need not be an actual story of high adventure, however.

**Exception:* If the TM is sitting with his back to the rest of the players, he can simply mumble or hum without significance. Then the player closest to his left arm must interpret the meaning and announce his personal interpretation of the opening line.

Silent TM: Should the TM fail to convey further story elements for 10 or more minutes at any given time of the session (which can be the result of any number of things, including a bathroom break), players can vote to reassign Time Mastery. On a 3/4ths majority, Time Master can be reassigned as per the rules indicated under Starting the Game. If the vote does not pass, then the players will need to find another way to change the TM, or enjoy a very uneventful story.

The TM provides the players with general information as to the setting (which can be literally anything), sets up a scenario, or whatever else needs to be done. The possibilities are endless – Time Wizards does not require a particular setting.

Example: *Morgan's session begins with "LET ME TELL YOU A STORY OF HIGH ADVENTURE!" and a description how Wednesday Afternoon, Saturday Morning, and Monday Evening walk into a bar. They eat, drink, and discuss what they should do now. Everything is going fine until a mafia hitman squad attacks the bar. Nine guys with guns hold up the whole place*

as their leader grills the bartender. Meanwhile, the Time Wizards are just trying to have lunch. These goons are about to have a ~~bad day~~ time of their life.

TIME MOMENTS

Whenever a Time Wizard chooses to influence reality with his or her powers, that player declares a new unit in time by slapping the table and saying, "I WANT TO DECLARE A TIME MOMENT."

Time Moments in *Time Wizards!* involves using the powers acquired by the time wizards, a process which is academically known as Slapping (which is different from the mechanical *Slapping*, which we'll see in short). While the rules will actively try to get in your way, in the end it is all about applying the concept behind a power to something and seeing what happens. The exact application of powers is something players and TM should discuss together, but some basic guidelines should be observed/fought over:

Straightforward Is An Option: If your power reads something like "*Straightening the Slightly-bent Wire*", you can use to straighten slightly-bent wires. Do not be afraid to use your powers exactly as they are written.

Context Notwithstanding: But also keep in mind that you are a time wizard, which means you have cosmic powers over causality and other fancy-sounding stuff. So try to think of what the power means: What does it mean to "*Straighten the Slightly-Bent Wire*"? One interpretation is that it simply un-bents a wire, but another is that it can straighten wiry things that are slightly bent. A man walking has to slightly bend his legs to move, and if he's lean we could say he's wiry, so maybe you can stop him right on his feet with this power. Maybe the bank has wired money to the wrong account, so you could try to straighten it so it gets were it should; perhaps the money was sent to the right account, but the account

holder's name is Stephen, while yours is Steven, and you could try to make the case of a slightly-bent name. Trying to find clever uses for your powers is where the fun is. Keep in mind that the further you interpret, the more complications you might encounter when using the power.

Example: Tuesday Afternoon Fifteen Past 4 o' Clock counts "Getting the Tan" among his powers. He's attempting to deal with a bunch of particularly angry peasants, so in order to sneak away he causes the surrounding air to darken, by having it get a tan. Alternatively, he could use his power to get an excellent tan while being murdered by peasants.

Players begin a Time Moment by refreshing their dice pools back to the full allotment: **5d4** and **5d12** at the start of the session. At this point, the TM decides how many dice each player takes to the Slap Phase based on the difficulty of affecting the current Moment (called the "**Chaos Rating.**") The more chaotic it is, the easier it is to affect. Default Chaos Ratings are 2, 4, and 6. The TM may add additional Chaos Ratings so long as they exceed 2.

How chaotic is it?	Chaos Rating
Chaotic	2
Average	4
Orderly	6
TM's Choice	>2

Example: Kromgol notices the situation at the bar has gotten a bit out of hand, and decides to declare a moment in time. Morgan feels the situation is rather chaotic; everyone is unpredictable, beer has been spilled. The challenge rating shall be 2.

Presenting the Case

You pick a power and tell the TM what you want to use it on and how. While the TM has

the power to say no to your request, if you can present a convincing argument, pretty much anything can be accepted. Whenever you present a case, try to create a logical trail of thoughts, no matter how deranged the final idea is.

Example: Saturday Evening Between Nine-Thirty and Nine-Thirty-One wants to buy a new plasma TV, but he doesn't have enough money for it. So he goes to the seller to negotiate. He's a Minute Wizard, and one of his powers is "Donning the Bathing Suit". He presents the case that donning a bathing suit is something you can do to relax as part of a vacation, and relaxing a price might be a way of saying something gets cheaper. So he asks the TM if he can cause the TVs price to drop a bathing suit in order to get a discount.

There is absolutely no communication between players during moments of time.

Time has stopped and communication is impossible, even for powerful Time Wizards. Not even winks and hand gestures. Punishment for trying to communicate with other players is that offender has to communicate only via pantomime for the remainder of the moment of time. Including presenting your case and power you picked.

Example: The instant Kromgol slaps the table and shouts "I want to declare a moment in time!" every player locks their jaws and only tries to look forward. TM goes through everyone whether or not they want to try their powers during this moment of time, starting with Kromgol who has to try something.

THE SLAP PHASE

The Slap Phase is the most important phase of the game. It is multi-layered, complex, and nuanced. A flowchart is available on the wiki page to help elucidate the finer points. The

basic rule to consider: **toss d4's to deter effects and d12's to encourage them.** Slapping a d4 (and maybe getting slapped down onto it) hurts! The main deterrent of actions is the imminent threat of pain. Again, liberal application of alcohol is a very good and reasonable idea.

The slap phase proceeds as follows:

1. Each player chooses a number of dice from his or her dice pool equal to the chaos rating. The chosen dice are now considered to be the "Slap Pool" and are no longer a part of that player's "Dice Pool."
2. Starting from the left side of the TM, each player (one at a time, in clockwise order) throws his chosen Slap Pool towards a defined, somewhat central region on the table and shouts "**SLAP!**" All slappers must keep their hands beyond the boundaries of the table until "**SLAP!**" is declared.
3. The other players (including the TM) slap at the dice that were thrown. Dice that were fully covered by a slapper's hand go to that player's Roll Pool. Of the dice that were not slapped, half goes to the original player's Roll Pool, and the other half goes to the TM (players win ties).
4. Repeat from Step 2 until everyone including the TM has thrown his or her Slap Pool.

Example: Starting from the left side of Morgan, we see the order to be Kromgol, Matt, and then Noh. Morgan rolls last.

Kromgol thinks the stuff that Matt and Noh are thinking of doing might be good, so he chooses 2d12 and throws them slightly towards Noh and Matt while simultaneously shouting "SLAP!" in the hopes that they'll catch his drift.

When Matt's turn comes he chooses 2d4 because he's an asshole. He winks at everyone

and drops the dice dead center on the middle of the table. Noh and Morgan both go for them while Kromgol wisely does not trust Matt and decides to keep his hands away. Noh is faster and gets both dice, but her hand gets hammered by Morgan's palm and the dice dig really deep.

It is important to note that there are really three distinct pools that are used by each player during the Slap Phase. There is the **Dice Pool**, which initially represents all the dice that player has brought into the slap phase (**i.e. 5d12** and **5d4**, if not Time Travelling (see *Time Travel*)). There is the **Slap Pool**, which contains the dice the player selects from the dice remaining in his or her Dice Pool that he or she wishes to throw on the table. Finally, there is the **Roll Pool**, which consists of all dice that player has picked up during the Slap Phase, which will eventually be rolled to determine that player's order in the chain of events called an **Outcome**.

OUTCOMES

Once the tumultuous (and hilarious) Slap Phase has completed, every participant rolls all dice in their resulting Roll Pool and attempts to beat the TM's roll. *Dice that are rolled are put aside for the rest of the Moment.*

Determining Complications

Complications are tools the TM can use to make the player's life more difficult. They are not actually difficulty values to be beaten, but rather problems that may or may not be present.

A complication can be anything the TM chooses, from a very specific kind of venereal disease to a catastrophic result of the time wizard's meddling with causality. However, they should always be in line with the degree of change brought by the case presented by the player. Examples may include causing a wizard's pants to fill with dead squirrels, forcing him to speak in whistles for an entire day, or causing

an effect from the same power from bizarro world. Judgment is important here, as while complications should be a clear indication that playing with time has its perils, they shouldn't make the game unplayable (we have other rules for that).

Complications happen if the player doesn't tackle them. In order to tackle a complication, a player needs to spend dice from their roll pool, one die against two complications. If complications add up to odd number, round up.

Number of Complications: The number of complications a TM can determine vary depending on how complicated is the interpretation being used to apply a power. Powers used literally allow 1 complication; powers that are being slightly interpreted can allow 2; very strange interpretations, 3 or more. In addition, some extra factors can allow the TM more complications. These include, along with their complication modifier:

- There is no food within the TM's reach: +1
- There is no drink within the TM's reach: +1
- The power affects/involves gorillas: +2

The TM can determine less complications than his maximum allowance if he so chooses.

Determining roll results

The players want to beat the TM because this phase uses two specialty decks of cards made by the TM - the "YES" deck and the "NOPE" deck. **If a player rolled higher than the TM, then that player draws a card from the YES deck and their action more or less succeeds; if he or she tied with or did not roll higher than the TM, the TM draws a "NOPE" card.** These cards modify the player's desired outcome; for example, a "Yes, and you achieve something more..." card allows the player to do a little more than he or she had originally declared. The effects of a "YES" card are chosen

by the player; those of "NOPE" cards are chosen by the TM.

The player with the highest roll gets to describe his effect first, which then becomes immutable. Once he has done so, the second highest does the same, then the third highest, and so on until all players that participated in the Moment have declared their effect. Effects "resolve" immediately upon declaration.

Example of the "YES" DECK: *Following the slap phase, Kromgol is left with 3d12, 1 from Noh and 2 from Morgan. He rolls the highest number amongst all players, a good 27. He gets to describe his effect first. Because Morgan is using the "YES" and "NOPE" decks, Kromgol pulls from the "YES" deck. He receives "Yes, and you achieve something more..." and describes how Wednesday Afternoon uses his power "Move the cat" to move the 'a' in 'bar' away, and smash it back from the right, changing the place into a 'bra.' "What happens to all the people?" someone wisely asks. All of the players and the mafia hit squad are now squished between the soft fabric of the bra and some warm flesh, trapped in some sort of hammerspace. The cold guns are rather irritating against this new woman's bosom.*

Matt rolled second highest, and goes next. He has to abide by the unchanging reality that they are all now trapped between bra and breasts. He uses his power "Make it tight" to tighten the bra, agitating the woman, who tries to adjust her undergarments. This results in the mafia hit men getting squished around, losing any grip to any and all guns once time starts moving forward again.

Example of the "NOPE" deck: *Noh's character, formerly a pimp named Mortimer and now a Time Wizard named Monday Evening Around 10, is on a pirate ship. The watcher shouts "Land ahoy!" and wakes a hung-over Monday Evening. He wants to use his power "Slap a ho" to shut this bitch up.*

Unfortunately, Noh rolls very poorly. Morgan pulls a "NOPE, and something goes horribly wrong" card.

In his hung-over state, Monday Evening slaps the 'h' from 'ahoy' so hard that it flies over 'a' and lands on its head, getting crooked in the process. This turns the watcher's perceived image from "Land ahoy!" as in "I see land!" to "Land yaoy." This sounds like "Land yaoi!" as in Africa and Australia getting their gay on. This causes all sorts of tectonic problems, because land is not meant to love land like a man loves a woman (or a man, in this case).

MOVING FORWARD

Once all of the outcomes of a Time Moment have been declared and resolved, the players can proceed with one of two options. The Time Wizards can now choose to step out of the Moment and allow time to resume at normal cadence. They also have the option to enter a state known as "Time Dilation."

If the players choose for time to move forwards, all of the effects take place and the game continues in real time. If the players want to affect some sort of situation again, a new moment in time should happen when appropriate or when one is declared by the time master.

Example: *Monday Evening, Wednesday Afternoon, and Saturday morning all jump out from in between the bra and bosom with their new friend, the bartender, and find themselves on the deck of a pirate ship with a bunch of people looking extremely focused on fighting a battle.*

"Welcome to the set of Pirates of the Caribbean!" Morgan proclaims.

TIME DILATION

Time Dilation occurs when one or more player elects to stay at the same moment in time. The moment goes back to a new challenge based on the chaos, with a difficulty modifier that is slightly higher (+2) than it was before. The game proceeds as normal, with players deciding what powers they want to use, performing the slap phase, and resolving the outcomes.

However, because the Moment has taken much longer to resolve than it normally would, the Time Wizards have some difficulty in affecting the world around them. **When players describe their effects to the other players, they must gargle soda while doing so.** Any effects on the state of play will be interpreted by the rest of the players, based upon the noises they can hear.

Time Distortions

At some point, the story is bound to take a turn into Weird Country, with things getting so strange that players will start wondering what's going on. This may cause a Time Distortion.

In order to determine when a time distortion happens, at least 3 players must have voluntarily and spontaneously expressed confusion with phrases like "I have no idea what's going on" or "That doesn't make any sense". These comments must happen within roughly the same "scene" or situation for them to count toward unleashing a distortion.

When a time distortion finally happens, players must announce their actions while gurgling on *The Beverage of Choice!* (see *"What Do You Need To Play Time Wizards!"* for details). Their words are to be understood as literally as possible, without the option of further clarification, though the rest of the participants can discuss regarding what exactly they think he said.

Time distortions last until the glass or receptacle from which *The Beverage of Choice!* was drunk. Note that whenever *The Beverage of Choice!* is referred to, it must be said as if it

was being sold on an infomercial, or another time distortion happens.

Example:

GRLGHRLAGALAAEGNKALLKGJAEÖDKGLRAKF
NGRALKGHGHLGRKAHGJRALKGHAGALAAEGN
KALLKGJAEÖDKGLRAKFNGRALKGHGHLGRKAG
ALAAEGNKALLKGJAEÖDKGLRAKFNGRALKGHG
HLGRK

DICE ECONOMICS

Every time a player joins into a Time Moment or Time Dilation, or is forced into Time Distortion, he loses one die of his choosing after the affair. Only times players can refresh back to their full dice is either when Time Master is changed or appropriate Change card is drawn.

BETS

At any moment (except during a *Slap Phase*, unless there are un-peeled bananas on the table, in which case this can be done at any time. If there are bananas *under* the table, bets can only take place during the *Slap Phase*), players can call for a bet in order to gain some extra dice for themselves. In order to bet, the player chooses any number of dice from his pool and rolls them in secret, calling out a number. Then, starting from his left, every player (including the TM) has the option of joining in the bet. If he joins, he must also pick a secret number of dice and roll them privately, choosing either to yell "Humbug!" or raise the bet. If he yells "Humbug!", the previous player must reveal his dice and, if the number that player had originally called is higher than the summed total of his dice, the second player can take a dice from those the former used in the bet; if the number is equal or lower, the former player gets to take a dice from those the latter bet. If, on the other hand, the second player decides to raise the bet, he must call out a number at least 1 point higher than the

previous, and repeat the process with the next player.

Once a full round has been completed, a new round of bets can begin or it can be left there if the original player so chooses.

COMBO WIZARDS

A *Combo Wizard* is a time wizard controlled by 2 or more different players, an optional method you can employ when there are not enough dice to spread around. Combo Wizards behave like regular time wizards, except for the following:

Punch the Consensus

If all the players behind a combo wizard can get along and decide the actions to be taken, you can ignore this rule. But if consensus cannot be reached quickly, the TM can force them to *Punch the Consensus*. In order to do so, each player must wear either boxing gloves or pillows (or one of each per hand) and lash at each other until a single ruling has been determined.

If the players show to be specially resilient, at the TM's discretion they must put the gloves/pillows they were using to fight over their heads and balance them while boisterously voicing their preferred course of action and gesticulating; the player who lasts the longer without dropping the item gets to say what's done.

Combo Masters

Should any of the players currently partaking of a combo wizard end up as the TM, all other players controlling the same character are also brought into Time Mastery, becoming a Combo Master.

Combo Masters work just like regular Time Masters, except that they too must observe the *Punch the Consensus* rules, and they must alternate in telling the story after each phrase. No previous coordination is allowed between the members of a Combo Master, unless said

coordination takes place during a *Punching of Consensus* process.

Everyone's a Combo

There is always the possibility that all players end up being part of a combo wizard or, more problematic, a Combo Master.

This manual is aware of that possibility and offers no reliable way of solving such a scenario.

"CHANGE" CARDS

Both the players and the TM have a single draw, per person per game, from the deck of "CHANGE" cards. "CHANGE" cards have any number of random effects, and can be used at any point during the game. Think Forrest Gump: *"You never know what you're going to get!"*

When a "CHANGE" card is drawn, it is immediately used and its effects take place. If it would cause a paradox, draw another (see *Paradoxes* below).

When should I use a "CHANGE" card? If something extremely nonsensical has occurred and screwed up the reasonable game state, then perhaps the only way to rationalize it is to make even crazier things happen. Cards have the most impact when drawn in dramatic moments when nobody is sure where the game is or could be going.

PARADOXES

A Paradox can result in any number of ways. The most likely is when two effects must happen, but one makes the other impossible. In case of a paradox, the TM draws a "CHANGE" card at no cost. If this card can apply to help resolve the paradox before it occurs, then it immediately does so.

If the card cannot help the situation, then neither of the effects happens, all dice pools

refresh to their maximums, and the moment passes immediately. The greater universe is so opposed to the effects that you will cause that it has removed them from space and time.

TIME TRAVEL

The Time Wizards can also engage in Time Travel, but it is extremely detrimental to their well-being. In order to use this ability, the Wizards must declare a new Moment in Time during which they will use their time traveling abilities. Any players wishing to sabotage this may do so just like in any other Moment.

Because of the strain placed on the Wizards' bodies by the time displacement, **all** Slap Phases that occur during Time Travel are performed with exclusively d4's (and not both d4's and d12's). The maximum pool of d4's for Time Travel periods is **10d4**.

To leave time travel and return to the present, a new moment must be declared. This is another opportunity to make mischief. Note: the rule of "only d4's" still applies in this circumstance!

POWER BOOST

Power Boosts occur whenever a Time Wizard uses a power at exactly the day of the week and time when that Wizard awakened to his or her powers. Because of the ripple effects of this momentous occasion, the Time Wizard experiences the ability to more easily affect outcomes. The Wizard has two in-game actions available at the beginning of the Time Moment.

1. After the Time Moment is declared, the Wizard is allowed to declare one outcome publicly before anything else. This outcome, subject to the TM's approval, takes place immediately and is unchangeable. That wizard may still declare a regular action as normal and proceed with the slap phase.

2. The Time Wizard may draw two change cards and resolve one or both immediately, before any other actions take place.

Power Boosting is a useful skill that won't come up very often, but can be game-changing. To avoid abuse, Time Traveling wizards cannot undergo the effects of their Power Boost (this can lead to any number of paradoxes which will destroy reasonable game state. Trust us on this. Or don't, it's your call).

HAT-OFF

Whenever a hat that was previously worn during the setup or course of the game session is used by a participant different from the original, a Hat-Off takes place.

During a *Hat-Off*, the offending player must wear the hat covering his face (straps are allowed in case the hat keeps falling off) and presented with the option of slapping two different areas of the table, one with a single d4 and another empty. If he slaps the empty area, he takes the dice and ends the Hat-Off; if he slaps the d4, he must give away one dice from his pool to the original wearer of the maligned hat.

Note that the dice can be moved at any moment, even in the middle of a slap, but it must remain within the predetermined areas.

The original owner of the hat can choose to participate, wearing the offender's hat and performing the same process. If the offender had no hat, the original owner can perform the task without covering his head and slapping as gently as he wants, potentially taking all the dice from his opponent.

USING THE WRONG DICE

If, at any moment when a die must be rolled or slapped (including a *Slap Phase*, *Bet* or *Hat-Off*), a d8 is used, the story is immediately suspended and Time Mastery must be once again determined as per the methods presented in *Starting the Game*.

Should a second d8 appear later on, the TM passes to the player to the left and everyone else must switch their characters with the player sitting to their respective lefts. Note that combo wizards are exchanged as a single character, so this may cause a normal wizard to become a combo wizard (if the character is handed to a group of players in a combo), and a combo wizard to become a normal wizard (when the opposite happens).

Further d8s will continue to cycle characters. If characters are cycled 5 times, a time distortion happens at the fifth.

If a sixth switch happens, every character becomes Heriberto, an impolite icecream vendor with a thick latin accent who constantly makes a "POP!" sound by pulling his finger from his mouth and dances in his chair whenever a word containing the letter F is said. The exact nature of the dance is left for the player to decide, but must always include a left-right movement of the butt.

Additional d8s provoke no further effects. The effects of multiple d8s reset when a *Time Wizards!* session ends, as well as if un-peeled bananas that were previously on top of the table are removed from the room and cannot be seen by any of the participants. If the bananas are removed but can still be seen, a time distortion immediately happens, but otherwise the d8 effects reset.

DICELESS TIME WIZARDS!

No.

VIRTUAL TABLETOP RULES

Undoubtedly, Time Wizards is meant to be played in person. However, there are many people that cannot (for whatever reason) form a cohesive group in person, or have an established gaming group on virtual tabletops such as Roll20. The Slap Phase in particular is

the only sticking point in terms of "virtualization." As such, there is a separate set of rules that attempt to accommodate online tabletops.

While the rules modifications that follow can't invoke the threat of physical pain that the meatspace rules can, they do a good job of simulating Time Wizards for such groups.

The slap phase now proceeds as follows:

1. The players send the TM a message stating their desired changes.
2. Each player rolls **1d5** to determine how many dice they have "slapped."
3. Each player rolls **Xd6**, where **X** is the result from step 2.
4. The effects resolve in descending order, as normal. YES and NOPE effects are still "drawn."

As with the rest of the game, this section is a work in progress. Report results or desired changes to the Wiki (see the link later on, in the "Credit Where Due" section).

Any other form of physical interaction:

The participants will enter a rap-battle or flying contest, maybe both at once, where most vicious spits decide the winner.

HELPFUL HINTS

In its current form, Time Wizards runs on the participants' abilities to improvise.

Some helpful hints to go by:

- 1) AGREE. Go with it. But
- 2) Don't only say "yes" to everything say "yes, and..."
- 3) "Yes, but..." is reserved for TM. Don't shoot down ideas, but modify them if need be.
- 4) Listen. Notice. Nobody likes the guy who walks over the tomato on the floor and doesn't even notice that he has done so.
- 5) Most obvious, most dramatic, complete opposite, two things changed, etc. Think up different outcomes and go for the one that pleases your gut feeling the most.
- 6) Don't be afraid to speak. If nothing is spoken, nothing happens, and that's boring!
- 7) MAKE statements. (They're a hilarious bunch for a group of murderers.)
- 8) DO NOT ask open ended questions. (What are the murderers like?). Questions should give more then they get. Every question can be turned into statement.
- 9) There are no mistakes, only opportunities.
- 10) You don't have to be funny. Humor arises naturally from tight situations and simple, solid plots.
- 11) You can look good if you make your fellow player look good
- 12) Add history. A really simple way to add depth to a scene is to call up(make up) specifics from their common history. "We're fucked!"-"Like the time we ate all that butter..." Also, creating history that somehow is remembered in the current scene allows wild leaps of logic when using Time Powers.
- 13) Ask yourself "If this is true, then what else could be?". Do this constantly.
- 14) Be VERY specific. Don't just tell you summon a car, tell you summon a 1923 blue Volkswagen.

15) Cut to the interesting stuff instantly. Don't go "Hi"- "Hello". Go "Dude, I've got a month to live!"

16) The scene should rhyme and heighten. This is a form of creating mental blueprint from which to build the story forward. Actions, themes and jokes aren't to be repeated, but "rhymes" to these should be looked for and with these the scenes builds upon itself a veil of logic.

17) If in tight spot, go line for line. One guy says one line, another says one that is somehow based upon the other guys line, rinse, repeat.

18) Justify strange things with strange things that happened before or after in the game. Make internal logic of warped causality.

19) Raise the stakes. If the going gets strange, try to one up with something logical but even stranger.

20) What makes this day special? Apart from the fact that there's a bunch of bearded

For inspiration to help with improvisational skills, look up "Whose Line Is It Anyway?" and "Thank God You're Here." There's also a lot of material to be found on the internet if you google "improv".

If you choose to continue, please note: Time Wizards is an evolving beast. There is much to test, and feedback is important. Nothing will make sense the first time you play it.

Time Wizards is best suited to looser playgroups that can roll with things and have fun without needing to defer to rulebooks for every niche case. It's meant to be nonsensical, and it should follow that any "plot" the TM may have in mind is soon to be ruined by the machinations of the players.

LAST WORDS

“Credit where due”, by First and Revised editions compiler anon

Let's be clear on this: *Time Wizards* is a community effort. Without the storytelling of **DM Kroft !ScSfaqO.RY**, the game may never have seen the light of day. Had Art_Wizard not compiled the original draft of the rules, most of which exist unchanged in this document, the likelihood of this ever reaching you decreases tenfold. My part in this is very small. It is up to the people who want to play it at this point – I'll keep modifying this as playtest info comes in, but it is not my goal to safeguard any sort of legacy. The game is ridiculous enough as to ensure its own, at this point. Please post any remarkable games, situations, whatever on the [1d4chan wiki page](#) or on /tg/ proper.

tl;dr: /tg/ gets shit done, guys. Good job.

“Some Final Words”, by Kroft edition compiler and creator DM Kroft

Time Wizards! was never really intended to be a game to be taken seriously, but rather as a running joke between roleplayers who had too much time in their hands. The obtuse rules and seemingly random elements like hats, beards, burnished wood, and bananas all harken back to things that had some sort of connection back then (for instance, there was a large collection of hats in the room we used to play RPGs in back then), and are now left to make every session of *Time Wizards!* a proper ordeal.

Still, this doesn't mean you can't play a somewhat coherent story with this, at least until anvils start growing mathematical afros while toenails become really good at bingo. Just remember to have a good laugh (and avoid choking on *The Beverage of Choice!*) and maybe, just maybe, something memorable can come out of this.

I must also extend my personal thanks and admiration to the Traditional Games (/tg/) community of 4chan.org, to which the original tale of the *Time Wizards!* was presented long ago, somehow latching and spawning an amazing retro-engineered ruleset that really brought a lot of fantastic ideas and entertaining concepts; these short pages are merely a version of what the original rules were meant to be, and in no way or form invalidate or override the great work of /tg/. That it was all made on the basis of some mere four posts is a true testament of the creative capacity -and perhaps slight derangement- of that amazing group of people.

Cristián “DM Kroft” Andreu

This ain't over yet, man

Seriously, I'm happy to be the one to compile this beast you have here, but it's now up to you people. Play, test, tell what's wrong and this pamphlet will grow. Houserules are the key. Make it your own and have fun with it. This wouldn't have been possible without First edition compiler anon, Kroft and /tg/.

You guys are awesome.

Hope you have a blast. I've used 2 and half whiskey bottles to this already.

Jyry “Art_Wizard” Niemitalo

Yes, and...

The character succeeds, and achieves more than he bargained for. Maybe even bit too much.

Yes, but...

The character succeeds, but something completely unrelated goes horribly wrong.

Yes, but...

The character succeeds, but the results of this success are wildly out of expected.

Yes, but only if...

The character can achieve what he wants, but only if he makes a sacrifice of some sort.

No, but...

The character fails, but something completely different goes well.

No, but...

The character fails, but it's really not THAT bad, this time.

No, and...

The character fails and something completely different goes wrong as well.

Rewind

Time goes back a few seconds and starts again. Everything that just happened goes completely opposite now.

Arrow of Amor

The power of love affects this scene in some profound way. Who is in love with who?

Statist

Create a random non-player character. Is he a friend or foe, help or hindrance?

Fastforward

Time skips three hours forward. Set up a new scene and what condition the characters find themselves in. No one is allowed to talk about what happened in between.

A peek to the past

Play a scene that has happened in the same place you are but in the past. Who are the characters in this flashback and what are they doing?

Your past catches you

Something you did so long ago just caught up with you. What did you do and who is it that knows the truth?

Nemesis

Your nemesis enters the scene! You don't have a nemesis, you say? Too bad, you have now.

The dark secret comes forth

Some NPC you know has a dark secret that now comes out! Who is the exposed, what is his secret?

Meanwhile, in some other place!

Set up a scene somewhere else with a new copies of your characters. Your characters have just been cloned! Wonder what happens if these clones meet the originals. Who are the originals?

CUT!

Change your characters into random NPCs that are currently in the scene. What do they do when Time Wizards are causing havoc?

Multiple realities

Realities split! Everyone describes a new reality where your characters might end up. After hearing everyone, you choose one.

Adviser

You can point at anyone or anything and it will give you solid and good advice to the best of its abilities.

An interview

End scene and stand up. Everyone acts like you're in a press conference and you are the only eye-witness. Everyone else asks you questions and your answers become reality.

A thing starts to speak

Something opens its mouth. What is its problem?

Shadow

You get a phonecall from your shadow. He is by all accounts like you, but he can get to places you can't and knows things you don't. You can ask for his help. The player who looks the most like you plays your shadow for the duration of phonecall.

Broken gossip mill

Whisper a gossip into circulation to your left. Every player changes one important detail and when the gossip gets back to you, it becomes reality.

Don't stare into the darkness

Your character is going to do something he is so going to regret.

Wind change

Climate change! Everyone describes one thing about the weather that changes instantly. They cannot be contradictory.

Good news and bad news

Your character gets a bundle of news. You decide the bad news, TM decides the good news.

What do I have in my pocket?

You have in your pocket something that helps tremendously in the current scene. What is it?

Carnivale!

Everyone changes characters with each other! Including the TM who decides how the roles are distributed.

Bizarro world

Rest of the scene will be played in the Bizarro world, where everything is opposite.

Mood change

Everybody in the scene changes their mood to the polar opposite.

Monologue

You can point to anyone or anything and it has to stand up, get close and give a film-noir monologue about what is happening.

Inner voices

Two mini-yous poof into existence to argue what you should do. The players on your both side play your advisers.

Sex change

You instantly change gender. This lasts until the end of the session.

I come from the future!

Everyone, including the NPCs travel back in time to the instant just before you became a Time Wizard.

Explosions!

Something starts to puff out smoke and sound a dramatic hissing noise! It's going to explode!

I'll be honest with you

Everyone in the scene has to speak the truth and act upon their true feelings.

Power boost

Every Time Wizard in the scene will gain additional 5d4 and 5d12 and refresh their slap pools.