

## THE TIME AND SPACE TRAVEL AGENCY. V.:0.1

### The ROL game to teach and learn English.

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### The concept of the game:

We are tourists or infiltrated agents of “**TASTA**” (The Time And Space Travel Agency). TASTA is a company that have the technology to fold the space time and send people where and when they want, so, using them services, we can travel to another time in the future or the past, and we can go to anywhere in the world instantaneously.

At the decision of the game director (“Master” for future references) we will be or a group of tourist that have the intention to pass our vacations, or a group of agents to complete a mission or a combination of both in a site placed in the past, present or future interacting with the environment, people and context where we go, using the history, the place and the non player characters we will find in our travel.

The game could be so long as the master decide, and can be segmented in short episodes to fit in the time of a class, but also, could be autoconclusive.

### The rules:

The player characters have a group of characteristics that let them to do some things or not in function of his points. Those characteristics are implicit and be in the character sheet at the beginning of the game defining the personality and the behavior of the character.

The characteristics of a character are:

- **Strength:** How much strong is the character.
- **Dexterity:** How much dexterity the character have.
- **Wisdom:** What wisdom the character have.
- **Charisma:** How much charismatic is the character.

The points are 1 to 10 for every character. You will have 22 points to share between the characteristics. The minimal points for a player character characteristic is 3.

When a player character try to use a characteristic he or she roll a 10 faces dice and add the result points to the characteristic involved, and the total is the final result. If result is equal or higher to the difficult of action to do, will be success.

**Example:** Imagine that *Karina*, a player character with 6 of Strength, is trying to push a rusted iron door. The master determines that the total Strength necessary is 10 to success. She roll a dice and obtain 5 ( 6 of strength + 5 of the roll dice = 11 total. ). The door will be pushed.

In this case, if the total is 10 or more, will have a success action, but 9 or less will be a fault and the character will fail trying to do the action.

The list of difficulty of an action as a model is:

- 1 to 8: Very easy.
- 9 to 11: Easy.
- 12 to 13: Normal.
- 14 to 16: Hard.
- 17 to 20: Very hard.

The master determine in the context of the adventure, the difficulty of the action the character try to do, and then say to the player that control the character roll a dice to know if the action will success or not. Before the dice is rolled, the master think a number (not necessarily tell it) in base to the difficulty he think the action have and the characteristic envolved in it. Once the dice is rolled, add the value of the characteristic in the character sheet of the player to the result of the dice rolled, and check the result. If equal or greater of the number thought by the master, the action will be seccess. If less will be a fail.

**THE TIME AND SPACE TRAVEL AGENCY.**  
**CHARACTER SHEET**

Name of the player: \_\_\_\_\_

Name of the character: \_\_\_\_\_

Character history:

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- **Strength:** \_\_\_\_\_  
- **Dexterity:** \_\_\_\_\_  
- **Wisdom:** \_\_\_\_\_  
- **Charisma:** \_\_\_\_\_

**Notes:**

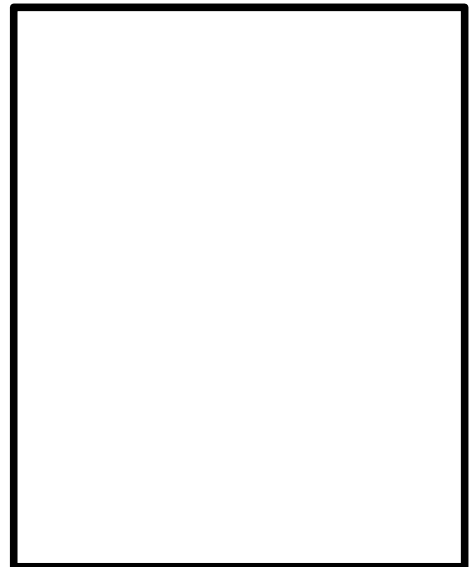
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Character's image.

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## ***The Rescue of the lost book “The return to the present”.***

(An example of simple adventure).

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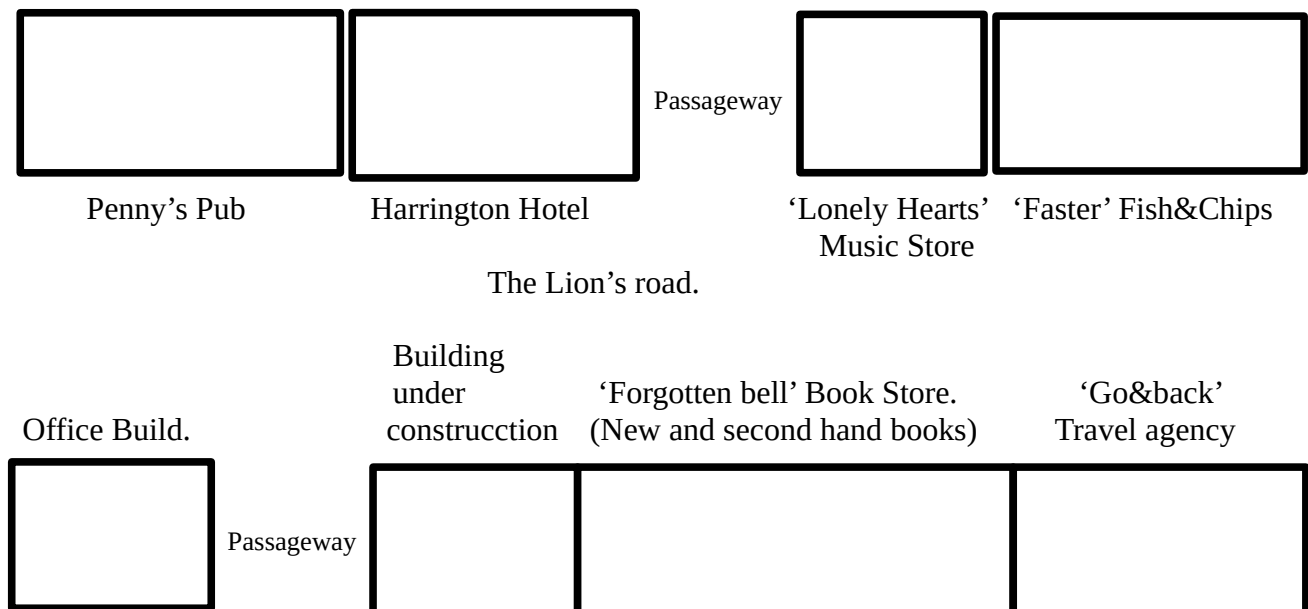
### **The history:**

TASTA needs a brave group of adventurers agents, to find a copy of a recently destroyed important book in a burning. They have to travel to 1995 in the Lodon town to find a copy and return without awake suspicious they are travelling into space-time, so nobody can suspect they are out of that time.

The agents will pass themself off tourists trying to learn English walking in a summer day for the second hand book stores to find the book named “*The return to the present*”.

They will have local dresses and money to buy a book and a little more for any eventuality.

### **The map:**



### **The begining:**

The ‘Agents’ appears in the restroom of the Penny Pub. They have the orders to be in the same site in one hour maximon to be returned to the actuality. If they can’t, will be there for the rest of his lifes.

### **The end:**

Once the team have the book, they go to the restroom of Penny’s Pub to be returned to the present, winning the congratulations of the official of the mission.

If they have not the book, they have to return before one hour (game time, not real time) or never will return. If anyone is lost, they lost the oportunity to back, and the rest of the group return to nowadays.

## **THIS IS NOT FOR PLAYERS. Only For the Master's eyes:**

All the characters that interpret the Master. In this case, the teacher. The technical name are "Non player character" (NPC).

- **Penny's pub** is regented for an always angry woman called Martha that hate the people call her 'Penny'. She buy the pub, years ago and she left the name.

- **Harrington Hotel** is the typical cheap hotel of the downtown. If the players ask, it have only one room to rent, but only admit two persons in by room.

- **Faster Fish&Chips** is served by 'Harry', an enthusiast of the electronic music that dance while serve the meal. He is very funny and polite.

- **The Office Build and the Building under construction** are not accessible.

- **Go&back Travel agency** is close.

- **Forgotten bell book store** have a very old lady very candy called "Mary", that has been working there all her life. She has a big and fat cat that purrs all day. The library has two floors full of books in old wood shelves. The atmosfear is little dark, with a lighs that brings a yellowed low light, but nice and smell a little bit old but not too much.

They have to talk with Mary and ask for the book.

Mary no remember the title of the book the agents are asking, but she is going to look in the file list.

- **Here are two options:**

**The short option:** Finaly she said that she have an unit and but can't remember where is it, so anim the group to explore the book store and try to find it. Finaly she sell it to them for 9.99 pounds.

**The long option (The players have to solve a problem before to get the book):** Finaly she said that she have an unit, but is reserved for Martha, and can't sell it. She say that maybe if they go to talk with Martha, perhaps she can make a deal with them.