

TimeWatch Adventures

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday.

Each game runs for four hours.

Please let us know your preferred adventure, day, and time slot in the following format:

“Hatchet & Axe – Friday 10 a.m. – 2 p.m.”

Font of Knowledge

Time-traveling saboteurs just snuffed out all human life with - Comic Sans? You're a member of TimeWatch, an elite organization of time cops who keep history safe. Find out what happened, track clues forwards and backwards in time, and save true history from those who try to erase it. Good luck, Agent. Everyone - and we mean everyone - is counting on you.

The Gadget

Wait, is that a mammoth... in 20th century New Mexico? An unexpected paradox sends your team of choral investigators on a jaunt into both the distant past and near future, using diplomacy and super-science to investigate the loss of a tremendously important historical and military artifact -- and maybe preventing history from unraveling in the process.

Hatchet & Axe

What does Carrie Nation have to do with World War III? Everything, when your mission to prevent a nuclear war during the Cuban Missile Crisis leads you through centuries of pre-apocalyptic history!

Parallel Realities: The Misery Trumpet

An autumn hike in northern Vermont turns into a cross-dimensional raid to save the sanity of everyone you know. When your own world is one of many, where do your allegiances lie?

Queen of the Nile

The New Testament has disappeared, and along with it the entire time stream is becoming unstable. Whatever happened, it needs to be stopped.

Recruiting Call

As a TimeWatch agent you recruit new members before they'd otherwise die. Sounds easy, but what if you must keep someone important alive -- even when your enemies will rip history apart to stop you?

Rebel Heart

The Agents are burned out of TimeWatch ranks, summarily ejected and attacked because their future selves apparently defect from the ranks and join a rebel group. While investigating this apparent betrayal, the Agents learn that they're so highly trusted that they've been set up as deep-cover double agents, tasked with rooting out ezeru infestation of an anti-TimeWatch rebel group.

Sphinx and the Madman

Why does the Sphinx suddenly have your face? In an alternate history, you may be your own worst enemy, and your future self has a lot to answer for! You must restore the true timeline.

Thief in the Night

An unexpected 24th-century spaceship disaster leads the Agents to uncover a massive conspiracy that fundamentally changes human culture. Unraveling the mystery leads the Agents forwards and backwards in history, ending in an Old West showdown with the fate of human culture at stake.

The Valkyrie Gambit

Someone has changed the course of World War II entirely, but with methods that defy TimeWatch's normal warning system. Now it's up to your team of time cops to solve the mystery, stop an assassination, prevent nuclear war, and maybe corral a stray rampaging dinosaur or two along the way. To the time machines!