

Game Rules



Timeline



In short...

- On your turn, try to place one of your cards in the correct "temporal gap."
- In case of failure, put the card back in the box and draw a new one.
- The winner is the player who is the only one to place their last card during a single round.



Contents

55 cards, each one bearing its name and its illustration on the front, as well as its date on the back.

FRONT

BACK



1 Illustration

2 Date

3 Card name

4 Background color to help sorting and putting away cards per theme



Object of the game

To be the only player left with no cards.



Game setup

1. Players sit around the play area.
2. The youngest player is the "first player".
3. Shuffle the cards.

4. Each player is dealt 4 cards facedown (dates hidden) and place them on front of them. Players are not allowed to look at the side with the date. However, players are free to decide on the number of cards to be dealt based on their knowledge of the game.

5. Place the draw pile facedown on the table.

6. Draw the top card of the pile, flip it over, and place it in the center of the play area. This card is the starting card of the timeline in which the players will have to place their cards.

7. You can start the game!

1 First player

3 Starting card

2 Play area

4 Draw pile

5 Cards dealt to the players





Gameplay

Players play in turn clockwise. The first player must place one of their cards next to the starting card (the one previously placed in the center of the play area):



If they think the date of their card is anterior to the starting card's, they place it to the left of the starting card (see illustration next page).



If they think the date of their card is posterior to the starting card's, they place it to the right of the starting card.

After placing their card, the player flips it over to check if the date is correctly placed on the timeline:



If the card is correctly placed, it remains where it is faceup.





If the card is not correctly placed, discard it in the box. Then, the player must draw the top card of the pile and place it facedown next to their other cards without flipping it over.



Then, the second player (the one on the left of the first one) can play their turn.


 If the first player didn't place their card correctly, the second player must place one of their cards next to the starting card.


 If the first player placed their card correctly, the second player can choose between three temporal gaps in which to place one of theirs: to the left of the two cards already placed, to their right, or between them (see illustration next page).

 If the second player correctly places their card, it remains where it is, faceup. The timeline is rearranged so as to leave room between cards.



Now, it's the third player's turn.

 If the first two players placed their cards correctly on the timeline, the third player can choose between four temporal gaps.

 And so forth.

 If the draw pile is empty, shuffle the discarded cards so as to make a new draw pile (dates facedown).



Specific case

During the game, it may happen that a player must place a card bearing the same date as another card already played. In such a case, place both cards next to each other, regardless of their order.



End of Game - Victory

If a player is the only one to correctly place their last card during a single round, they are immediately declared winner.

If several players correctly place their last card during a single round, they keep playing and the other players are eliminated. The remaining players draw a card during each round and comply with the standard rules until one of them correctly places their card during a single round. The latter is then declared the winner.



On a side note...

The information contained in this game is for entertainment purposes only. While we endeavor to keep the information up to date and correct, we make no representations or warranties of any kind, expressed or implied about the completeness, accuracy, or reliability with respect to the information contained in this game. Have fun!

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