

The background is a solid teal color. It is decorated with several light teal geometric shapes: circles of various sizes and triangles of various sizes, some pointing upwards and some downwards. These shapes are scattered across the page, creating a playful and modern aesthetic.

PLACING THE PAST

GAMEPLAY RULES

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- Challenge Bell
- Rule Sheet
- 3+ Players
- Ages 14+

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HOW-TO-PLAY VIDEO!



AIM OF THE GAME

The aim of the game is to win the most points by creating the longest historical timeline possible. Place your cards in what *you* think is chronological order, from the oldest event to the most recent. Get just one card in the wrong order, however, and all your points are history for that round!

PLAYING THE GAME

Before you start, agree how many rounds to play. One round consists of each player taking a turn to play their cards. Matching the number of rounds to the number of players works well (e.g. four rounds for four players).

Shuffle the cards and deal out five to each player, with the name of the event facing up. Place the remaining card deck in the centre of the table. Each player should spread their cards out in front of them, but here's the most crucial bit – **DO NOT LOOK AT THE UNDERSIDE OF THE CARD!** That's the side that has the date on it, so absolutely no peeking!

To get warmed up, arrange yourselves in chronological order – the youngest goes first. If that's you, take a good look at your cards in front of you (still no peeking at the date on the flip side!), and decide how confident you are of placing them in chronological order. You must play at least two of your five cards – there are no points for a timeline of one! Slide any cards that you don't want to the middle of table, event side still up – these now become the card pool.

At this point, listen out for the bell – any other player can hit the challenge bell now if they think your timeline order is wrong. Read on to see how this bit works...

IF NO ONE RINGS THE BELL...

... flip over the cards in your timeline to reveal the dates. If you've got them all in the right order, congratulations – you get to keep all of those cards in your points pile! (Cards placed next to each other with the same date are counted as correct.) But if any are in the wrong order – even if it's just one – you score a big fat zero. Put all your cards from your timeline to the bottom of the deck, and then start to feel sorry for yourself. Only for a few seconds though, as history marches on and time waits for no one!

IF SOMEONE RINGS THE BELL...

There's usually someone who thinks they know better – in this case, it's whoever rang the challenge bell! The challenger gets to rearrange your timeline in the order that *they* think is correct (WITHOUT LOOKING AT THE DATES!). Once they've finished, *they* flip the newly arranged timeline to see how they did. If they have got everything correct, *they* get to keep all *your* cards and add them to *their* points pile. Meanies. But if the challenger's not as smart as they think and they've got *anything* in the wrong order, *you* get to keep all the cards for *your* points pile, regardless of whether your original timeline would have been correct or not. You also get to stick your tongue out at them and / or sport a smug grin until the start of the next turn. Remember, only one player can ring the challenge bell per turn.

THE NEXT TURN

Stop feeling sorry for yourself / stop grinning / put your tongue away as it's now the next player's turn. This works in the same way as the previous turn, but with one cunning difference – the new player can select up to three cards from the card pool to include in their timeline, meaning they could potentially have up to an eight-card sequence!

The action then continues as above until all players have had a turn. At the end of the round, all cards remaining in the card pool are reshuffled into the deck, but players keep the cards that are in their points pile – these are placed to one side to keep tally of the scores and are not used for the next round.

THE NEXT ROUND

The next player in chronological order (i.e. the second youngest) starts round two, which works exactly like round one.

WINNING THE GAME

Once the agreed number of rounds have been completed, each player tallies up the cards in their points pile. Whoever has the most points wins, and gets to do a lap of the table shouting, 'I am the winner!' However, if two or more players tie for first place, that means only one thing... THE DREADED TIEBREAKER!

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Someone dims the lights. Another taps out a tense drumroll on the table. The players involved in the tiebreak stare aggressively into each other's eyes without blinking. A non-tiebreak person draws a card at random from the deck and reads out the event on the card (KEEPING THE DATE HIDDEN!). A bead of sweat trickles down the tiebreakers' faces as they each guess what date they think that event happened. The player whose guess is closest stands up and moonwalks out of the room – they are the undisputed King or Queen of History!