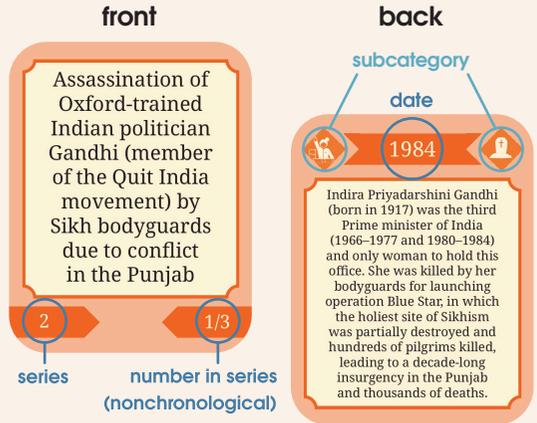


Contents

200 cards split into 59 thematic series from 5 categories:

- Art (green)
- Science (blue)
- Leaders (orange)
- Warfare (grey)
- Society (red)



How to play

At each turn, put on the table all the cards in the next series while being careful not to reveal their backs. Read the events depicted and discuss among players to sort them in the correct chronological order.

Once you reach consensus (or players agree to disagree), choose a card and reveal its back, checking whether it is in the right spot (the order does not matter if two cards have the same year).

Depending on player preference and confidence, choose a difficulty level:

Easy: cards need to be in the right order but are discarded after the round.

Normal: cards need to be inserted among the cards from previous series, the game becoming increasingly harder with each round.

Hard: players guess the year on the back of each card instead of the order.

The game is meant to be played in normal or hard mode, with little formality, but optional variants exist with points, detailed below.

Points

In easy mode, remove cards of your choice until the remaining ones are in the right order, then score as many points as there are cards left (or zero if it's a single card).

In **normal** mode, two scoring methods exist:

- Absolute scores: each time you reveal a card, if it is in the right spot, score 5 points. If not, check the card directly next to it in the correct direction, and count the number of years between it and the revealed cards, then score: 4 points if at most 3 years, 3 points if at most 10 years, 2 points if at most 20 years, 1 point if at most 50 years, -1 point if at least 300 years and -2 points if at least 1000 years.
- Relative scores: each time you reveal a card, move it to the correct spot if it is not already there, then score 5 points if you did not move it, 3 points if you had to move it a single step, and 1 point if you had to move it by at most 3 steps.

In **hard** mode, count the number of years between the guessed year and the real one, then count points as for the absolute score.

Competitive play

All the cards in a series are shown on the table. In clockwise order, each player or team guesses a year for the first card; the card is then revealed and each player scores as in hard mode. This is repeated for each card in the series, while taking turns to be the first speaker.

Variants

In competitive play, reveal a series and have both teams bet on how many cards they can get in the right order. The highest better sorts and then reveals the cards. If they have enough cards in the right spots, they win their bet in points. Otherwise, they lose the amount of the bet plus one per missing card.

An experienced player can also play as game master, choosing the series and assigning them to specific players while giving hints from the cards' backs to help players when needed (or lead them astray, while staying truthful). This is better when playing without points.

Playing with the tour guide edition

The tour guide edition is an extension featuring 200 nastier cards. They are split between additional cards (numbered A, B, C...), which should be added to existing series, and 35 additional series.

Credits

A game made and written by Enka Blanchard, with cards designed by Levi Qışın and Larry Vizier. This game had the support of the Cercle de l'Orbite Galactique (lecog.fr) and Bog of Games (koliaza.com/BOG). All images are public domain/fair use/CC0 except for card 1-3 (photo by Tracy Hunter).

An online version with more cards will eventually be made available, as well as sources, more information on the more contentious cards, and an erratum, all at: koliaza.com/BOG

