Timeline composing   timixiLINE

board game rules for Timixi timeline assembling

Game elements:	Double-sided playing cards with a pair of Date (reverse) and Title (face)
Number of players:	2 to 5 players
Number of cards:	At least 10 cards per player recommended.

Game principle: Players together try to put all the Event cards in one row in the order of the date of each event happened.

Playing cards: On the page with selected timeline, click the Board Game button to create a file with playing cards and print it. Cut the cards so you have the Date and Title of each event with the same code (in the circle) together. Then fold each card in the middle and glue both sides together.

Game goal: Each player tries to put his/her playing cards on together timeline to get rid of all cards as soon as possible.

Rules of the game

Start of the game:

Players sit around the table, all cards are placed so that the Title of the event is visible. One player shuffles cards and gives each player 4 cards. Every player leaves the cards in front of him/her (not looking at the date). The unreleased cards are used as a draw package. Next to it, cards are put into the swap package during the game.

The top card from the draw package is taken and turned - it becomes the base point on the timeline being created. The player to the left of the dealer starts the game, the others follow in a clockwise manner.

Turn:

Player selects a card out of his/her ones and places it next to the base card where he/she believes it belongs on the timeline: to the **left** (if the event happened earlier) or to the **right** of the card (if happened later than the opening event). If a player believes that the event has the same date as the (base) card, inserts the card **above** the base one. To assess the date match, follow the format shown on the card (for example, only a year).

After placing an event, the player turns his/her card and everyone can verify that it has been placed correctly. If the card is placed incorrectly, remove it and put it into the swap package (with the date hidden). The player takes a new card from the draw deck for this failure (and waits for his/her next move). Another player is on the turn when the card is placed right. In each round, a player may place only one card.

Game progress:

Similarly, in subsequent moves, each player tries to place his/her card in the appropriate place on the timeline - between cards (sliding to create a place) or to the beginning / end.

Some cards may have yet another date shown (not just one-time moment but the time-span). In this case, only the first date (the start date of the event) is relevant to the right emplacement on the timeline.

When all cards run out of the draw deck, the swap package turns into a draw (and players create a new swap package with discarded cards).

Ending the game:

The only player to get rid of the last card in a given round, becomes the winner. If more players place their last card in one round, they take another one from the deck and game continues. The game ends when all players place their cards on the timeline.

v 1.1