Pick a pair

TIMIXESO

board game rules for finding events pairs

Game elements:	Playing cards with separate date and event title, one-sided.
Number of players:	2 to 5 players
Number of cards:	At least 10 cards per player recommended.
Game principle:	Players search for card pairs - date and title for the same event.

Playing cards:	On the page with selected timeline, click the Board Game button to create a file with playing cards and print it. You can print the last page with the backside pattern multiple times (depending on the number of previous card stock). Glue the back of the cards with the backing sheet, then cut out cards.

Game goal:	During the game, each player tries to remember the placement of a pair of cards of the same event (Title and Date pair) and gradually get as many uncovered pairs as possible.

Rules of the game

Start of the game:

Players sit around the table, all cards are turned back side up - Titles and Dates of the events are covered. The cards are mixed and arranged in a regular matrix according to their number (for example, a grid of 7x7 is selected for 49 cards). Players alternate in clockwise turns.

Turn:

The player on turn reverses any two cards (leaving them exactly in the same place). If both cards belong to the same event, player takes them out of the pattern, keeps them and can continue with the next move. A code in a semicircle is used to check that the pair is correctly assembled - all players can verify that the pair has the same control code.

If the cards do not belong to same event (they do not have the same code), the player turns both cards back, his turn ends.

Game progress:

Each player tries to memorize the location of individual cards in their own turn and opponents' moves. At the same time, player must consider what Date corresponds to the Title of the event and reveal these pairs. Players gradually remove the found pairs of cards from the board, leaving the remaining cards in their original locations.

Ending the game:

When all pairs of cards are removed from the board, players count pairs they have got. The player with the highest number of pairs is the winner of the game.

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