

TIMELINE: GAME RULES



GAME RULES: THE TIMELINE GAME

Number of players: flexible, but best in groups of 2-5

Hand out a timeline to each player. Shuffle the cards and place them face down in a pile. Each player draws a card and places it in front of them. This serves as the starting year for the player.

One player draws a card and reads it out to the player on their left. The player guesses whether the event is before or after the event they already have. If the guess is incorrect, the player wins the card. Next time, the player must guess if the next event is before, between or after the events they already have.

First to collect ten cards wins the round.

