

Snapshots in Time

Game Play Instructions

Competitive Game Play

1. Arrange the cards in a stack with the date sides facing down and shuffle.
2. Keeping the date sides down, deal five cards to each player. **DO NOT LOOK AT THE DATES ON THE BACK OF THE CARDS.**
3. Place the remaining stack of cards on the table. These cards are the draw deck.
4. Turn over the first card from the draw deck and read the text and date out loud to the other players. Place this card date side up in the middle of the table to start the timeline.
5. Begin the game with the player to the left of the dealer. Play moves clockwise around the table.
6. The first player selects a card from their hand, reads the text, and analyzes the image on the card. **DO NOT LOOK AT THE DATE ON THE BACK OF THE CARD.**
7. If the player thinks the event on their card occurred before the event on the first card in the timeline, place it to the left of the card. If the event occurred after the event on the first card, place it to the right of the card.
8. Turn over the newly played card to reveal the date. If the card is placed in the correct chronological location on the timeline, it is the next player's turn. If the card is not in the correct place on the timeline, move the card to its correct place and the player draws a card from the deck and adds it to their hand.
9. The next player selects a card from their hand, reads the text, analyzes the image, and decides where to place it on the timeline: to the left of the first card, between the two cards in the timeline, or to the right of the last card.
10. Turn over the newly placed card to reveal the date. If it is in the correct place it is the next player's turn. If it is in the incorrect place move it to the correct place, and the player draws a card from the draw deck and adds it to their hand.
11. The winner of the game is the player who correctly places all five cards in their hand before the other player(s).
12. Play another round or start a new game. To play another round, keep timeline intact, collect remaining cards from players and add to the draw deck. Re-shuffle draw deck and deal the same number of cards to each player.