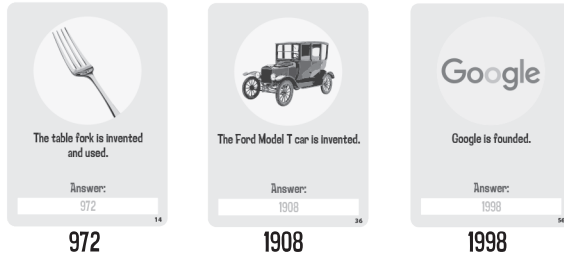


Example: Setting a New Timeline Ending

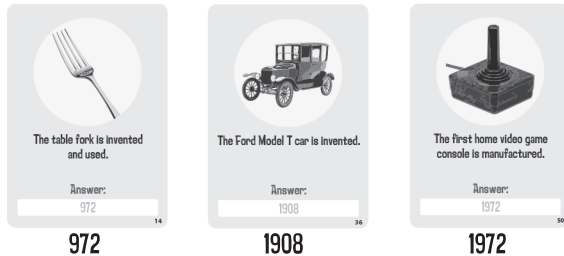


Ages 8 and Up
2 to 4 Players

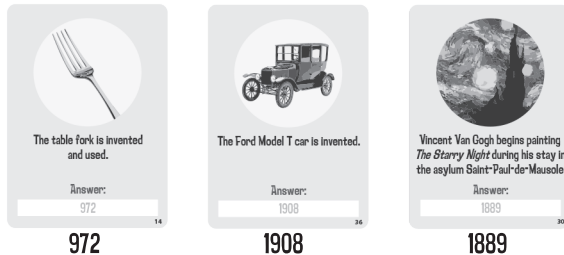
Original



Correct



Incorrect



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SCHOLASTIC

TIME MACHINE™ Travel Game



Instructions

Contents:

74 Cards

- 60 Event Cards
- 14 Action Cards
- 1 Red Reveal Decoder

See the How to Play video at www.ugames.com/timemachine

Object of the Game:

The first player to discard all of their Event Cards wins.

How to Play:

One player shuffles the Cards very well and deals each player 5 Cards, placing the remaining Cards face down in the middle of all the players, creating a draw pile. The Red Reveal Decoder should also be placed within reach of all players.

The oldest player turns over the top Card of the pile and places it in the middle of the table with lots of space to create a timeline around that Card. If the first Card turned is an Action Card, players place that Card randomly back into the middle of the draw pile and draw until an Event Card is on the table.

The youngest player goes first. On the first turn, a player places an Event Card from their hand in the correct order, before or after the date of the Event Card already on the table. This establishes the timeline, or the BEGINNING and END of the timeline that can be played. During the game, players must always play their Event Cards between the BEGINNING and END Cards of the timeline.

On a turn, a player may either place one Event Card in the correct order on the timeline or play one of three Action Cards they may have received.

Action Cards:

- 1. Set a New Timeline Beginning Card:** On a player's turn, a player can place the **Set a New Timeline Beginning Card** on top of the earliest date in the timeline, then place an Event Card that establishes a new BEGINNING date on the timeline. The player may choose to play any Event Card from their hand on the **Set a New Timeline Beginning Card** as long as it is earlier than the next Event Card after it in sequence.
- 2. Set a New Timeline Ending Card:** On a player's turn, a player can place the **Set a New Timeline Ending Card** on top of the latest date in the timeline, then place an Event Card that establishes a new END date on the timeline. The player may choose to play any Event Card on the **Set a New Timeline Ending Card** as long as it is later than the last Event Card before it in sequence.
See example for Setting a New Timeline Ending Card on the back of these instructions.
- 3. Pick a Player to Swap a Card with:** On a player's turn, a player can pick a player to swap a Card with. Each player must fan out their Cards to allow the other player to choose. These Cards are discarded to the side once used.

On a turn, if a player does not have an Event Card that fits in the timeline, the player must draw Cards until they find an Event Card that fits in the timeline or an Action Card they can play.

Winning the Game:

The first player to discard all of their Event Cards wins. Any remaining Action Cards may be discarded.