LA CUERDA DEL TIEMPO

Alessandro Maurizio Polo
Salvatore Monaco
Simone Sannino
Matteo Saracino
Luca De Ruggiero
Rocco Tofalo

OVERVIEW

Players: 2–4 (two teams: Young from the '20s, Seniors from the '50s) • Board: 16-space loop with 8 Decades ('50s to '20s) and 8 Wild Cards (?) • Die: 1–4 • Goal: each return to your start earns 1 lap point; team with 2 laps wins.

- 8 Decade decks: 10 cards per decade (5 topics × 2). Each card offers 4 answers, only 1 is correct.
- Topics: 1) History & Society 2) Culture & Media 3) Technology & Science 4) Sports 5) Daily Life & Culture
- Wild Cards: 40 cards (10 types × 4 copies), set as 5 on each "?" tile
- 1-minute hourglass (30s discuss + 30s reply)
- Pieces and die (1–4)

LA CUERDA DEL TIEMPO

SETUP

1. Place each Decade deck next to its matching space.

2. On each ? space, place a face-down mini deck of 5 cards.

3. Pawns: Young on '20, Seniors on '50.

4. Decide who starts (coin flip or highest die).

HOW TO PLAY

1. Roll the die (1–4) and move clockwise.
2. If you land on a Decade space:
   - An opponent draws the top card of that decade's deck and reads the question with 4 options (A/B/C/D).
   - Hourglass 1': 30s to consult with your teammate (no devices), then 30s to state one answer.
   - If correct → you stay on the space.
   - If wrong or time's up → move back 1 space.
3. If you land on an Event (?) space:
   - Draw the top card from the local mini-deck and apply its effect.
   - Anti-chain rule: moves forced by events do not trigger new questions, new events, or collisions.
4. Collision (you land on an opponent's piece):
   - Do a Lightning Question from the deck of the space's decade (random topic).
   - You have 10s (no consult) to give one option.
   - If correct: the opponent moves back 1. If wrong: you move back 1.
   - Landing on a teammate: no effect.
5. Lap point: when you return to your starting space, score 1 point. The first team to reach 2 wins.

HOW TO PLAY

Wild Cards (40 cards = 10 types × 4 copies; 5 for "?")

Positive

• **Jump Ahead** — Go to the next Decade.

• **Re-roll** — Roll the die again now and move again.

• **Shield** — Cancel the next Wild Card you draw (expires at the end of your next turn).

• **Half Teleport** — Go to the next Decade space on your half ('50–'80 Seniors / '90–'20 Youth).

Negative

• **Flashback** — Go back to the previous Decade.

• **Return to Base** — Go to '50 (Seniors) or '20 (Youth). If you're already there, move forward to the next Decade space.

• **Skip Turn** — Skip one turn.

Interactive

• **Swap** — Swap positions with any opponent.

• **Forced Topic (opponent)** — For your next question, an opponent chooses the topic.

  • **Quick procedure:** reveal the top 3 cards of the decade deck; if one matches the chosen topic, use it; otherwise use the first card. Put the other two on the bottom.

• **Generational Duel** — Pick an opponent: you're both read the same MCQ (decade of the current space, random topic). Answer in turns (10s each, no discussion) until someone gets it right: the winner moves forward 1, the other moves back 1. (No other triggers.)

IMPREVISTO

CARTA DE EVENTO

HOW TO PLAY

Question Cards

• Sixties · Culture & Media: "Who are the four Beatles?"

 A) Lennon, Jagger, Harrison, Starr • B) Lennon, McCartney, Harrison, Starr ✅ •

C) Mercury, May, Taylor, Deacon • D) Simon, Garfunkel, Dylan, Young

• Eighties · Technology & Science: "Which Nintendo handheld is famous for

Tetris?"

 A) Game Gear • B) Game Boy ✅ • C) PSP • D) Switch

• 2000s · Sport: "Where were the 2008 Olympics held?"

 A) Athens • B) Tokyo • C) Beijing ✅ • D) Sydney