



# LA CUERDA DEL TIEMPO

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# OVERVIEW

**Players:** 2–4 (two teams: Youth from the '20s, Seniors from the '50s).

**Board:** loop of 17 playable spaces with 8 Decade spaces ('50s to '20s) and 7 Imprevistos (?) spaces.

**Gaming dice:** 1 - 3.

**Goal:** each time you return to your starting space, you earn 1 lap point; the first team to reach 2 lap points wins.

**Decade decks:** 8 Decade decks, 10 cards per decade (5 topics  $\times$  2 cards each) = 80 cards. Every card has 4 answer options, only 1 is correct.

**Topics:**

History & Society

Culture & Media

Technology & Science

Sports

Daily Life

**Imprevistos cards:** 40 cards (10 types  $\times$  4 copies), distributed among the 7 “?” spaces on the board.

**Timer:** 1-minute hourglass (30 seconds to discuss + 30 seconds to answer).

**Components:** pawns and die (1–4).

# BOARD GAME

What has changed compared to before? There is one fewer game space: we went from 18 (16 + 2 starting spaces) to 17, divided as follows: 15 playable spaces (8 decade spaces and 7 event/“imprevisto” spaces). The spaces for the cards are no longer above the playable spaces but on the sides (on the youth side, the cards for their decades, and on the elders’ side, their cards). The event cards are now split between two dedicated spaces instead of being placed above the event spaces.





# GAMING DICE

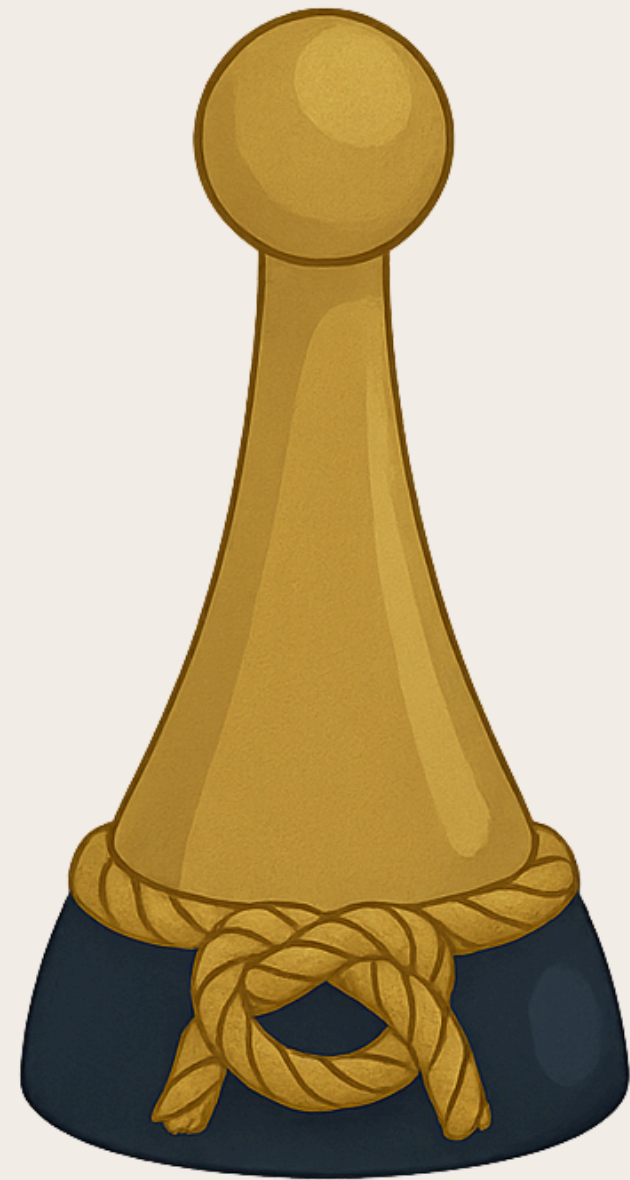
What has changed in the gaming dice? Since we reduced the playable spaces to 15, we decided to modify the die, making it a 6 sided die with the numbers divided as follows: 2 faces with 1, 2 faces with 2, and 2 faces with 3.





# GAME PIECES & HOURGLASS

The hourglass is 1 minute.  
The game piece on the left is  
for the youth team, and the  
one on the right is for the  
seniors.



# QUESTION CARDS

Decade decks: 8 Decade decks, 10 cards per decade (5 topics × 2 cards each)  
= 80 cards. Every card has 4 answer options, only 1 is correct.

Topics:

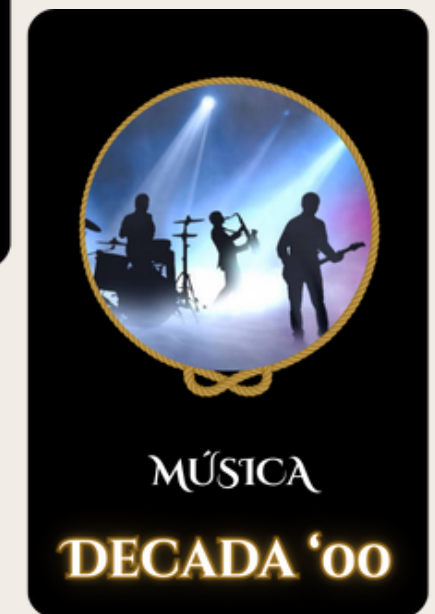
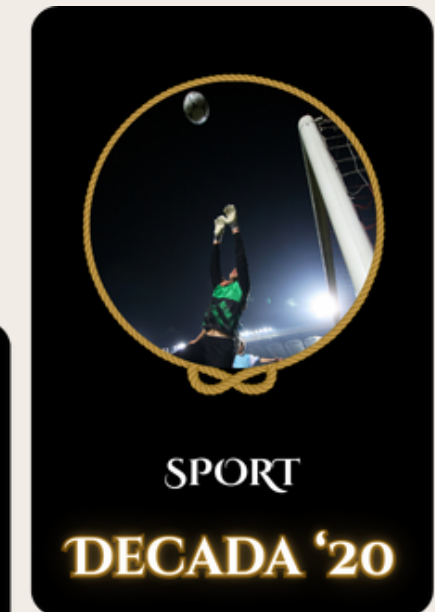
History & Society

Culture & Media

Technology & Science

Sports

Daily Life





# “IMPREVISTOS”

40 cards = 10 types × 4 copies each

## Positive Imprevistos:

Jump Ahead — Move your pawn forward to the next Decade space; Re-roll — Roll the die again immediately and move your pawn again; Shield — Ignore the next Imprevistos card you draw (effect expires at the end of your next turn); Half Teleport — Move to the next Decade space on your half of the board (’50–’80 Seniors / ’90–’20 Youth).

## Negative Imprevistos:

Flashback — Move back to the previous Decade space; Return to Base — Move to your Base Decade (’50 for Seniors / ’20 for Youth); if you are already there, move forward to the next Decade space; Skip Turn — Skip your next turn.

## Interactive Imprevistos:

Swap — Swap positions with any opponent; Forced Topic — For your next question, an opponent chooses the topic; reveal the top 3 cards of the relevant Decade deck, use one that matches the chosen topic if possible, otherwise use the first card, then place the others on the bottom; Generational Duel — Choose an opponent; you both answer the same MCQ (10 seconds each, taking turns) until someone is correct; the winner moves forward 1 space and the loser moves back 1 space, with no other triggers.



# HOW TO PLAY

