

TIMES TO REMEMBER™

THE GAME THAT'S A BLAST FROM YOUR PAST!™

2 or More Players

CONTENTS

250 Two-Sided Cards, 2 Time Wheel Gameboards, 14 Time Windows (2 Sets of 7 Each), 2 Time Window Holders, 1 Card Holder, 1 Category Die, 2 Label Sheets

OBJECT

Be the first team to discard all of your Time Windows by correctly guessing the years when specific events happened.

THE FIRST TIME YOU PLAY

1. Label the blank Category Die as shown in Figure 1. It doesn't matter which label is placed on which side of the die.
2. Apply the Card Holder Label to the Card Holder as shown in Figure 2.
3. Divide the 14 Time Windows into two sets of 7, according to color. Label each set with Number Labels 1 through 7. **NOTE:** Apply the gold labels to the red set, and the purple labels to the gold set. Each window is molded with a small identifying number. Match label to number. (See Figure 3.)

GAME SETUP

1. Divide the players into two teams (Red Team and Gold Team). It doesn't matter if one team has one more player than the other. Teams must sit facing each other.
2. Place each set of Time Windows in its matching color Time Window Holder as shown in Figure 4.
3. Give each team their color Time Wheel Gameboard, and the team's matching color set of Time Windows.
4. Place the Card Holder and the Category Die in the center play area between both teams.

HOW TO PLAY

The game is played in rounds. In each round, *both* teams *simultaneously* play one of their Time Windows to answer the same question. To play a round, do the following steps in order:

- Roll the die and read the question.
- Select a Time Window.
- Reveal your team's answer.

1. Roll The Die And Read The Question

Choose one team to be the Die-Rollers. One of that team's members

rolls the die and announces the category rolled. (If a WILD is rolled, the die-rolling team selects any one of the five categories.)

After the die has been rolled and the category announced, a member of the *opposing* team reads aloud the matching category question from the front card in the Card Holder. **IMPORTANT:** Do not remove the card from the Card Holder to read the question.

Figure 1

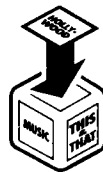
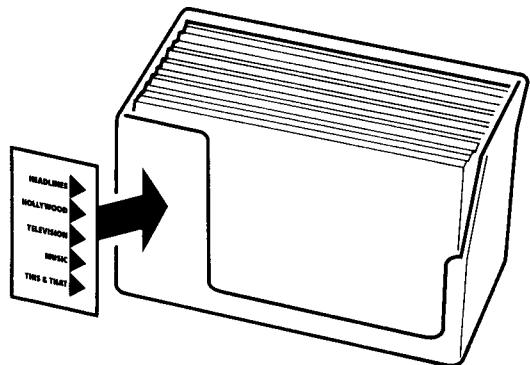


Figure 2

Line up the top edge of the label with the top edge of the label area.



NOTCH

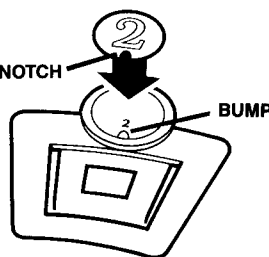


Figure 3

Line up the notch on the label with the bump on the Time Window.

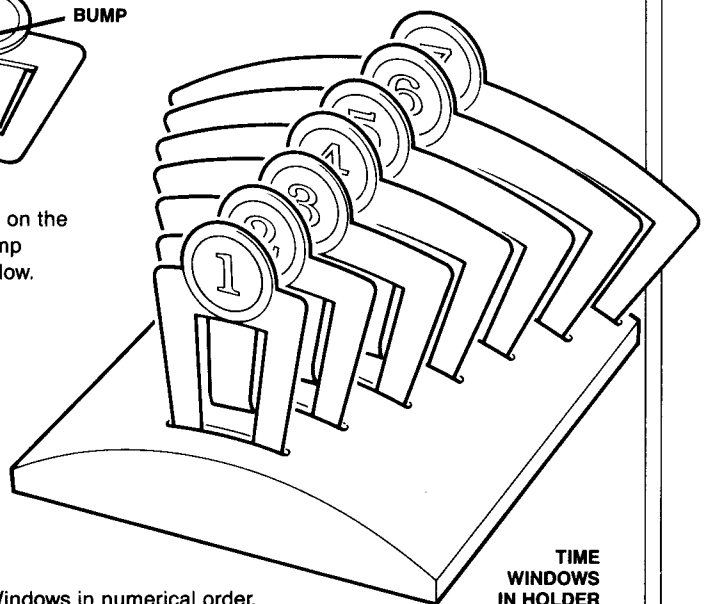
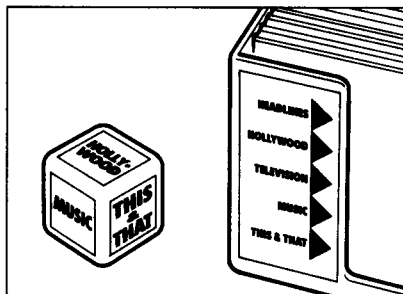


Figure 4

Place the Time Windows in numerical order.

TIME
WINDOWS
IN HOLDER

FOR EXAMPLE: Donna, from the Red Team, rolls TELEVISION and announces the category. Wayne, from the Gold Team, reads the question, "Star Trek: The Next Generation first warps into America's living rooms."



NOTE: Die-rolling and question-reading alternate from team to team and player to player after each round.

2. Select A Time Window

Both teams must now *simultaneously* and *secretly* try to determine in which year the event just read aloud occurred. *Table-talk among team members is encouraged, BUT be careful not to give away clues to the other team while discussing the event with your own team!*

Your team's answer may cover a time span anywhere from 1 to 7 years. Once your team has agreed upon an answer, they must select a Time Window from their Time Window Holder and use it to show their answer on their Time Wheel.

To lock-in your team's answer, *secretly* clip the window to the wheel so that the year or years your team wants to include in its answer are visible through the center of the window. *Don't show your answer to the other team yet!*

NOTE: The year 1990+ on the Time Wheel gameboards includes the year 1990 and all years thereafter.

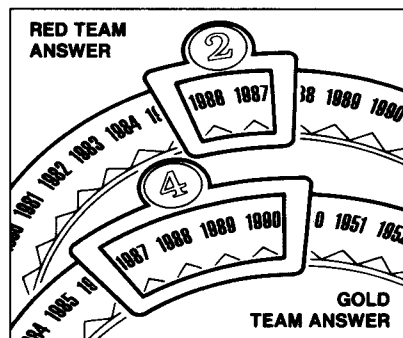
TIME WINDOWS

The number on each Time Window corresponds to the *number* of years that will appear through the window once it is clipped to the Time Wheel. For example, the #7 window covers a 7-year time span.

STRATEGY HINT: If your team is confident they know when an event

happened, use a smaller Time Window to show your answer. If, however, your team is unsure, choose a larger window to cover a broader time span.

FOR EXAMPLE: The Red Team believes Star Trek: The Next Generation first appeared on TV in 1986 or 1987. Feeling confident, the team clips their #2 Time Window to their Time Wheel to cover both years in their answer.



The Gold Team thinks the show appeared sometime in the late 1980s. Not feeling very confident, they use their #4 Time Window to cover the time span from 1987-1990+.

3. Reveal Your Answers

After both teams have clipped their Time Windows to their Time Wheel, both teams must *simultaneously* reveal their answers. Teams do this by first announcing their answers **VERBALLY** and then displaying their answers **VISUALLY** by laying down the Time Wheels so that the placement of the Time Windows can be seen by all players.

The Question-Reader reveals the correct answer by pulling the front card out of the holder and reading the answer aloud to all players. The played card is then turned around and placed at the end of the deck in the back of the holder.

Did You Guess The Correct Date?

If the correct year appears *anywhere* within the window area of your team's Time Window, your answer is correct! You get to discard that Time Window. Remove it from your gameboard and place it facedown in the center play area.

Oops! Wrong Answer?

If the correct year does **NOT** appear anywhere within the window area of your team's Time Window, your

answer is incorrect. Sorry! Remove your Time Window from your gameboard and return it to your team's Time Window Holder. You will have to try to discard it on another question.

FOR EXAMPLE: Wayne reads that Star Trek: The Next Generation first appeared in 1987. Both teams are correct! The Red Team gets to discard their #2 Time Window, and the Gold Team gets to discard their #4 window.

Continue to play subsequent rounds, as described above, until one team discards all of their Time Windows.

FY.I.—AWARDS QUESTIONS (OSCARS, GRAMMYS, TONYS):

Please keep in mind that the correct answer to an awards-related question is *the year FOR which the Award is given*. That year is not necessarily the year of the Awards ceremony.

FOR EXAMPLE: The 1981-released film Chariots of Fire won the Oscar for Best Picture at the Academy Awards **FOR** the year 1981. Though the actual Awards ceremony was held in early 1982, the correct answer to the question, "Chariots of Fire wins the Oscar for Best Picture." would be 1981—the year **FOR** which the film won the award.

WINNING THE GAME

The first team to discard all of their Time Windows wins!

TIE-BREAKER

If both teams discard their last Time Window at the same time, a tie-breaker round (or rounds) is played. Collect your team's Time Windows from the center discard pile and place them back in their Time Window Holder. Continue play as before. The first team to discard a Time Window—*without* the other team also discarding one—is the winner.