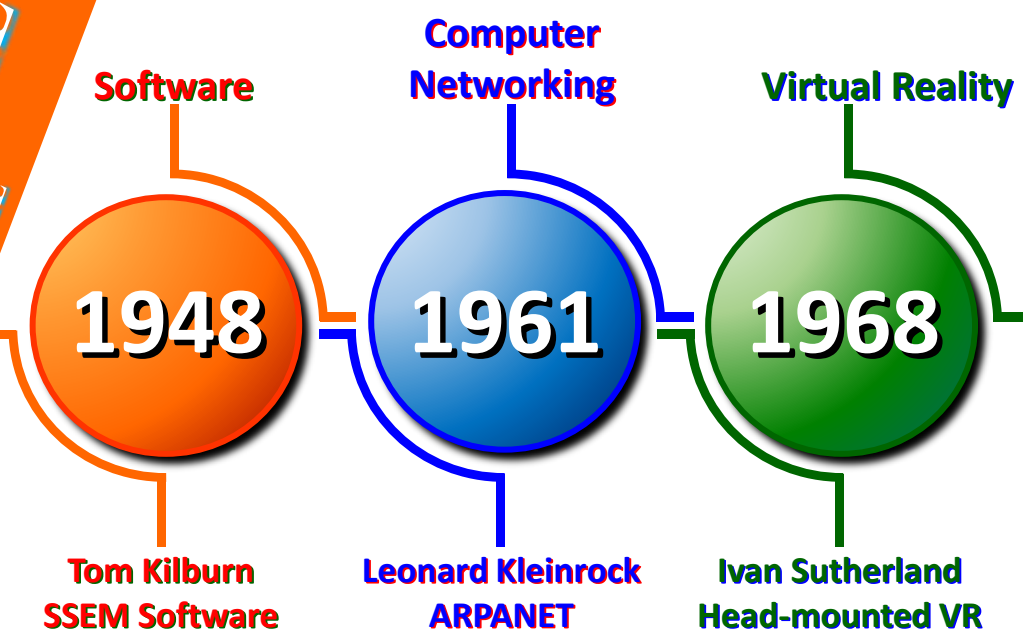


CHRONOLOGICAL

LEARN THROUGH TIME



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40 min



1-6



7+

RULES VERSION 2 / July 1, 2022

THE TECH DECK



Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE** and **VERSATILE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📖), Science (🧪), Technology (⚙️) and Services (🌐).

TECH DECK RESOURCES: RULES, VIDEOS



Learn about Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, and Elevator Pitch at my homepage cheung.interzone.com, Boardgamegeek (BGG) or my Youtube.com channel for rules and videos.



TIMELINES



Pivotal moments in history echo through time. The Tech Deck is replete with advancements and discoveries that have been a vital to human civilization. The story of mankind is a stream of connected events and inventions that have culminated in modern society. The Tech Deck allows you to reinforce these key concepts in your mind.

OBJECTIVE & WINNING THE GAME



OBJECTIVE OF THE GAME – The objective of Chronological is to place inventions related to concepts depicted on Tech Deck cards into chronological order while also providing information about the cards. Play in either cooperative or competitive mode.

GAME END – The game ends when there are no cards in the deck and no cards in any player's hand. In competitive mode, the player/team with the most points wins. In cooperative mode, see how many right answers the group got.

CREDITS



Designer, Developer
Play Testers

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CHRONOLOGICAL SETUP



- 1 **START CARD** – Place the 5-Technology (Computer Networking) in the center of the play area. Expel wild cards.
- 2 **MODE OF PLAY** – Determine if you will play in cooperative mode or competitive mode; Individual or teams.
- 3 **DEAL PLAYER CARDS** – Shuffle the cards and deal every player 7 cards. In solo mode, do not deal out cards.
- 4 **DECK & DISCARD** – Place the remaining cards next to the play area. The discard pile will be next to that.
- 5 **FIRST PLAYER MARKER** – Randomly determine a first player. If playing with more than 2 people, give the first player a first player marker. They start the game as the active player.



CHRONOLOGICAL – STEPS IN GAMEPLAY



1 ANNOUNCE A CARD –

- (a) **SOLO PLAY:** Take the top card of the deck. Cover up the date, inventor, and invention data. Then, look at the title.
- (b) **TWO PLAYER:** The active player chooses a card in hand and reads the title of the chosen card to the other player.
- (c) **MORE THAN 2 PLAYERS:** In either competitive or cooperative mode, the person with the first player marker (first player) chooses a card in their hand and reads the title of the chosen card to the other players. If the first player has no cards in hand, pass the first player marker to the next person.

2 PROVIDE INFORMATION ABOUT THE CARD –

- (a) **SOLO PLAY:** Name the inventor and invention. Then, place a marker (token, coin) between two other cards (or on an endcap) where you think the card should fit in the chronology of cards in play. Then, reveal the covered information.
- (b) **TWO PLAYER:** After the active player reads the title, the other player gives the card information. Place the card in the chronology. They name the inventor and their invention.
- (c) **MORE THAN 2 PLAYERS:** Starting with the player to the left of the first player, that player can give the inventor and invention data about the card. They may pass on providing either the inventor or invention information. If they do, the next player can provide it. Afterwards, the current player places it in the chronology.

3 SCORING POINTS – (Competitive Mode only)

- (a) **INVENTOR (Who):** If multiple inventors are listed, you can name any of them to be correct. You only must give the last name of an inventor to score. Score 2 points for accurately naming one inventor. If wrong, score no points.
- (b) **INVENTION (What):** If the invention has a product name, you can just name that; or, you can describe the invention or significant event. Score 2 points for giving accurate information on the card. If wrong score no points.
- (c) **DATE (When):** If the token was placed in the proper place in the chronology, score 1 point. Otherwise, discard the card. If the date is the same year as another card, it can be placed on either side of that card to be correct.

4 DRAW CARDS – The active player draws a card refilling their hand to 7 cards (if possible). Do NOT reshuffle.

5 PASS THE FIRST PLAYER MARKER – If playing with more than 2 players, pass the first player marker to the next person on the left. They become the first player. In a 2-player game, play passes to the next player who then becomes the active player.

END OF GAME – The game ends when there are no cards in the deck and no cards in any player's hand. In competitive mode, the player/team with the most points wins. In cooperative mode, see how many right answers the group got.

EXAMPLE OF 2-PLAYER GAMEPLAY STEPS



Player 1

1 Announce a card "THE INTERNET"

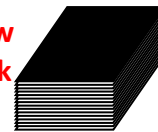
2 Provide info on the card: Who & What

3 Score points (competitive mode)

4 Each player draw to 7 cards

2 When info on the card: place a token for chronological placement.

Draw Deck



Discard Pile

Player 2

