



# TIMESASSES

v.1.0



Players: 1-2  
Time: 10-15 minutes

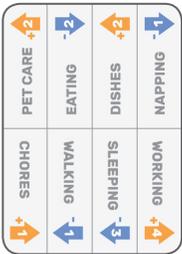


Developed by Karl Juhlke  
Graphic Design by Karl Juhlke

## Overview

Players try to juggle their day with productive tasks and resting activities to be the most productive player without becoming exhausted. The player with the highest productivity score above 0 and under 10 wins!

## The Card



The face up side of the card has 8 different activities, each with its own productive or resting value. Players will place these on top of or beside each other to create a timeline of activities for the day.

The face down side of the card has the game logo with 2 coloured arrows. The player can place this in either orientation giving themselves 1 extra productive or resting point per face down card.

## Setup

Shuffle the cards (haha). Give each player 9 cards. The player who woke up the latest goes first. If multiple games are played, alternate who goes first between games. **The first player plays their card on the table face-up.** This starts the timeline; the series of events in both players' day which will count towards their final score. **Your timeline is on the edge closest to the other player.** Their timeline is on the edge closest to you. **The final card must be played face-down.**

## Placing Cards

Cards can be played face-up or face-down, on either side of the timeline, and rotated in either direction. Cards can also be played partially on top **1**, but not under **2**, a face-up card. Cards can also be placed on top of multiple face-up cards **3**.

Cards **CANNOT** be played directly over/under another fully visible card so that one would hide the other completely **4**, and **CANNOT** be played partially over-top of a face-down card **5**.

Face-up cards can be played directly beside the timeline beside a face-up or face-down card **6**. Face-up cards can also be played partially under a face-down card, but only when that card is on the outer edge of the timeline **7**.

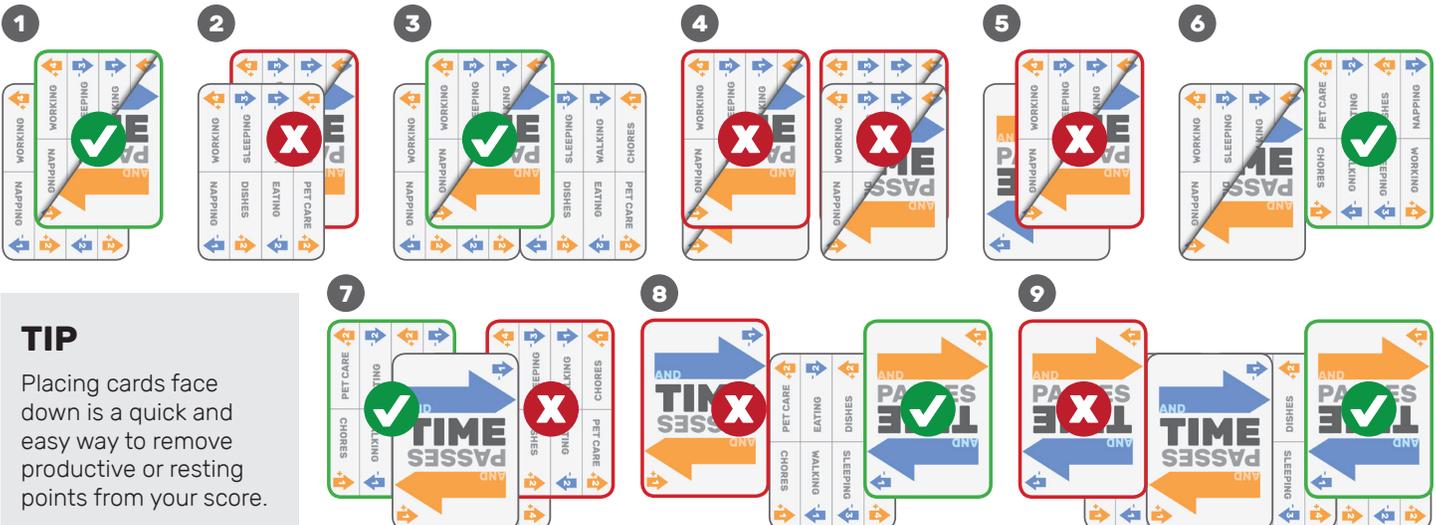
Face-down cards **MUST** be played on at least 1 activity on the timeline and cannot be played directly beside the timeline the same way face-up cards can **8**. Face-down cards can be placed beside other face-down cards, given that there is at least 1 activity between the 2 cards **9**. **In a 2-player game the final card must be placed face-down**, but still can be rotated. If the final card can't be placed as outlined, it is placed beside the timeline like a face-up card **6**.

### TIP

Placing 2 face down cards close to each other locks certain points into your score.

### TIP

To easily keep track of your score during play, look at what's being covered up and what's being put on top. This gives you a relative point value which you can add to your score.



### TIP

Placing cards face down is a quick and easy way to remove productive or resting points from your score.

## Exhausted/Laid Back

You're exhausted when you have a score of 10 or more at the end of the day. You're laid back when you have a score of 0 or less at the end of the day. You can't win when you're exhausted or laid back.

## Scoring (End of the Day)

At the end of the day (when all cards have been played), add each productive value (orange) to your total and subtract every resting value (blue) from your total. Remember for **each** face down card, add or subtract 1 from your total depending on the colour of the arrow; productive (orange) add 1, resting (blue) subtract 1. Whoever has the highest score between 1 and 9 wins since they were neither laid back or exhausted. No one wins if both players are either laid back and/or exhausted.

For Example:



**Player 1** (top) counts up their score:  $+4 - 3 - 1 + 1 - 1$  for a total of 0. However with their arrows, 1 productive (+1) and 2 resting (-1 and -1), they end up with a score of -1.

### TIP

To save time while scoring, find the values that equal 0 and ignore them, ie. +2 and -2.

**Player 2** (bottom) counts up their score:  $+4 + 2 - 2 + 2 - 1$  for a total of 5. With their arrows, 2 productive (+1 and +1) and 1 resting (-1), they end up with a total score of 6. Since **Player 2** wasn't exhausted, they win!

## Realistic Variation

In this variation, you need to constantly keep track of your productivity score. If you become exhausted at any time, you have until the end of your turn to reverse it. If you're still exhausted at the end of your turn, you lose the game.

## Solo Mode

### Goal

Manage both sides of the timeline and try to get the highest score you can without letting either side becoming exhausted.

### Setup

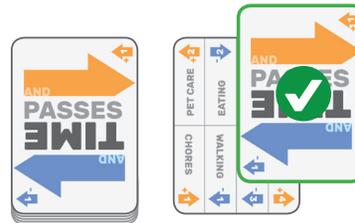
Take all 18 cards and make sure they're all rotated the same way. Place 10 face up and 8 face down. Then take half of each deck and rotate them the other way. Shuffle the cards together (seriously this time) so they're well mixed.

### Gameplay

Go through the deck of cards, taking the top card and placing it down on the timeline the same way as it's in your deck; you **CANNOT** rotate or flip the cards in this mode. When playing your current card you need to ensure you can play your next card as well using the standard card placement rules (see first page). This means you can't place a card down if it means you won't be able to place down your next card. The only time there's an exception to this rule is if you have 2 face-down cards and you can't place them both down. If this happens, or if when starting the game the top card is a face-down card, take the face-down card and put it on the bottom of the deck and use the next card. Repeat if necessary.



You cannot make this move since the next card is a face-down card and you need to be able to place it.



You are able to make this move since you can place the next card on the timeline.

### Game End & Scoring

The game ends when you can't place any more cards down on your timeline. Count up the totals on each side and add them together to determine your time management skills (see chart below). If one or both sides of the timeline were exhausted at any point, the exhausted side(s) don't score.

<b>0 or less</b>	Miserably Mismanaged
<b>1 - 4</b>	Beginner
<b>5 - 9</b>	On the Right Track
<b>10 - 14</b>	Balanced Life
<b>15 +</b>	Time Management Guru

### TIP

Remember to keep track of both sides of the timeline in solo mode as both will count towards your score. Placing face up cards side by side only works for so long.