**Timeline**

**Game Setup**
Each player in turn draws a card (face down) and places them in front of them. Draw the top card of the pile, flip it over, and place it to the center of the play area. This card is the starting card of the timeline in which the players will have to place their cards.

Players play in turns clockwise.

The first player must place one of their cards next to the starting card.

After placing their card, the player flips it over to check if the date is correctly placed on the timeline:

**Temporal gaps**

If a player is the only one to correctly place their last card during a single round, they are immediately declared winner.

If several players correctly place their last card during a single round, they keep playing and draw a card during each round until one of them correctly places their card during a single round. The latter is then declared the winner.

**Check and End of Game**
- If the card is correctly placed, it remains where it is faceup.
- If the card is not correctly placed, discard it in the box. Then, the player must draw the top card of the draw pile and place it facedown next to their other cards without flipping it over.

**First man in space**
Yuri Gagarin
1961

**Twenty Thousand Leagues Under the Sea**
Jules Verne
1869

**Creation of the croissant**
1683

**Creation of the playing card**
900

**Invention of the glass bottle**
-200

**Discovery of planetary motion**
Copernicus
1513

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