

HOW TO PLAY

- Shuffle the cards and deal 7 cards to each player face down. Put the rest of the cards in a face-down draw deck that can be easily reached by all players.

During the game, players keep the cards in their hand hidden from other players, but they are allowed to look at their own cards.

- The youngest player starts and turns are taken clockwise.
- A turn consists of a player (player A) asking one of the other players (player B) if they have a certain card which would help them to complete a time unit. For example, player A could ask *'Player B, do you have the magma ocean from the Hadean?'*

Note that player A must already have at least one card from a time unit in their hand before they are allowed to ask for another card from that time unit.

↳ If Player B has the requested card, they hand it over and Player A asks for another card (from another player if desired).

↳ If Player B does not have the requested card, player A draws a card from the draw deck and their turn ends. The player on their left takes the next turn.



- As soon as a player completes a time unit (i.e., obtains all four cards of a quartet), either after asking for a card or drawing one from the deck, they announce it out loud to all the players and place the completed time unit in front of them as a stack of 4 face-up cards.

When multiple quartets have been acquired by a player, the stacks of time units should be placed in the relative order of the geological time scale with the oldest time unit on the left and the youngest to the right.

- When a time unit is completed after successfully requesting a card, the player is allowed to continue their turn.
- When a player completes a time unit by drawing a card from the draw deck at the end of their turn, they notify everyone of their quartet and place it in front of them. However, since their turn has ended, they are not allowed to ask for another card. Instead, the turn of the player on their left starts.
- When a player runs out of cards, they take a card from the draw deck if they are still available. Normal game play then resumes based on the rules outlined above with players allowed to continue their turn if they previously successfully requested a card from another player.
- The game ends when all quartets have been created.

The player with the most complete geological time scale of the Earth (the most completed time unit quartets) wins!

