



FORKS IN THE TIMELINE - SUGGESTED RULES

Welcome to the lost universes of **Forks in the Timeline**, the game where you have infinite power to bend history at will. The only limit is your imagination...

This is a game of wit and whimsy that can be played both competitively or just fun. There are three decks of cards: Forks Cards, Question Cards and Bonus Cards. Forks Cards will make a change in one key assumption of how our world works. Question Cards will offer random questions to be answered. Finally, the Bonus Cards can provide you with a competitive advantage during the game.

1. To start the game, shuffle each deck of cards and decide who will be the Judge for the first round. The first Judge will also be in charge of keeping the overall game score. Each player starts with two Bonus Cards.
2. The Judge will take the first Forks Card and Question Card and read the resulting combination. All players are invited to offer their best answer to the resulting full question, which will be scored according to originality, logic and response time. Once all players have presented their idea, the Judge will choose the best answer and the second best, awarding them 5 and 2 points respectively.
3. The role of the Judge will then switch to the player to his or her right. A full round will be completed once every player has acted as Judge. If you identify a Judge with a consistent bias (AKA, an asshole Judge), he or she can be impeached by a majority of players and with a "punishment" to be defined by the group for everybody's entertainment.
4. Check if you can and want to use any of your Bonus Cards (there's a table below explaining the different kinds of Bonus Cards and when they can be used). After the full round is finished, each player (including the Judge) will take one additional Bonus Card. You can only hold a maximum of three Bonus Cards at any time. So, if you already have four cards, you can either keep the ones you have or discard one before picking a new Bonus Card.
5. The game will finish whenever you want, as long as all player's have been the Judge the same number of times. If you do not agree as to if the game is finished just continue playing, the cards should give you ~9,000 unique scenarios!
6. When you decide to finish just add up the final points, use the final Bonus Cards and put on your best magnanimous winner smile or scowling sore loser face for the pleasure of the crowd.
7. In case of a tie or if somebody uses the Sudden Death Card, a final round will be played between those players (who will be allowed to use any remaining Bonus Card they are holding). In this final round, all the other players will embrace the spirit of communism and become a joint panel of judges, which will vote by show of hands what player has provided the best answer. If there's a tie again, just play as many rounds as needed until there is a champion!

If you decide to play non-competitively, then discard the Bonus Cards deck and simply start combining Forks and Question cards and start answering questions in whatever way you like! In any case, who are we to tell you how to play? If you come up with better, funnier rules, don't mind us and play however you want! Good luck and enjoy the Timelines!

USE OF THE BONUS CARDS:

CARD TYPE	BONUS CARDS	#	DESCRIPTION	WHEN CAN YOU USE IT?
PLUS CARDS	+1 Point for you	8	Add one point to your own score count	After completing any full round. You can use several Plus Cards at the same time.
	+2 Points for you	4	Add two points to your own score count	After completing any full round. You can use several Plus Cards at the same time.
MINUS CARDS	-1 Point for another player	8	Deduct one point from somebody else's score count	After completing any full round. You can use several Minus Cards at the same time, not necessarily all against the same player.
	-2 Points for another player	4	Deduct two points from somebody else's score count	After completing any full round. You can use several Minus Cards at the same time, not necessarily all against the same player.
GAME ON CARDS	Change the question	15	It allows you to change the Forks Card, the Question Card or both	After any full question is revealed, unless another player has already started providing an answer.
	On Second Thought	10	It allows you to provide a second answer during any round.	During any given round, if you want to give a second improved answer, as long as it's not a shameful derivation of another player's idea. In case of doubt, the Judge will decide if it counts as an original answer.
	Sudden Death round	1	It allows you to challenge the game winner to a sudden death round	After the last round is scored and all players have used their final Bonus Cards, if the winner is only four points or less ahead of you.
	Neutral Card	10	No direct value	-

EXAMPLE OF THE JUDGE'S GRID:

	Round 1		Round 2		Round 3		Round 4		Round 5		Total
	Judge points	Bonus points	Judge points	Bonus points	Judge points	Bonus points	Judge points	Bonus points	Judge points	Bonus points	
Player 1											
Player 2											
Player 3											
Player 4											
Player 5											
Player 6											
Player 7											

Visit us at www.forksintimeline.com