

Discards

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Time Cards

Data Cards

Opportunity Cards

The DH Experience

Research in the Humanities

Setting Up

Do the following to get ready for play:

- 1 - Each Player draws a card from the Role Deck. Set the Role Deck aside.
- 2 - Place the remaining decks on their designated spots.
- 3 - Draw 5 Data Cards and place indicated data cubes on the board.
- 4 - Draw 5 Opportunity Cards and place them face up in the Timeline.

Order of Play

Randomly determine who goes first.

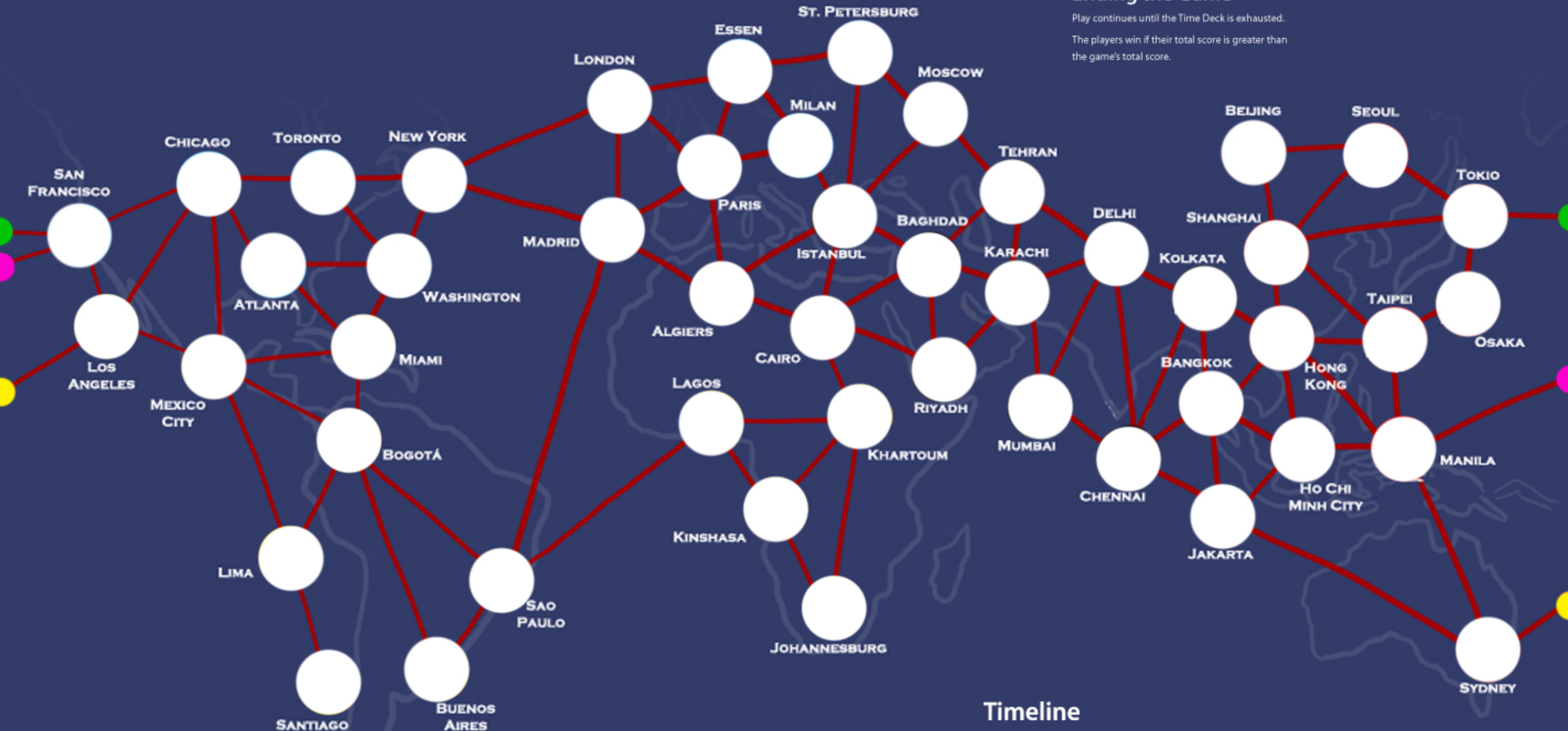
Each player does the following on their turn, in this order:

- 1 - Draw a Time Card and follow its instructions
- 2 - Draw a Data Card; place data on board
- 3 - Spend 4 Action Points
 - Move to an adjoining space - one point
 - Pick up one Data token from your space - one point
 - Exchange one Data token with another player on the same space - one point
 - Receive a Data Token from another player on a different space - one point plus one/token
 - * Both players must agree to any Data Token exchange for it to occur
 - Complete one task on an Opportunity Card - one point
 - * Pay one extra point per skill you lack
 - * You MUST have all required data

Ending the Game

Play continues until the Time Deck is exhausted.

The players win if their total score is greater than the game's total score.



Timeline