Discards Discards Discards

Time Cards Data Cards Opportunity Cards

The DH Experience

Research in the Humanities

SANTIAGO

AIRES

Ending the Game ST. PETERSBURG Play continues until the Time Deck is exhausted. ESSEN The players win if their total score is greater than the game's total score. LONDON Moscow MILAN BEIJING SEOUL **NEW YORK** TORONTO CHICAGO **TEHRAN** Τοκιο SAN FRANCISCO **PARIS** DELHI SHANGHAI BAGHDAD MADRID KARACHI ISTANBUL KOLKATA WASHINGTON TAIPEI ATLANTA ALGIERS OSAKA CAIRO Міамі BANGKOK Los HONG ANGELES LAGOS KONG MEXICO RIYADH CITY MUMBAI BOGOTA **KHARTOUM** MANILA Ho CHI CHENNAI MINH CITY KINSHASA **JAKARTA** LIMA **PAULO JOHANNESBURG** Timeline BUENOS

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