



# We Can Play



## WE CAN PLAY CONTAINS

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- 101 cards, 96 historical events and 5 anonymous cards.

## THE AIM OF THE GAME

- The aim of the game is to place 7 cards in chronological order.

## HOW TO PLAY

- Place the deck of cards in the middle of the playing space so that the year of the event isn't seen.
- Start by reading the first event out loud. All players can now make a guess when the event happened and the player who comes closest to the correct year wins the card, which is then placed in front of the player so that the year is seen.
- Next, the other players will take a first card, turn it over and place it in front of them so that the date is seen.
- The winner of the first card can now continue by reading the top card of the

deck and decide whether to place the card on one side or the other of the first card. Then turn the card over and see if it was put in the correct chronological order.

- An incorrectly placed card will be removed and the next player will have their turn. If the card is placed correctly, it will remain on the row. Now there are two options; give the turn to the next player or try to place one more card at the risk of losing the cards already won.

- If the second card (the risk card) is placed incorrectly, then you lose the cards already won and the risk card becomes the new reference card (you can only risk once per turn).

- Each time a player is about to place the last card on the timeline, the rest of the players can choose which card has to be placed from the top three in the deck of cards.

**Anonymous cards:** The game also contains anonymous cards. You can either keep an anonymous card by giving your turn to the next player or you can give the anonymous card to another player so that you can play your turn. If the anonymous card is kept it can be used on the next turn or later in the game.

- You can use an anonymous card to reduce the risk of losing cards when playing a risk card. If the risk card is wrongly placed, you only lose that card, instead of all your previous cards.
- If an anonymous card appears when you want to play a second card (a risk card), the turn is automatically given to the next player.
- Each anonymous card can only be used once.

## HOW TO PLAY ONE PLAYER

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- The aim of the game is to place 7 cards in the correct chronological order.
- Place the deck of cards in the middle of the playing space so that the year of the event isn't seen.
- Take a first card, turn it over and place it in front of you.
- With the first card as a reference, try to place the rest of the cards in the correct chronological order.
- If a card is placed incorrectly, then you lose the cards already won and the incorrectly placed card becomes the new reference card.
- The game also contains anonymous cards. You can either keep or use an anonymous card without the risk of losing all the cards already won if you make a mistake. If you wrongly place a card using an anonymous card, then the incorrectly placed card is removed.

• Each anonymous card can only be used once.

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• You lose the game if you fail three times.

You can find more information and a video on how to play at:

[www.julibert.com](http://www.julibert.com)

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