



EXHIBITION: 20TH CENTURY

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CONTENT



- 1 CONTINENTS tile (OCEANIA, SOUTH AMERICA, AFRICA, ASIA, EUROPE, NORTH AMERICA)
- 101 SUBJECT cards, with a year (1900-1999) and a continent
- 10 SECRET DECADE variant cards
- 5 PLAYER BOARDS, each showing an EXHIBITION HALL and a DEPOT
- 5 VEHICLES (Zeppelin / Ford / Titanic / DC-3 / Space Shuttle)
- 1 SCORE SHEET pad

PREPARATION

- Place the CONTINENTS tile **A** near the middle of the table.
- Shuffle the 101 SUBJECT cards **B**. Place 3 cards at each continent, open. Arrange the 3 cards in ascending year order (for clarity). Place the remaining cards as stock pile.
- Each player gets a PLAYER BOARD **C**, and the VEHICLE in the color of the hall's floor.
- The oldest player is start player and places their VEHICLE **D** on OCEANIA at the CONTINENTS tile. The other players, in clockwise order, place their VEHICLES on respectively SOUTH AMERICA, AFRICA, ASIA and EUROPE.
- Place a SCORE SHEET **E** and a pen at the start player. Write the player names at the sheet.



URNS



Each turn consists of 4 phases in this order:

- ① Take card
- ② Move vehicle
- ③ Refill empty spot
- ④ Place card

① Take 1 of the 3 **SUBJECT** cards at the continent where your **VEHICLE** stands.
Exception: If your VEHICLE stands at a continent without any card, move to another continent and take a card there.

② Move your **VEHICLE** to the continent (color) of your new **SUBJECT** card.
Exception: If you took a white card (1945 or Einstein), you freely choose the continent to move to.

③ Refill the emptied spot with the top **SUBJECT** card of the stock.
Arrange the 3 open cards in ascending year order again.
Exception: Skip this if the stock is empty.

④ Place your obtained **SUBJECT** card:

Or in an empty spot in 1 of the 5 showcases of your **EXHIBITION HALL**. 16 empty spots to choose from in your first turn.

Or in your **DEPOT** (maximum 3).
 Rotate your card 180 degrees in that case.



These 2 series give an overview of the continents at the cards.

After the start player, turns progress clockwise.

REQUIREMENTS IN YOUR EXHIBITION



ASCENDING YEARS

Each card must show a year which is higher than each of its left-side cards and lower than each of its right-side cards in the same showcase.

DIFFERENT CONTINENTS

Each continent (card color) in a showcase must be unique. Except for the ONE CONTINENT showcase.

Showcase ONE CONTINENT

Here all cards must have the same continent. And it must be a continent that no other player has in their ONE CONTINENT showcase!



Showcase ONE ERA

Neighboring cards cannot have more than 10 years difference. With 1 spot free between 2 cards the gap can be 20 years maximum, with 2 spots free between cards the gap can be 30 years maximum.



SPECIAL CARDS (1945 & Einstein)

To fit the REQUIREMENTS you can choose to which continent, and to which year (only for 'Einstein' card), the card belongs. (You can change that choice later.) But this chosen 'year'/'continent' doesn't count for any of the fame points!

FINAL EXHIBITIONS

Your game ends if:

- All your (16) EXHIBITION HALL spots are filled, or:
 - You cannot place a card in your EXHIBITION HALL, and cannot or don't want to place one in your DEPOT.
- Others may keep continue playing turns!

FAME SCORE

Cards in your DEPOT don't count for calculating fame points!

FAME POINTS WHILE BUILDING YOUR EXHIBITION:

ALL 6 CONTINENTS

The 1st player with at least 1 card of each of the 6 continents anywhere in their EXHIBITION HALL, gets 5 fame points (fp), the 2nd player 4, the 3rd player 3, the

4th player 2 and the 5th player 1 fp. All players who reach this goal in the same round, get the same fp. A round lasts till all players, after the start player (who has the score sheet), had their turn.



So if 3 players got their 6th continent in their 11th turn, and no one reached that yet, they all get 5 fp.

When players got the same fp, the next player(s) with 6 continents gets the next lower fp. *So in above example the 4th player, in for example round 13, gets 4 fp, and the 5th player in a later round 3 fp.*

FAME POINTS AFTER ALL EXHIBITIONS ARE FINAL:

SHOWCASE: YEARS GAP ⏪ ⏩

The player with the biggest gap between the 2 years in this showcase, gets 5 fp, the 2nd-biggest gap brings 4, 3rd-biggest 3, 4th 2 and for the 5th player 1 fp.

In case of equal gaps, the equal players get the same fp. The next player(s) get the next lower fp. *Same as with the '6 continents' goal, see above.*

Players with an empty spot, or the 'Einstein' card, in this showcase, get 0 fp.

For the next 3 goals the cards in all your showcases count:

CONTINENT FOCUS (The 1945 and 'Einstein' card don't count.)

You get fp equal to the number of cards of your most frequent continent.

NUMBER OF DECADES (The 'Einstein' card doesn't count.)

1 fp per decade that you have on 1 or more cards. *So 10 fp (10 decades) maximum. Decades are 1900-1909, 1910-1919, 1920-1929 etc.*

CHAIN OF YEARS (The 'Einstein' card doesn't count.)

1 fp per card in your longest series of consecutive years. These cards don't have to be adjacent to each other in your exhibition! *1 fp is the minimum score.*

EMPTY SPOTS PENALTY POINTS

Subtract 1 fp per empty spot in your EXHIBITION HALL.

DEPOT PENALTY POINTS

Subtract 1 fp per DEPOT card.

TIEBREAKER >1950<

With an equal total of fame points, the equal player with their card in the 1-spot MID CENTURY showcase closest to 1950 wins. If that's equal too, these players tie.

FINAL EXHIBITION EXAMPLE



This is Ron's end situation.

Player names: Ron Pa	
6 CONTINENTS	First: 5/4/3/2/1 FP 0
YEARS GAP	Best: 5/4/3/2/1 FP 5
CONTINENT FOCUS	1 FP per card 3
NUMBER OF DECADES	1 FP per decade 9
CHAIN OF YEARS	1 FP per year 3
SECRET DECADE (Variant)	1 FP per year
ANTIQUITY (Expansion)	Best: 5/4/3/2/1 FP
SHORT ERA (Expansion)	Best: 5/4/3/2/1 FP
PENALTY	minus 1 FP per empty spot -3
PENALTY	minus 1 FP per card in your depot -2
TOTAL	15

6 CONTINENTS - Ron misses 1 continent (Asia (green)) in his EXHIBITION HALL so doesn't get fame points for that goal. It's in his DEPOT, but DEPOT cards don't count for the fame points.

YEARS GAP - The gap between the cards in the 2-spots-showcase is 69 (1972-1903=69). No other player has a bigger gap in this showcase (the other player's boards aren't visible in this picture), so Ron scores the 5 fp.

CONTINENT FOCUS - Ron has 3 North America (yellow) cards (3 Oceania cards too), so scores 3 fp.

NUMBER OF DECADES - Ron has all decades except for the nineties. So 9 fp. The 1996 object in his DEPOT doesn't count.

CHAIN OF YEARS - The longest chain is 1972-1973-1974, so 3 cards, so 3 fp.

EMPTY SPOTS - Ron has 3 empty spots remaining in his EXHIBITION HALL, so minus 3 fp.

DEPOT - Ron has 2 cards in his DEPOT, so minus 2 fp.

See that the 1945 card (free continent choice) makes that an Asian (green) or Oceanian (purple) card between 1904 and 1945 could have fit in the top row.

SOLO GAME DIFFERENCES

- For the YEARS GAP you get 5 fp minus the number of cards, among the 18 remaining market cards, which are lower than your lowest or higher than your highest YEARS GAP card. (minimum 0 fp)
- You get 1 fp if you have ALL 6 CONTINENTS.

SECRET DECADE VARIANT

Shuffle these 10 cards and deal each player 1. Keep your card secret to the other players until the end of the game.

