

TEMPORA

Idea of the game

"You have clocks; time is ours!"

This African saying, addressed to Europeans, has inspired us to make this game. The photographs that compose the game show the relationships that people from different cultures have with time. The game is a journey through time. Let it take you!

TEMPORA is a game for 3 to 6 players from 8 years and up.

Components:

- 40 photographs
- 5 blank cards
- 40 clocks showing different times
- 8 clocks without hands.
- 60 wooden counters in 6 different colours
- Instruction booklet.

Preliminaries

Each player takes 10 counters of the same colour. Then the photos are shuffled and laid on the table face down.

Each player takes 5 photos and 5 clocks.

Put aside the remaining clocks. Put the remaining photos on the table upwards.

Each player studies their own photos.

For three rounds, each player takes it in turn (but is not under any obligation) to exchange one of their cards with one that is face up on the table, trying to gather as many cards as they can according to the subject that they want to choose. After these 3 rounds (or when nobody else wishes to exchange a photo) the remaining photos on the table are put apart.

Murmel Spielwerkstatt und Verlag publishes **TEMPORA** in co-operation with Helvetas.

Helvetas is one of the big Swiss organisations for development. With its projects at local level, it has been engaged for more than 40 years in the development projects in around 20 countries in Asia, Africa and Latin America in the following domains: rural infrastructures, natural resources management, education and culture.

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Each player then announces a subject, that has to be in relation with time.

Here some examples of subjects that may be chosen follow:

- time of working
- time of leisure
- time of resting
- free time
- time spending on waiting
- time of suffering
- time of solitude
- time going somewhere
- time of reflection
- time spent with another (tete a tete)
- time of meeting
- time of meditation

When children of less than 10 years play **Tempora**, the different ages of the people featured in the photos can be considered as subjects, as well.

For example:

- Children
- Old people
- Young and old together

TEMPORA allows the invention of many subjects, but it is important that every player choose a subject that does not relate to more than half of the photos of the game. If there is a doubt, the other players can give their opinions!

If a player chooses a very vague subject, that is open to many interpretations, then that player should inform the other players of their chosen subject at the beginning of the game before photos are exchanged.

In case of argument over a chosen subject the majority will take the decision!

Starting the game:

The player who has the clock showing 12h00 starts the game. If nobody has the 12h00 clock, it is the player with a clock showing the time closest to, and after 12h00 (e.g. 12h30, 13h00,) who starts.

In the first round, each player takes it in turn to place one photo, with a clock showing the time closest to, and after 12h00 resting on top of it, on the table. They place one of their coloured counters on the photo, at the same time.

Photographic references

Nigel Amies, Impact

Yann Arthus-Bertrand, Impact

Nadia Bindella

Christophe Bluntzer, Impact

Martin Brauen

Françoise Cavazzana

Charles Coates, Impact

Ashvin Gatha

André Girard

Adriano Heitmann

Diana Hornung

Walter Imber

Thomas Kelly

Frans Lemmens

Luchs & Progin

Alessandra Meniconzi, Kodak

Caroline Penn, Impact

Erhard Pansegrau

Didier Scheidegger

Robert Schmid

Tina Tsukada

Amedeo Vergani

Janet Wishnetsky

The player who awoke earliest that morning starts the round. Someone asks: "What's up?" The player answers by laying down a card in the middle of the table and announcing the subject of that card. For instance: "Time of travelling" or "Time of eating". (Suggested subjects are listed on page 2 of this booklet).

The use of extremely vague subject titles like: "time of women together" or restricted titles like "Time of women together selling food in the market" are not allowed. In case of argument over a chosen subject the majority will take the decision!

The player who has put down the first card and announced its subject then begins to slowly count down from 5 to 1. During this counting the other players must put down a card related to the announced subject. After the number "1" has been said no more cards can be laid down.

After that, all cards which were used are put aside and the player on the left of the one who started the first round begins the next. Thus players take it in turns to start a new round going clockwise around the group. After each round, players may choose to return one of their own cards to the pile of face down cards before taking another (but not looking to see what picture the card contains before they pick it up)!

The next player starts a new round the same way; someone asks: "What's up?" and the player announces a new subject (although the subject can be repeated) and then counting from 5 to 1.

When one player finishes their cards the game is over. Players that have more than one card left over must invent a story relating to all the cards still held in their possession.

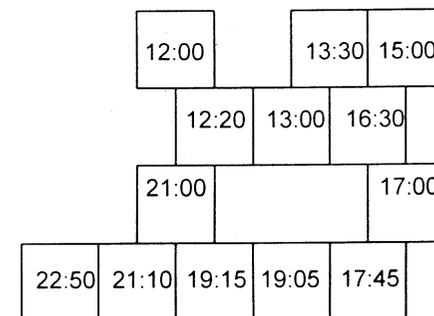
You are encouraged to stick your own photos onto the empty cards and to draw clock hands on the blank clock faces.

TEMPORA is a new game, so the rules are very flexible. Perhaps you can imagine new variations.

Don't hesitate to give us your opinions on the game. We will take into consideration the best ideas in the next version of TEMPORA and we will reward the authors with a game created by the Murrel workshop.

Rules regarding the placing and moving of the photos and the clocks:

The photos must be laid down like the bricks of a wall. One has to place them in a way that the time featured on the clocks follows a chronological order. The "path" created by the watches can be in zigzag.



Game development:

After the first round, every player can accomplish one or two of the three following actions (they can also miss a turn):

- Move one photo (with the watch and the counters). It is forbidden to move the same photo twice during the same turn. Attention! If a player exchanges two photos they are, in effect, making two actions!
- Place one of their counters over a photo that corresponds to their chosen subject. They can also move one of their counters to another card that they consider to be related to their subject. (If there is a doubt, the decision is taken by the majority!)
- Place a new photo with the clock that shows the earliest time among the clocks in their possession. The player is permitted, if the photo they place is related to their chosen subject, to place one of their counters on the photo, as well.
Please note. Every player may only place one new photo at every turn!

End of the Game:

The game finishes when:

- one of the players has laid down all their photos, **and**

following a chronological order, the photo with the clock showing the latest time touches the photo that carries the clock with the earliest time.

Who wins?

Variation A

The winner is the player who has the most photos carrying their counters touching one other.

Variation B (more demanding)

In this variation of Tempora only those counters which are placed on photos that are linked in strict chronological order are taken into account.

For example:

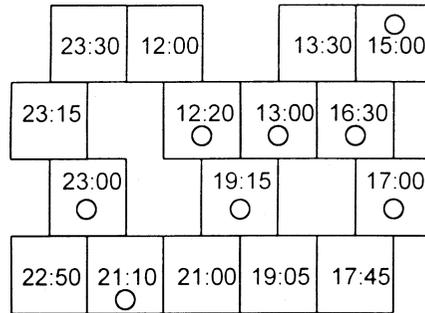
At the end of the game player 'a' has placed eight counters on eight photos.

In Variation A,

the six counters placed on photos with clocks showing 12:20, 19:15, 13:00, 16:30, 15:00 and 17:00 would be considered in the final count.

In Variation B,

only the four counters placed on 12:20, 13:00, 16:30 and 17:00 are taken into account because there is no direct contact between 13:00 and 15:00, and between 17:00 and 19:15.



Other playing possibilities:

Before the game starts the players can decide that no photo can be covered by more than two, three, or four counters.

MORE IDEAS FOR PLAYING TEMPORA

Follow me!

For 3 or more players from 5 years old and up.

Only the 40 cards with photographs are used.

The cards are shuffled and placed face down in a pile. Each player takes 5 cards and hides them from the view of the other players.

The player who has most recently been photographed begins the round by laying down a card in the middle of the table.

Each player, by turn, lays down one card related to that first card.

A card may be related to the first card to be put down because it has:

- The same number of people in the photo taking into account these three possibilities: 1 person, 2 persons or 3 persons or more (group).
- It pictures people of the same age group: 'children', 'middle-aged' or 'old persons'.
- It shows people of a similar disposition: smiling, sad or meditative. (N.B. Photos that don't clearly show the face of the persons are not valid).

A player who has no card that can be associated to the first by one of these three rules, must miss their turn.

After one round, the cards that have been laid down are put to one side and removed from the game.

The player that laid down the last card begins a new round.

When one player has finished their cards the game is over. Those who are left with more than one card must invent a story relating to all the cards still held in their possession.

What's up?

For 3 or more players from 5 to 105 years old.

Only the 40 cards with photographs are used.

The cards are shuffled and placed face down in a random pile. Each player takes 5 cards and hides them from the view of the other players.