The trivia game that puts the past in line – one event at a time.

Time Warp

Rulebook

FOOD & DRINK

SPORTS

SCIENCE & TECHNOLOGY

HISTORY

J²K² GAMES

ENTERTAINMENT & POP CULTURE

Time Warp

2-4 Players
Ages 16+

Introduction

TimeWarp is the fast-paced trivia game where you and other players race through time by putting category-specific events in the correct chronological order.

Along the way, you'll encounter TimeWarps and Time Stops that will twist your memory and potentially sabatoge your journey. Only one player will be the first to break free and win the race.

It's not just what happened, it's when it happened that counts. So grab the dice, channel your inner time traveler, and prove that you've got what it takes to beat the TimeWarp!

Contents

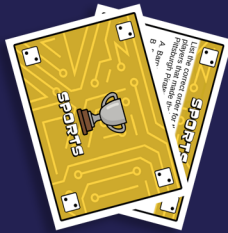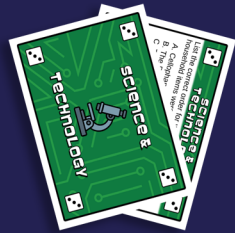TimeWarp Game Board

4 Player Pawns

2 Dice

Contents

50 History
Time-In-Line Cards

50 Sports
Time-In-Line Cards

50 Science &
Technology
Time-In-Line Cards

50 Entertainment
& Pop Culture
Time-In-Line Cards
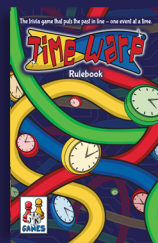
50 Food & Drink
Time-In-Line Cards

52 TimeWarp Cards

14 Time Stop Cards

4 Quick Reference
Cards

TimeWarp
Rulebook

Setup

1. Unfold and place the TimeWarp game board on a flat playing surface.

2. Place both dice on the game board.

3. Each player chooses a color and places their matching pawn on the same-colored "Start" space at the top of their Time Travel Tube.

4. Shuffle the Time-In-Line and TimeWarp cards separately by category to create six distinct decks: History, Sports, Science & Technology, Entertainment & Pop Culture, Food & Drink, and TimeWarp. Place the decks beside the board as shown in the diagram below.

5. Shuffle the Time Stop deck and place it on the "Time Stop" space on the board.

6. Give each player a Quick Reference Card to assist with gameplay.

7. Each player rolls one die. The player with the highest roll goes first, and play proceeds clockwise around the table.

Example of the correct setup.

Playing the Game

The TimeWarp turn sequence consists of three steps:

1. Roll the Dice
2. Time-In-Line
3. Move Your Pawn

Rolling the Dice

Each turn begins with a roll of two dice:

- ▪ The white die determines the Time-In-Line category.
- ▪ The green die determines how many spaces you move if you answer the question correctly.

Start by focusing on the white category die.

Use the chart below to match your roll with the correct category:

⚀	History
⚁	Sports
⚂	Science & Technology
⚃	Entertainment & Pop Culture
⚄	Food & Drink
⚅	Player's Choice

Example:
If you roll a 2 on the white die, the category for your turn is Sports. If you roll a 6, you get to choose any category you'd like.
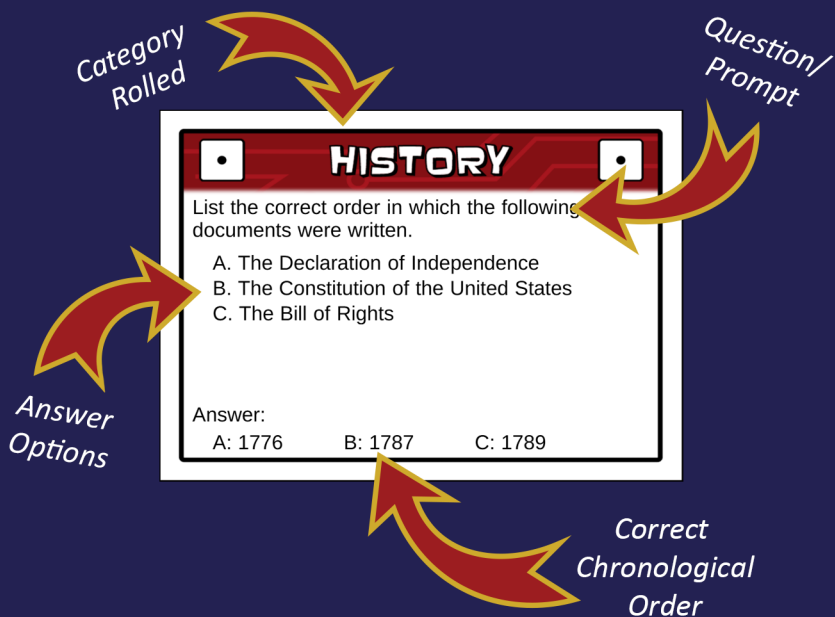
Time-In-Line

Once the Time-In-Line category has been determined, it's time to play a card from that category.

The player to the right of the current player reads the Time-In-Line card aloud.

Each Time-In-Line card contains a question or prompt based on the chosen category, followed by three answer options. The current player must place these options in the correct chronological order to complete their turn successfully.

▪ The correct chronological order is printed at the bottom of each card, for the reader's eyes only, and is shown by the answer option followed by the year that it occurred.

Category Rolled

Question/ Prompt

HISTORY

List the correct order in which the following documents were written.

A. The Declaration of Independence
B. The Constitution of the United States
C. The Bill of Rights

Answer:
A: 1776   B: 1787   C: 1789

Answer Options

Correct Chronological Order

Moving Your Pawn

If the Time-In-Line card is answered correctly, move your pawn forward the number of spaces shown on the green movement die. The turn then ends.

- If the destination space is already occupied, both players share the space.

- If you land on an Event Space, refer to the Event Spaces section for instructions.

If the answer is incorrect, the player stays on their current space and the turn ends.

Finally, pass the dice and question cards to the next player on the left, and continue play.

Event Spaces

There are two types of Event Spaces on the TimeWarp game board: Time Stops and TimeWarps.

Whenever a player lands on an Event Space, the corresponding event is triggered immediately.
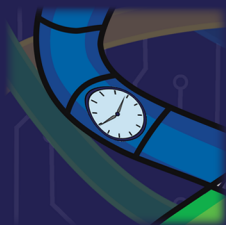
Time Stop   *TimeWarp*

Time Stops

If a player lands on a Time Stop space, they must draw a Time Stop card from the deck on the game board.

Time Stop cards present unique events that can impact a player's turn in unexpected ways.

Read the card aloud and follow the instructions.

- If the card instructs you to play a Time-In-Line card, the player to your right will read it aloud, as usual.

After resolving the Time Stop card, return it to the bottom of the deck, and the turn ends.

TimeWarps

If a player lands on a TimeWarp space, the player to their right draws and reads a TimeWarp card aloud.

TimeWarp cards differ from standard Time-In-Line cards. Each one features three events from a single decade, drawn from any category. The player must arrange the events in correct chronological order to succeed.

- If the TimeWarp card is answered correctly, the player moves forward one space, and the turn ends.
- If answered incorrectly, the player moves backward the number of spaces shown on the green movement die, and the turn ends.
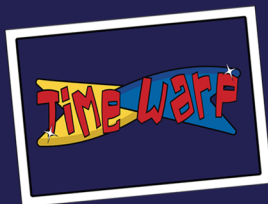
Winning the Game

The first player to successfully travel through their entire Time Travel Tube wins the game!

- A player does not need to roll the exact number to exit the final space.
- However, the roll must move the pawn completely out of the Time Travel Tube, either by landing directly on the "Finish" space or past it.

Example:

If both the green and blue players roll a 2 on their respective turns:

- The green player's pawn lands on the gray portal space, which is still inside the Time Travel Tube. Since they haven't exited fully, the green player must wait until their next turn to try again.
- The blue player's pawn, however, moves beyond the final space and exits the Time Travel Tube by landing on or passing the finish space—they win the game!

Example of Play

This example illustrates a four-player game and can be easily adapted for two or three players.

Player One
Rolls the dice:

The player to their right (Player Four) reads a Science & Technology Time-In-Line card aloud.

Player One answers correctly and moves their pawn five spaces.

It is now Player Two's turn.

Player Two
Rolls the dice:

Rolls a 6 and selects Entertainment & Pop Culture for their Time-In-Line category.

The player to their right (Player One) reads the card aloud.

Player Two answers correctly and moves their pawn two spaces, landing on a TimeWarp space.

Event Space play is triggered.

Player Two answers the TimeWarp card correctly (read by Player One) and moves their pawn one additional space forward. It is now Player Three's turn.

Player Three
Rolls the dice:

The player to their right (Player Two) reads a History Time-In-Line card aloud.

Player Three answers incorrectly and remains on their current space.

It is now Player Four's turn.

Player Four
Rolls the dice:

The player to their right (Player Three) reads a Sports Time-In-Line card aloud.

Player Four answers correctly and moves their pawn three spaces, landing on a Time Stop space.

Event Space play is triggered.

Player Four draws and reads the Time Stop card aloud:

> "Stuck in Time. Lose your turn. The current Time Stop space is now a regular game space at the beginning of your next turn."

Player Four remains on the Time Stop space until their next turn. Event Space play will not be triggered again, since it was already activated on the previous turn.

The round ends, and it is now Player One's turn again.

Game Variations: Party Mode

TimeWarp isn't just for four players! The following Party Mode variants let you enjoy the game with larger groups, teams, or fast-paced trivia action.

Choose the mode that works best for your group:

Team Play (5+ Players)

Divide players into 2–4 teams. Each team controls one pawn and works together to win the game.

Setup:
Form teams of 2 to 4 players.

- Each team selects a pawn and places it on their matching "Start" space at the top of their Time Travel Tube.

Shuffle all decks as usual and follow standard setup instructions.

Gameplay:
On a team's turn, one member rolls both dice.

The team to their right reads the Time-In-Line card aloud.

The team confers and agrees on one answer.

- If correct, move the pawn forward based on the green movement die.

- If incorrect, the pawn stays in place, and the next team may steal for a bonus move

Winning the Game:
The first team to successfully travel through their Time Travel Tube wins!

Relay Race Mode (8+ Players)

A team-based mode where each player takes a turn answering to help their team advance a shared pawn.

Setup:

Split into two teams.

Each team selects a pawn and places it on their "Start" space at the top of their Time Travel Tube.

Players line up in turn order within their teams.

Gameplay:

On their team's turn, the next player in line rolls both dice.

The opposing team reads a Time-In-Line card aloud.

The player must answer the question without any help from their team.

- If the player answers correctly, the team's pawn moves forward by the number on the green movement die.
- If incorrect, the team remains in place.

The next player in line takes the next turn for their team.

Event Spaces:

If a pawn lands on a TimeWarp or Time Stop space, the current player completes the challenge with assistance from their full team.

Winning the Game:

The first team to successfully travel through their Time Travel Tube wins!

Free-For-All Frenzy

A fast-paced trivia challenge where everyone competes for points instead of movement.

Setup:

No board or pawns are needed.

Choose one player to act as the Host. The Host will roll the die and read all cards aloud.

Use only the Time-In-Line and TimeWarp card decks, along with the white category die.

When a 6 is rolled on the category die, the player must answer a TimeWarp card instead of choosing a category.

Determine the winning score before play begins — common options are 10, 15, or 20 points.

Gameplay:

The Host rolls the white die to determine the category.

Depending on the roll, either a Time-In-Line or TimeWarp card is read aloud to the entire group.

Players race to "buzz" in by raising a hand to answer first.

Scoring is as follows:

- Correct answer on a Time-In-Line card: +1 point
- Correct answer on a TimeWarp card: +2 points
- No penalty for incorrect answers

Winning the Game:

First player to reach the set number of points wins!

Game Credits

Time Warp

Developed, written, designed,
illustrated and edited by:

Jason & Joanne Kruger

We extend our deepest thanks to our family, friends, and every player who took the time to playtest, share feedback, and cheer us on. You helped bring TimeWarp to life!

For more information about this game,
check out our web site at:

www.j2k2games.com

Made in the U.S.A. by:

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How to play:

Roll the Dice

Put the Time-In-Line
- The white die decides the category

HISTORY

List the correct order in which the following documents were written
 A. The Declaration of Independence
 B. The Constitution of the United States
 C. The Bill of Rights

Answer:
A: 1776
B: 1787
C: 1789

FOOD & DRINK

SCIENCE & TECHNOLOGY

SPORTS

Move Your Pawn
- The green die decides how many spaces you move.
- Get it right to win the race.
- Get it wrong and stay in place.