THE STORY SO FAR....

You are the Oddity Society, a team of historians, scientists, and adventurers solving the world’s greatest mysteries! Your latest expedition has taken you and your team back to the Prehistoric Era in your Timecraft to discover what caused the mysterious dinosaur extinction. But when it’s time to return, you find the Timecraft is on the fritz! The only way you can return to your headquarters in the Present Day is to journey forward through history, finding familiar objects and entering them into the navigation system so the Timecraft can orient itself. Good luck on your journey!

CONTENTS
1 Game Board in three sections, 1 Timecraft Mover, 1 Mover Base, 1 Spinner, 6 Character Cards, 12 Finder Rings, 30 Search Cards, 1 Sand Timer, and Instructions

SET UP
1. Unfold the game board sections and connect them together.
2. Insert the Timecraft mover into the base, then put it on the Start space. All players share the Timecraft mover and will use it during each player’s turn.
3. Each player chooses a character card. Place your card in front of you. Set the extras back in the box.
4. Shuffle the Search cards and put them in a pile near the game board. It doesn’t matter if the red or blue sides are up.
5. Set the Fuel Gauge on the Spinner to “F” (Full) and set the Navigation Dial to “1”. Then place the Spinner near the game board.
6. Have the Spinner, Sand Timer, and Finder Rings handy.

THE YOUNGEST PLAYER GOES FIRST!

WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.
When you near the Finish space, you will see a Super Wormhole. If you land on ANY of those spaces, your Timecraft gets hurled into the Future! If this happens, follow the Wormhole to its end and continue playing as usual in order to make your way back to the Finish space before you run out of fuel.

**LOSE 1 FUEL**
Lose one unit of fuel by turning the Fuel Gauge dial one lower, then spin the Spinner again!

**LOSE 2 FUEL**
Lose two units of fuel by turning the Fuel Gauge dial two lower, then spin the Spinner again!

**NAVIGATION NUMBER**
Advance the Timecraft mover exactly that number of spaces on the game board. You will adjust this number using the Navigation Dial after each Search. (See **SEARCH** directions below.)

**NAVIGATION DIAL**

**FUEL GAUGE DIAL**

**PLAN A**
If you choose to use your special ability, perform the action described on your character’s card. It’s now the next player’s turn.

**PLAN B**
If you choose to spin the Spinner, follow the instructions shown below depending on what area the Spinner is pointing to.

**MOVE (1, 2, 3, 4, 5, or 6)**
Advance the Timecraft mover exactly that number of spaces on the game board. (See **MOVE** directions below.)

**SEARCH**
It’s time to find things! See **SEARCH** directions below.

**WORMHOLE**
If you land on a Wormhole, follow the tunnel to the other end. Only follow the Wormhole forward through time. (Also see **LANDING IN THE FUTURE**.)

**ONE WAY SPACE**
If the space has an arrow on it, you can only travel through it in the direction of the arrow. Otherwise, if you land on a fork in the path, you get to choose which way to go. Some paths are longer but give you a chance to land on a Wormhole.

**SEARCH SPACE**
If you land on a Search space, follow the **SEARCH** directions below.

**SEARCH**
- If you spin a Search symbol or land on a Search space on the game board, draw the top card of the Search cards deck.
  - If you spun a Search symbol on the Spinner, use the side of the card that matches the color on the Spinner (red or blue).
  - If you landed on a Search space, you can choose which side to use.
- Start the timer. Then, all players look for the type of object shown on the card. You’ll find them hidden all over the game board!
- Each time you find an object, place a Finder Ring on it so you remember where it is. When the time runs out, stop looking and count up all the Finder Rings you placed on the game board.
- Advance the Timecraft mover that number of spaces as a bonus!
- In addition, change the number on the Navigation Dial to match the number of objects you found.

**NAV DIAL**
**EXAMPLE:**
If the card says “FLAGS,” then all players work together to find flags before time runs out. If you find four flags, advance the Timecraft mover four spaces AND turn the Navigation Dial so that the number 4 shows on the Spinner.

**ENDING THE GAME**
If the players are able to return to the Finish space in front of the Oddity Society mansion in the Present Day before running out of fuel, everyone wins! If the Fuel Gauge is ever on “E” (Empty) you lose!

**ON YOUR TURN**

**Cubed Games**

**Note:** The things you’ll find on the game board might not always look exactly like what’s on the card. Whether or not it’s a match is up to you—think creatively!