

Rattlebox Games Presents:

HINDSIGHT: 2020

1-4 PLAYERS · 3-18 MINUTES · AGES 8+

Bad news: the world just ended.

Good news: we have eighteen minutes and a prototype time machine to fix it with.

Hindsight:2020 is an intense, real-time cooperative game in which you and up to three others will use a novel dice-drafting mechanism to solve a puzzle and save the world.



Mechanisms for saving the world

- multi-use dice
- dice-drafting
- puzzle solving
- real-time
- cooperative

Key Features:

- Real time play, limited to 18 minutes or less
- Tactical play that shifts with the dice available
- Variable setup and 6 difficulty settings
- Multi-use dice mechanism
- Learning board for easier teaching

Where's the Fun?

- Tricky decisions that matter throughout
- Difficult to manage the timer, dice, and puzzle
- Rewarding solo mode

This is how the world ends...

The world is destroyed a) if the timer runs out, b) you flip the timer more than six times, or c) you run out of dice in the grid.

If you lock all six columns of the puzzle grid before the seventh timer flip, you win and save the world.

After you finish, visit our thematic website and enter your key code to find out what apocalypse you averted, or succumbed to.



**MANAGE THE DICE GRID CAREFULLY
OR YOU'LL RUN OUT OF TURNS
BEFORE YOU RUN OUT OF TIME!**

PLAYTESTED AT:

- Protospiel Milwaukee
- [toggle Gaming]
- Chicago Ludological Society

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About the designers:

Rattlebox Games is a design studio created by Robert C. Huber and Brendan Riley, avid gamers both. They have been working on a variety of game designs since 2014. In 2015 they published their first game, *Cromlech*, using Kickstarter.

Since then they have been developing numerous designs and regularly attending play-testing events including Protospiel Chicago, Protospiel Milwaukee, Protospiel Madison, and Protospiel Indianapolis. They also participate in playtesting events with the Chicago Ludological Society and at the large weekly gaming event in Palatine, IL: [toggle Gaming], which hosts 30-100 gamers on any given Tuesday.

You can learn more about their work at: rattleboxgames.com