

STORMY TIMES: A JOURNEY THROUGH THE HISTORY OF SEA RESCUE

INSTRUCTIONS

Stormy Times: A Journey Through the History of Sea Rescue for 2 to 6 players comprises 138 cards depicting historical events relating to sea rescue and migration in the Mediterranean and worldwide. The time period covered is from the 4th century AD until June 2025.

The front of each card names an event, while the back shows the date and provides context. The events are grouped into ten themes. Cards bearing the same icon belong to the same thematic group. **The aim of the game is to arrange the events in chronological order using a combination of knowledge and bluffing.** The first player to play all their cards wins.

This is a game

- for 2 to 6 players
- aged 16+
- for 30-45 minutes

Set up: Shuffle all the cards. Optional: To reduce complexity, remove one or more themes (cards with the same icon) before starting.

Deal nine cards face up in front of each player. Leave the cards on the table during play – do not lift them! Make sure to hide the date on the back.

Place the remaining cards face up in the centre of the table, showing the events.

Gameplay: The youngest player starts. They read the top card aloud and place it in the centre. This marks the beginning of the timeline.

They then pick one of their own cards, read it aloud, and add it to the timeline. Depending on their assessment, they place their card above (later in time) or below (earlier in time) the first card, respectively. Make sure that no one sees the back of your card.

Players then go around clockwise. They choose, read and insert a card above, below or between the existing cards in the middle.

If you doubt the order of the timeline: Instead of playing the next card, flip the last card played and the adjacent ones to check the dates. If the order is correct, you must draw two penalty cards. If not, the previous player draws two cards. Put the timeline cards to one side and draw a new card to start again.



The game ends when one player has no cards left or when the draw pile is empty.

Your rules: If a situation arises for which these instructions provide no rule, the players should agree on one for the remainder of the game.

PRINTING INSTRUCTIONS AND PREPARATION

Materials per group

- 28 pages with double-sided playing cards

Printing

- A4, we recommend a paper weight of 130 g/m²
- Double-sided printing, rotate along the long side
- Black and white print

Preparation

- Cut out the playing cards along the lines



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THE CAMPAIGN

The game “Stormy Times: A Journey Through the History of Sea Rescue” was developed as part of the *Human Rights in the Mediterranean* educational campaign. In 2025, the campaign was funded by Deutsche Postcode Lotterie and designed by United4Rescue.



Further information and games (in German) can be found [here](#).



Licence

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Design

bjoernschmitz.com

Version

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Transparency

Parts of the materials were researched using artificial intelligence and then checked by editors.

About United4Rescue

We are a broad alliance that supports civilian sea rescue operations. We bring together all social organisations and groups that refuse to stand idly by and watch thousands of people die in the Mediterranean. As an alliance, we support rescue organisations that provide humanitarian aid where politics has failed.

You can support the work of United4Rescue with a donation.

Donation account

United4Rescue – Gemeinsam Retten e.V.
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