

COLO COLO



On April 19, 1925, a group of young dreamers professionalized Chilean football, without imagining that its symbol would be born. Colo-Colo became converted into identity, history, passion and popular legacy. This game seeks to unite generations of fans by recalling the great milestones of the "Cacique": idols, unforgettable goals, historic campaigns, and moments that marked an era. Playing is remembering, learning, and honoring 100 years of Colo-Colo's history.

Main Mechanics

1. Timeline (Ordered Placement)

Each card represents a real event. Players must remember or deduce the correct era and place them on a timeline made up of other cards. Players must place the events in the correct order without seeing the date, and then flip the card to check.



3. Wild Cards (Football Interaction and Chaos)

Wild Cards force players to change the rules: they oblige to draw more cards, nullify effects, facilitate the expulsion of another player, steal cards, change turns, etc. They provide strategy, fun, and a lot of "football cunning".



2. Penalties and Elimination (Cards)

If a player makes a mistake, they receive a **Yellow Card**. If they make a mistake again, they receive a **Red Card** and are out of the game (ejection).



4. Standing or Reaching the End

The game can end by elimination or by exhausting the draw pile, maintaining tension until the end.

Game Objective

Reconstruct Colo-Colo's history by forming a common timeline. Wins the one who remains in the game without being ejected.

KEY POINTS

- ✓ Family Game
- ✓ Quick turns
- ✓ Very easy to play
- ✓ Competitive mode

Suggested MSRP: USD \$23

COMPONENTS

Cards

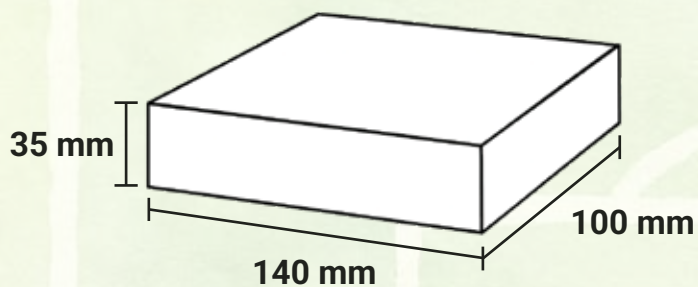
- 100 Milestone Cards
- 20 Wild Cards
- 8 Yellow/Red Card Tokens
- 1 Starting Player Card

Other components

- 1 Rulebook

FILES TO TRANSLATE

- 1 Rulebook
- 100 Milestone Cards
- 20 Wild Cards



INTERNATIONAL LOCALIZATIONS:

- Chile

