
DECADE BY DECADE

THE RUMMY GAME OF HISTORY

PRINT & PLAY — ASSEMBLY INSTRUCTIONS

Avery 8395 Flexible Adhesive Name Badges — avery.com/products/name-badges/8395

WHAT YOU NEED

- Avery 8395 Flexible Adhesive Name Badges (1 pack / 160 labels covers the full kit with spares)
- Inkjet or laser printer
- 2 standard decks of playing cards (108 cards total)

HOW TO PRINT & APPLY

1. Load Avery 8395 sheets into your printer — print LANDSCAPE orientation.
2. Print pages 2–15 of this PDF directly onto the label sheets.
Each page fills exactly one Avery 8395 sheet (8 labels, 4x2 grid).
3. Peel each label and center it on a playing card face.
The label (2.33" × 3.38") sits inside the card (2.5" × 3.5") with a small border.
4. The last page (16) is a card-back sheet — print on plain paper, cut, glue to card backs if desired (optional).

CONTENTS (106 game cards + 2 reference cards)

- 104 regular cards — 13 decades × 4 categories × 2 copies each
- 2 Event / Wild cards (gold)
- 2 Quick-Reference cards (navy)

2–4 players · ~30 minutes · Ages 10+

Full rules: en.doc.boardgamearena.com/Gamehelpdecadebydecade

© 2026 James Barrett / thebgllc.com

d1

1900s

World Events

1

Copy A Cat.1

d1

1900s

World Events

1

Copy B Cat.1

d1

1900s

Arts & Entertainment

2

Copy A Cat.2

d1

1900s

Arts & Entertainment

2

Copy B Cat.2

d1

1900s

Science & Technology

3

Copy A Cat.3

d1

1900s

Science & Technology

3

Copy B Cat.3

d1

1900s

Society & Culture

4

Copy A Cat.4

d1

1900s

Society & Culture

4

Copy B Cat.4

d2

1910s

World Events

1

Copy A Cat.1

d2

1910s

World Events

1

Copy B Cat.1

d2

1910s

Arts & Entertainment

2

Copy A Cat.2

d2

1910s

Arts & Entertainment

2

Copy B Cat.2

d2

1910s

Science & Technology

3

Copy A Cat.3

d2

1910s

Science & Technology

3

Copy B Cat.3

d2

1910s

Society & Culture

4

Copy A Cat.4

d2

1910s

Society & Culture

4

Copy B Cat.4

d3

1920s

World Events

1

Copy A Cat.1

d3

1920s

World Events

1

Copy B Cat.1

d3

1920s

Arts & Entertainment

2

Copy A Cat.2

d3

1920s

Arts & Entertainment

2

Copy B Cat.2

d3

1920s

Science & Technology

3

Copy A Cat.3

d3

1920s

Science & Technology

3

Copy B Cat.3

d3

1920s

Society & Culture

4

Copy A Cat.4

d3

1920s

Society & Culture

4

Copy B Cat.4

d4

1930s

World Events

1

Copy A Cat.1

d4

1930s

World Events

1

Copy B Cat.1

d4

1930s

Arts & Entertainment

2

Copy A Cat.2

d4

1930s

Arts & Entertainment

2

Copy B Cat.2

d4

1930s

Science & Technology

3

Copy A Cat.3

d4

1930s

Science & Technology

3

Copy B Cat.3

d4

1930s

Society & Culture

4

Copy A Cat.4

d4

1930s

Society & Culture

4

Copy B Cat.4

d5

1940s

World Events

1

Copy A Cat.1

d5

1940s

World Events

1

Copy B Cat.1

d5

1940s

Arts & Entertainment

2

Copy A Cat.2

d5

1940s

Arts & Entertainment

2

Copy B Cat.2

d5

1940s

Science & Technology

3

Copy A Cat.3

d5

1940s

Science & Technology

3

Copy B Cat.3

d5

1940s

Society & Culture

4

Copy A Cat.4

d5

1940s

Society & Culture

4

Copy B Cat.4

d6

1950s

World Events

1

Copy A Cat.1

d6

1950s

World Events

1

Copy B Cat.1

d6

1950s

Arts & Entertainment

2

Copy A Cat.2

d6

1950s

Arts & Entertainment

2

Copy B Cat.2

d6

1950s

Science & Technology

3

Copy A Cat.3

d6

1950s

Science & Technology

3

Copy B Cat.3

d6

1950s

Society & Culture

4

Copy A Cat.4

d6

1950s

Society & Culture

4

Copy B Cat.4

d7

1960s

World Events

1

Copy A Cat.1

d7

1960s

World Events

1

Copy B Cat.1

d7

1960s

Arts & Entertainment

2

Copy A Cat.2

d7

1960s

Arts & Entertainment

2

Copy B Cat.2

d7

1960s

Science & Technology

3

Copy A Cat.3

d7

1960s

Science & Technology

3

Copy B Cat.3

DECADE BY DECADE

YOUR TURN

Choose ONE:

- A) DRAW a card → end turn
(no melds this turn)
- B) PLAY MELDS → end turn
(no draw this turn)
+ lay-offs allowed
+ Event card swaps ok

VALID MELDS:

RUN: 3+ consecutive decades, same category (Events fill gaps).
GROUP: 3-4 same decade, different categories.

OPENING:

First play must include a RUN of 3+. Events count.

WIN: First to empty hand.

DECADE BY DECADE

YOUR TURN

Choose ONE:

- A) DRAW a card → end turn
(no melds this turn)
- B) PLAY MELDS → end turn
(no draw this turn)
+ lay-offs allowed
+ Event card swaps ok

VALID MELDS:

RUN: 3+ consecutive decades, same category (Events fill gaps).
GROUP: 3-4 same decade, different categories.

OPENING:

First play must include a RUN of 3+. Events count.

WIN: First to empty hand.

d7

1960s

Society &
Culture

4

Copy A Cat.4

d7

1960s

Society &
Culture

4

Copy B Cat.4

d8

1970s

World
Events

1

Copy A Cat.1

d8

1970s

World
Events

1

Copy B Cat.1

d8

1970s

Arts &
Entertainment

2

Copy A Cat.2

d8

1970s

Arts &
Entertainment

2

Copy B Cat.2

d8

1970s

Science &
Technology

3

Copy A Cat.3

d8

1970s

Science &
Technology

3

Copy B Cat.3

d8

1970s

Society & Culture

4

Copy A Cat.4

d8

1970s

Society & Culture

4

Copy B Cat.4

d9

1980s

World Events

1

Copy A Cat.1

d9

1980s

World Events

1

Copy B Cat.1

d9

1980s

Arts & Entertainment

2

Copy A Cat.2

d9

1980s

Arts & Entertainment

2

Copy B Cat.2

d9

1980s

Science & Technology

3

Copy A Cat.3

d9

1980s

Science & Technology

3

Copy B Cat.3

d9

1980s

Society &
Culture

4

Copy A Cat.4

d9

1980s

Society &
Culture

4

Copy B Cat.4

d10

1990s

World
Events

1

Copy A Cat.1

d10

1990s

World
Events

1

Copy B Cat.1

d10

1990s

Arts &
Entertainment

2

Copy A Cat.2

d10

1990s

Arts &
Entertainment

2

Copy B Cat.2

d10

1990s

Science &
Technology

3

Copy A Cat.3

d10

1990s

Science &
Technology

3

Copy B Cat.3

d10

1990s

Society & Culture

4

Copy A Cat.4

d10

1990s

Society & Culture

4

Copy B Cat.4

d11

2000s

World Events

1

Copy A Cat.1

d11

2000s

World Events

1

Copy B Cat.1

d11

2000s

Arts & Entertainment

2

Copy A Cat.2

d11

2000s

Arts & Entertainment

2

Copy B Cat.2

d11

2000s

Science & Technology

3

Copy A Cat.3

d11

2000s

Science & Technology

3

Copy B Cat.3

d11

2000s

Society &
Culture

4

Copy A Cat.4

d11

2000s

Society &
Culture

4

Copy B Cat.4

d12

2010s

World
Events

1

Copy A Cat.1

d12

2010s

World
Events

1

Copy B Cat.1

d12

2010s

Arts &
Entertainment

2

Copy A Cat.2

d12

2010s

Arts &
Entertainment

2

Copy B Cat.2

d12

2010s

Science &
Technology

3

Copy A Cat.3

d12

2010s

Science &
Technology

3

Copy B Cat.3

d12

2010s

Society &
Culture

4

Copy A Cat.4

d12

2010s

Society &
Culture

4

Copy B Cat.4

d13

2020s

World
Events

1

Copy A Cat.1

d13

2020s

World
Events

1

Copy B Cat.1

d13

2020s

Arts &
Entertainment

2

Copy A Cat.2

d13

2020s

Arts &
Entertainment

2

Copy B Cat.2

d13

2020s

Science &
Technology

3

Copy A Cat.3

d13

2020s

Science &
Technology

3

Copy B Cat.3

d13

2020s

Society &
Culture

4

Copy A

Cat.4

d13

2020s

Society &
Culture

4

Copy B

Cat.4

EVENT

WILD CARD

Stands in for any decade
and any category in a meld.

Can be swapped out later
by a real card.



EVENT

WILD CARD

Stands in for any decade
and any category in a meld.

Can be swapped out later
by a real card.



