



- Set the cards you won aside and replace these with new cards from the deck until you once again have a hand of 5 cards.
- If you are unable to play, swap one card from your hand with a card from the deck. If you can use this new card, you can play it right away. If not, your turn ends.
- Once every player has had a turn, the timekeeper sets the clock a quarter of an hour ahead, and a new round begins.
- The game ends once all of the cards in the deck have been used, or if the clock has made it all the way back to 12 a.m./p.m.

**The winner:**

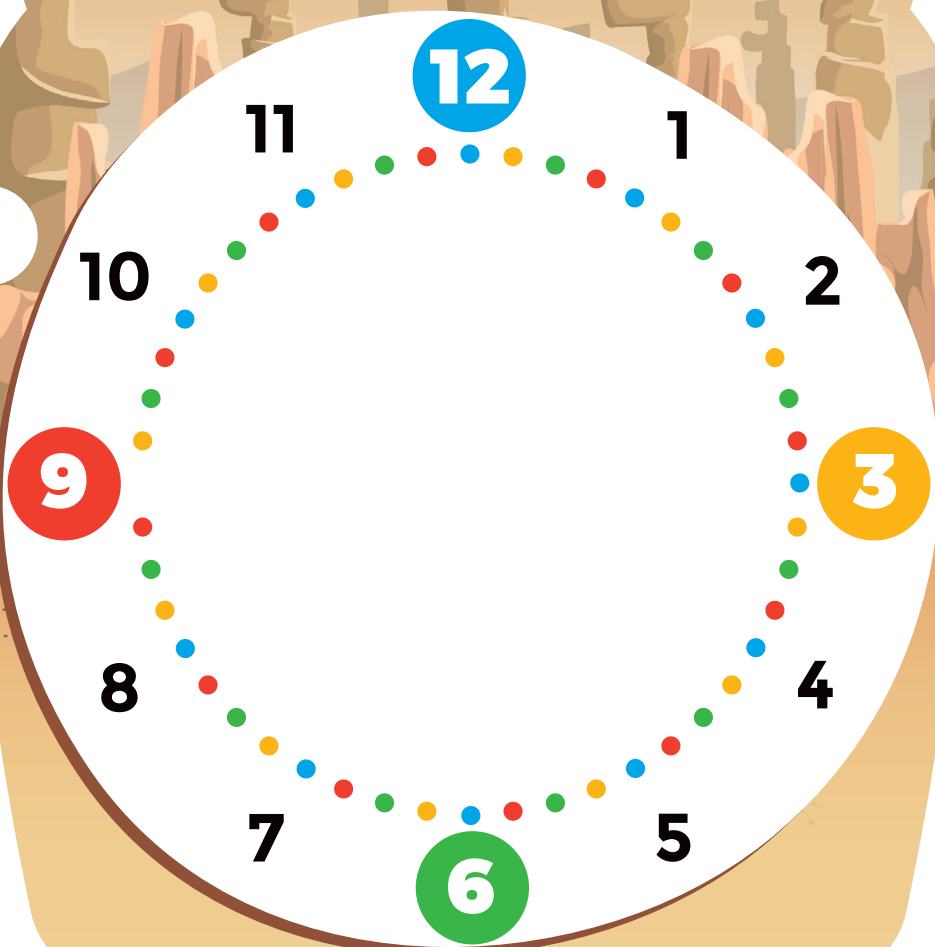
The player who won the most amount of cards during the game is the winner.

**Tip 1:**

If you don't know how to read a clock very well yet, you can still play the same game, but limit your playing and action cards to the hour and half-hour cards. The timekeeper will then set the clock forward by half an hour each time instead. The quarter-hour cards are left out of the deck.

**Tip 2:**

On the analogue clock four small coloured dots can be found in between every hour, with a larger coloured circle marking the four cardinal points. These symbols make it possible for you to set the clock to exactly the right time. The little hand always points to a small dot, while the big hand points to a large circle of the same colour. E.g., At 3:30 a.m./p.m., the little hand points to the green dot by the number 3, while the big hand points to the large green circle below the number 6.



### Object of the game:

- Collect the most cards to win the game.

### Preparation:

- Agree ahead of time on which deck you'll be playing with: with the cards that start at midnight (blue background) or with the ones that start at noon (red background). The deck that wasn't chosen can be set aside.
- Take the deck of cards you'll be playing with and add the 14 action cards to it (yellow background). Shuffle them thoroughly and give each player 5 cards. Do not let the other players see them. Lay the rest of the cards face down on the table.
- You also need to decide whether you are going to play with the analogue or digital clock. The analogue clock is included in the package. For the digital clock, visit [www.fundels.com/playandlearn](http://www.fundels.com/playandlearn).

- Finally, agree on who is going to start the game. This player is also the timekeeper.

- The timekeeper sets the clock at 12 a.m. or p.m. and starts playing.

### Playing:

- The players take turns trying to collect as many cards as possible according to the following rules:
- If you have a card that shows the same time that's on the face of the analogue or digital clock, then you win this card. E.g.: The clock is set to 12:00 p.m. or a.m. If you have the 12:00 a.m./p.m. card, then you win this particular card.
- If you have one or more action cards plus the card with the resulting time, then you win all of the cards concerned. E.g.: The clock is set to 12:00 p.m. or a.m. If you have a quarter-hour action card and a playing card of 12:45 p.m., then you win all three cards. The timekeeper will set the clock to the new time (12:45 a.m./p.m.).

