



Player Count: 1 player

Time: 15-30 Minutes

Ages: 10+

Components: 12 hour cards, 6 double-sided action card. The Print and Play is formatted for double sided printed with flip on the long side enabled.

Objective: Arrange the 12 hour cards so that all the outer numbers are in the correct placement on the "clock".

Set-up: Shuffle the hour cards and lay them out in the shape of a clock with the first card starting in the 12: o'clock position. Cards should be placed so that the numbers form an outer and the inner ring.

Shuffle the action cards and deal 3 cards dark side up (these have a star) and 3 cards light side up.

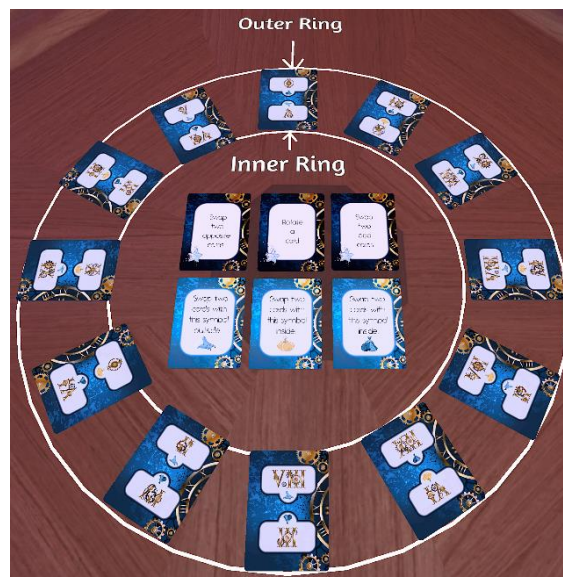
How to Play: The Clock Strikes Midnight is played over 12 gongs (rounds). At the start of each gong, shuffle the action cards and deal 3 dark side up and 3 light side up.

During gongs 1 -6, you may take one of the three actions described on the dark blue action cards and one of the three actions on the light blue action cards.

For gongs 7-12, you may do two of any of the six available actions. You may do the same action twice if you wish.

Note: you may take your actions in any order and may do 0, 1 or 2 actions total. each gong.

Follow the actions on the cards selected and move or rotate cards accordingly.



Once you have completed your action(s) for that gong, shuffle the action cards and repeat the previous instructions until you have your clock complete or you have completed the 12th gong.

It is recommended to keep track of gongs on a separate sheet of paper or on a mobile device so you do not lose count.

Ending the Game: If at any point all 12 hours are in the appropriate spot on the outer ring, you have won the game.

If the clock strikes midnight and your clock still is not correct, you lose.

Helpful tip: there are two complete sets of numbers 1-12 on the cards, however you can only ever use one set at a time to solve the puzzle at any given time, otherwise you will wind up eliminating numbers you need. Play a round and you will see what we mean. If all of your number cards on your clock, have the gears on one side only (ex: all gears are on the right side of the card) you are going in the right direction toward solving the puzzle. If you have a mix of gears on the right and left side of the cards, you are using both sets of numbers and you will need to rotate cards to eventually get all the gears on just one side. You will likely need to rotate a lot of cards while playing, which is why two action cards say "rotate". This increases your odds of getting the opportunity to rotate a card. You can solve the puzzle either way (gears on the right or gears on the left), but it will not work if you have gears going both ways at the end.

Terms:

Outer Ring - the numbers on the outer most layer of the clock

Inner Ring - the numbers on the inner lost layer of the clock

Rotate - flip a card so that the number that was in it's Outer Ring is now in the Inner Ring

Swap - Change the position of a card with another card. Note: the original outer numbers should remain the outer numbers for the card's new position

Help! I don't know Roman Numerals:

I = 1	V = 5	IX = 9
II = 2	VI = 6	X = 10
III = 3	VII = 7	XI = 11
IV = 4	VIII = 8	XII = 12

Swap
two
odd
cards

Swap
two
even
cards

Swap
two
adjacent
cards

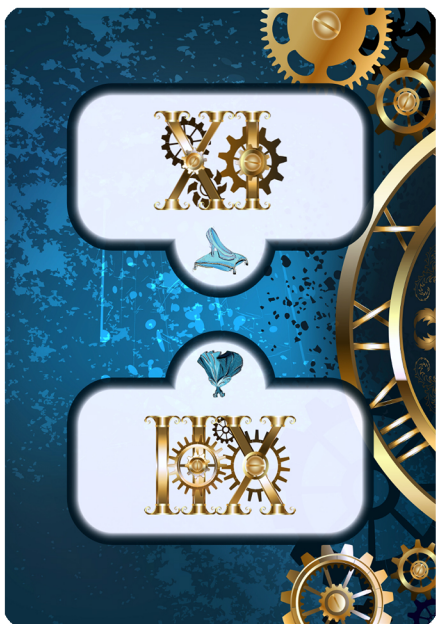
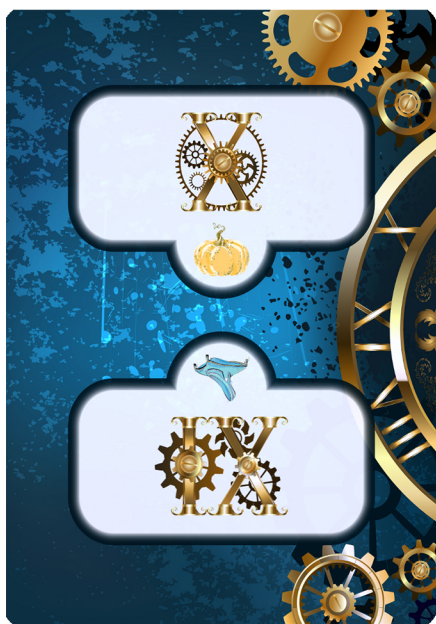
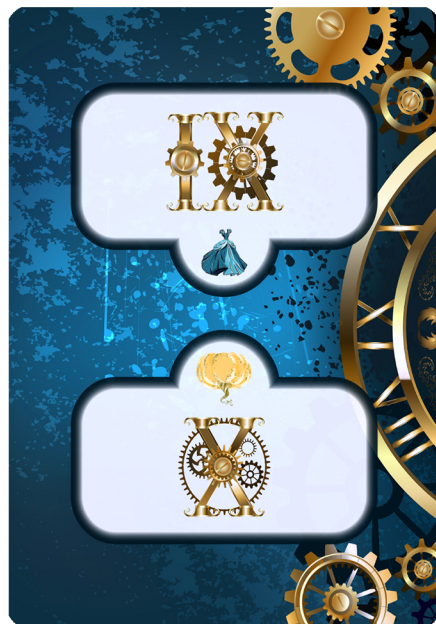
Rotate
a
card

Rotate
a
card

Swap
two
opposite
cards











"18/10 - Perfect amount of cards to nap on top of."
- Pudgy Cat

The Clock Strikes Midnight



18 cards, 12 Chimes.
Can you solve the puzzle before midnight strikes?

15 Minute - Solo Game

You know the story, Cinderella goes to the ball and has to be home before the last stroke of midnight.

Thanks to modern technology, Cinderella's fairy godmother provided her with a watch to keep track of time, but it's broken.

Can you help Cinderella get her watch fixed, so she makes it home before the magic spell ends?

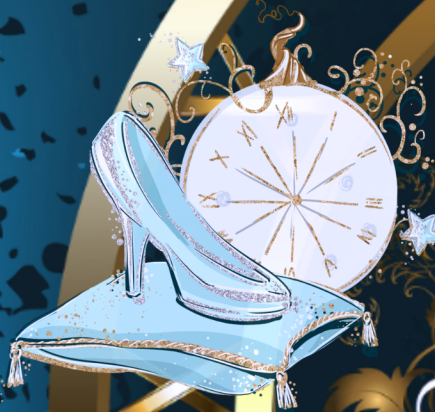


Image A:



Components:

12 hour cards
6 double-sided action cards

Objective:

Arrange the 12 hour cards so that all the outer numbers are in the correct placement on the "clock".

Set-up:

Shuffle the hour cards and lay them out in the shape of a clock with the first card starting in the 12 o'clock position. Cards should be placed so that the numbers form an outer and an inner ring. See "Image A".

Shuffle the action cards and deal 3 cards dark side up (these have a star) and 3 cards light side up.

How to Play:

The Clock Strikes Midnight is played over 12 chimes (rounds). At the start of each chime, shuffle the action cards and deal 3 dark side up and 3 light side up.

During chimes 1 -6, you may take one of the three actions described on the dark blue action cards and one of the three actions on the light blue action cards.

For chimes 7-12, you may do two of any of the six available actions. You may do the same action twice if you wish.

Note: you may take your actions in any order and may do 0, 1 or 2 actions total each chime.

Follow the actions on the cards selected to move or rotate cards accordingly.

How to Play Continued:

Once you have completed your action(s) for that chime, shuffle the action cards and repeat the previous instructions until you have your clock complete or you have completed the 12th chime.

It is recommended to keep track of each completed chime on a separate sheet of paper so you do not lose count.

Ending the Game:

If at any point all 12 hours are in the appropriate spot on the outer ring, you have won the game.

If the clock strikes midnight and your clock still is not correct, you lose.

Terms:

Outer Ring - the numbers on the outer most layer of the clock

Inner Ring - the numbers on the inner most layer of the clock

Rotate - flip a card so that the number that was in it's Outer Ring is now in the Inner Ring

Swap - Change the position of a card with another card. Note: the original outer numbers should remain the outer numbers for the card's new position

Help! I don't know Roman Numerals:

I = 1	IV = 4	VII = 7	X = 10
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III = 3	VI = 6	IX = 9	XII = 12