To concentrate on digital time telling skills, place the card sleeve on its side so that all the cards will be chosen with this side up. Follow the rest of the directions. Do not shuffle the cards; be sure to replace the time cards into the back bottom of the card sleeve with the digital times facing up. Note that this variation uses the geared clock for every turn and will make game time significantly longer.
Contents:
Game Board with Spinner
52 Time Piece Markers
90 Cards with Card Sleeve
1 Geared Analog Clock

Object of the Game:
Be the first player to line up 3 time piece markers in a row on the board either vertically, horizontally, or diagonally.

Note to Teacher or Parent:
The yellow-faced clock cards use increments of one minute, while the white-faced clock cards denote five minute increments. Incorporate the yellow-faced clock cards according to your children’s skill level.

Set-Up:
Shuffle time cards and place them in the card sleeve with the cards facing in different directions. Sort the time piece markers, each player takes all the markers of one kind.

How to Play the Game:
Choose a player to go first. Take a time card from the front of the holder looking only at the side facing you. (Don’t look at the back of the card). Keeping this side up, place the card on the table in front of you.
If you are looking at the picture of the clock (the analog side) read the time aloud. Be careful when reading a yellow-faced time card, every minute counts! Now turn over the card to see if you are right.
If you are looking at the digital time side of the card, use the geared clock to set that time. Now turn over the card to see if you are right.
If you are incorrect, your turn is now over. Play continues with the player to your left.
If you are correct, spin the spinner and follow the directions.
(See spinner directions)
If you draw a Wild Card, just spin the spinner and follow the directions.

Spinner Directions:
Time Square: Place your time piece marker on any unoccupied square on the board.
Time Off: Remove another player’s time piece marker from the board. Return the time piece marker to the other player. If there are no markers on the board, spin again.
Time Change: Switch positions of 2 time piece markers that are already placed on the board. One marker must be yours. If you have no marker on the board, spin again.
Double Time: Take two turns placing, trading, or removing time piece markers from the board. Any combination of these moves is possible.

After following the spinner directions replace the time card into the back of the card sleeve. Now it is the next player’s turn. The first player to get 3 time piece markers in a row wins the game!

Variations:
For a longer game play until the first player gets 4 in a row. To concentrate on analog time telling skills, place the card sleeve on its side with the front of the clock facing up. Place all the cards with the clock sides facing up into the card sleeve. Now all the cards will be chosen with the analog side up. You will not need to use the geared clock for this play. Follow the rest of the play directions. Do not shuffle the cards. Be sure to replace the time cards into the back (bottom) of the card sleeve with the clock faces up.