

# CLOCK TOWER

## 9 CARD SOLITAIRE GAME

AGED 8+ | 15 MINS

*It's noon. Your agency has just verified intelligence that suggests illegal activities are going to take place around the clock tower at 5:00PM. Investigate the area and try to stop it before it happens.*

### OBJECT OF THE GAME

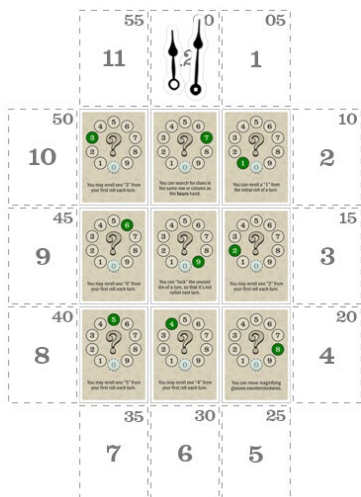
Roll the dice to move of the clock hand tokens around the clue cards and to move the magnifying glass discs onto the key number spaces of the clue cards to “find” clues. As you find more clues, their active effects alter the rules and make it easier to find the remaining clues. Find all nine clues before the clock hand tokens are positioned at 5:00PM!

### REQUIRED COMPONENTS

- 9 clue cards
- 9 magnifying glass clear discs
- 3 six-sided dice
- 2 clock hand tokens

### GAME SETUP

- Shuffle the clues and deal them face up in a 3x3 grid to form a clock.
- Place the hours and minutes hand tokens at the starting “12” space above the clock.
- Place a magnifying glass clear disc on the “0” space of each clue.
- Grab the dice.



### GAME PLAY

Each turn, roll your dice and pick **two** to use. The **first** die picked must be used to pass time. The **second** die picked can either be used to search for a clue or to pass more time.

### PASSING TIME

Move the minutes hand the number of spaces equal to the rolled dice value clockwise around the clock. *Note: Ignore the four corner spaces.* Each space represents five minutes for the minutes hand.

Whenever the minutes hand lands on or passes over the “12” space, move the hours hand one space clockwise around the clock. *Note: Ignore the four corner spaces.* Each space represents one hour for the hours hand.

### SEARCHING FOR CLUES

You can only search for a clue in the **same row or column** as the **minutes** hand. Move a clue’s magnifying glass the number of spaces equal to the rolled dice value **clockwise** around the clue.

When the magnifying glass comes to rest on the clue’s **key number**, that clue has been **found** and its effect is **active**. Remove the magnifying glass from play. Clue effects alter the normal game rules.

1	You can reroll a “1” from the initial roll of a turn.
2	You can reroll a “2” from the initial roll of a turn.
3	You can reroll a “3” from the initial roll of a turn.
4	You can reroll a “4” from the initial roll of a turn.
5	You can reroll a “5” from the initial roll of a turn.
6	You can reroll a “6” from the initial roll of a turn.
7	You can search for clues in the same row or column as the <b>hours</b> hand.
8	You can move magnifying glasses counterclockwise.
9	You can “lock” the unused die of a turn, so that it’s not rolled next turn.

### GAME END

The game ends when every clue is found or when the clock tower strikes 5:00PM. Were you able to stop the crime in time? If so, what time was it?

Game Design: Gregg Jewell