

No. 4050

TIME

A Game of Chance for Three to Nine Players

IMPLEMENTS

TIME BOARD

DECK OF 72 CARDS

200 CHIPS — Suggested Value — White Chips, 1 point; Yellow Chips, 2 points; Red Chips, 5 points; Blue Chips, 10 points

TO PLAY THE GAME

Select one player for first Banker.

Banker places the board before him. He then shuffles the cards, dealing five face up to each player. Then he lays one card face down on each of the twelve clocks on the board.

The Banker then turns up the twelve cards one at a time. Players having a card, among their five, corresponding to the turned card pay to the center the amount printed on the board beside the turned card.

If two of a player's cards are the same as the turned card, he pays for each or double. If he has three cards, he pays triple, etc.

When a turned card corresponds to the number on the board, it is called TIME and all payments on this card are doubled.

When all twelve cards are turned, the Banker shuffles them with the balance of the deck, laying out twelve more cards. Players keep their original five cards.

Banker repeats the procedure of turning cards and the players TAKE from the center instead of paying, in the same manner and under the same rules as they paid in.

The Banker takes all chips left in the center, but if there are not sufficient chips to pay the players, the Banker must pay the balance.

Privilege of Banker then passes to the left.

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