

Leo Colovini
TIME

Get set! You're about to begin the fastest card game in the world!

Contents

2 packs of 55 cards numbered 1 to 11 in 5 colours.

Set-up

2 to 4 players

The dealer shuffles one pack of 55 cards and deals 11 face down to each player.

Attention: when the cards are being dealt the players cannot take the cards and hold them. The dealer then puts the rest of the pack face down at the centre of the table and turns (near the pack and clearly in view) as many cards face up as the number of participants (2 players = 2 cards face up and so on). While the dealer is dealing the cards the player to his/her left shuffles the other pack so that it's ready for the next round: this procedure saves a lot of time

rules of the game **Time**

and you can play for longer.

At the end the dealer calls out "READY, GO!", and all the players take their cards and the round can begin.

5 to 8 players

Two packs shuffled together are used (110 cards). Everything else is the same.

The game

Players don't take turns in this game: everyone plays together and can make a move whenever they want: the quicker you are the better!

The moves are:

1) Discarding a card.

The cards you discard are spread out -face up and always clearly visible- on the table.

2) Drawing a card.

You can choose any card on the table (no matter who discarded it) or you can take the first card of the pack.

Keep in mind that the two moves must always be made in the following sequence: first you discard and then you take another card.

The round continues this way with players discarding and taking cards in order to improve their hand, that is, make combinations.

The combinations are:

a) groups of 3, 4 or 5 cards with the same number but different colour

b) sequences (at least 3 cards) of consecutive numbers with the same colour (11 does not go next to 1).

Winning a round

When a player has made combinations with 10 of his/her 11 cards, he/she can discard the eleventh card (face down) and call out "TIME!". This ends the round and the player then shows the 10 cards.

If the cards are melded properly the player scores one point; if there's a mistake (for example, a card that's not melded, or a different number of cards) the point is scored by each of the other players.

When a player melds all of his/her 11 cards he/she calls out "SUPER TIME!" and then shows the cards; if there are no mistakes the player scores 2 points; if there's a mistake the two points are scored by each of the other players.

Winning the game

When a player reaches the score set beforehand (for example, 7 points), he/she wins the game.

Prodotto non adatto ai bambini di età inferiore ai 3 anni. Contiene piccole parti che possono essere ingerite. Conservare l'imballaggio per qualsiasi informazione.

Prodotto e distribuito da T. Dal Negro spa
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