

AWAKENING

CLOCK RULES

RESOLUTION



Segment values may exceed 24. *This symbol is only on the first 3 clocks for Chapter 1. Clock #4 (as well as all clocks from later Chapters) do not have this symbol.*

SEGMENT RULES

RESOLUTION



Exactly this number of cards must have been placed next to this segment, in any combination of colors.



The value of this segment must be between the depicted numbers, inclusive.



Exactly this number of cards must have been placed next to these segments, in either the specified color or combination of colors, as depicted.

PLACEMENT



The first and the second cards played by the group must be placed next to these segments. *Additional cards may be placed next to these segments later.*

RESOLUTION



No other segment can have a value closer to the depicted number than this segment's value.



STANDARD RULES REMINDER

TO PASS THE TEST, YOU MUST MEET ALL THE FOLLOWING CONDITIONS:

- 1 At least 1 card must have been placed next to each of the 6 segments.
- 2 The value of each segment must be equal to or higher than the previous segment. In other words, the segments must increase in value (or remain the same) as you proceed clockwise from the Hand.
- 3 The value of each segment must be less than or equal to 24. (Ignore this rule for the 3 first clocks of this Chapter.)
- 4 Comply with all individual segment rules for the clock.

II LIMITATION



SEGMENT RULES

RESOLUTION



No card with any of the depicted values must have been placed next to this segment.



CLOCK RULES

PLACEMENT



Players cannot place any cards faceup for this test (not even with Bonus tokens when making another attempt after a failure).

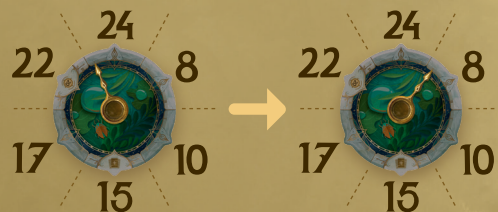
III

AS WITHIN, SO WITHOUT

CLOCK HAND PLACEMENT

During the **Discussion Phase**, players should consult with each other about which segment to point the Clock Hand towards, placing it on the Clock and moving it as desired. The Clock Hand **cannot** be moved during the **Placement Phase**. However, after all cards have been revealed during the **Resolution Phase**, it may be moved to point to a different segment if needed.

For example, during the **Discussion Phase**, the players agree to point the Clock Hand as indicated to the left in the image. However, after revealing the cards during the **Resolution Phase**, the Clock Hand may be moved to the next segment in order to pass the test.



SEGMENT RULES

RESOLUTION



The card with the highest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



The card with the lowest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied. If this rule applies to 2 segments, the two lowest value cards must have been placed next to these two segments; these two cards can have different values, as long as no other segment has a card lower than either of them. For example, if two segments with this rule have a "1" and a "2" next to them, respectively, another segment could have a "2" next to it, but no other segment could have a "1" next to it.*

PLACEMENT



The final card played by the group must be placed next to this segment. *You may place other cards next to this segment, as long as the final card placed is next to this segment.*

RESOLUTION



The Solar card with the lowest value played by the group must have been placed next to this segment.



The Lunar card with the highest value played by the group must have been placed next to this segment.

REMINDER RULES

RESOLUTION



No other segment can have a value closer to the depicted number than this segment's value.

PLACEMENT



The first and the second cards played by the group must be placed next to this segment. *Additional cards may be placed next to this segment later.*

RESOLUTION



Exactly this number of cards must have been placed next to this segment, in any combination of colors.

III ROAR

CLOCK RULES

PLACEMENT



On your turn, you must place the highest-value card in your hand. If you have two cards of the same highest value, you choose which card to play.
In a 2-player game, this condition only applies to the cards currently in your hand. When you take your final 2 cards, this may change which card you must play next.



On your turn, you must play the lowest-value card in your hand. If you have two cards of the same lowest value, you choose which card to play.
In a 2-player game, condition only applies to the cards currently in your hand. When you take your final 2 cards, this may change which card you must play next.



Once the cards have been picked up at the end of the Discussion Phase, players must not change the order of the cards in their hand. On your turn, you must always play the leftmost card in your hand.
In a 2-player game, after taking your two final cards, add them to the right side of your hand in the order they were taken.

REMINDER RULES

CLOCK HAND PLACEMENT: proceed as described on the Chapter 3 Rules sheet.

PLACEMENT



The first card played by the group must be placed next to this segment. *Additional cards may be placed next to this segment later.*

RESOLUTION



Exactly this number of cards must have been placed next to this segment, in any combination of colors.



The card with the highest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



No card with any of the depicted values must have been placed next to this segment.



The card with the lowest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



No other segment can have a value closer to the depicted number than this segment's value.

V TRANQUILITY

CLOCK RULES

RESOLUTION



There must be exactly 2 cards next to each segment.

REMINDER RULES

CLOCK HAND PLACEMENT: proceed as described on the Chapter 3 Rules sheet.

RESOLUTION



No other segment can have a value closer to the depicted number than this segment's value.



The card with the lowest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



The card with the highest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*

PLACEMENT



The second and the third cards played by the group must be placed next to these segments. *Additional cards may be placed next to these segments before or later.*

RESOLUTION



Exactly this number of cards must have been placed next to this segment, in the specified combination of colors, as depicted.

VI


AS ABOVE, SO BELOW

CLOCK RULES

RESOLUTION



There must be exactly 2 cards next to each segment. Also, instead of summing the values of the cards, it is the difference between the highest and lowest cards in each segment that matters. To pass the test, the difference must increase as you go around the clock.

For all other rules, such as , the sum of the values on the cards applies as usual.



VI

REMINDER RULES

CLOCK HAND PLACEMENT: proceed as described on the Chapter 3 Rules sheet.

RESOLUTION



The card with the highest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



No card with any of the depicted values must have been placed next to this segment.



Exactly this number of cards must have been placed next to this segment, in the specified combination of colors, as depicted.

PLACEMENT



The second and the third cards played by the group must be placed next to this segment.

RESOLUTION



No other segment can have a value closer to the depicted number than this segment's value.



The Solar card with the lowest value played by the group must have been placed next to this segment.



The Lunar card with the highest value played by the group must have been placed next to this segment.

VII INTRUSION

SEGMENT RULES

PLACEMENT



When you place a card next to this segment, immediately draw the first card from the deck, if able. (The deck consists of the cards that were not dealt out during setup).

As usual, the **Placement Phase** ends when all players have placed all of the cards from their hands. If some players have run out of cards, the players who still have cards will continue to play until they run out.

REMINDER RULES

CLOCK HAND PLACEMENT: proceed as described on the Chapter 3 Rules sheet.

RESOLUTION



No card with any of the depicted values must have been placed next to this segment.

PLACEMENT



The final card played by the group must be placed next to this segment.
You may place other cards next to this segment, as long as the final card placed is next to this segment.

RESOLUTION



Exactly this number of cards must have been placed next to this segment, in the specified combination of colors, as depicted.



The Solar card with the lowest value and the Lunar card with the highest value played by the group must each have been placed next to this segment.

VIII REVOLUTION

SEGMENT RULES

PLACEMENT



Whenever you place a card next to this segment, rotate the clock one segment clockwise. The cards around the clock and the Clock Hand remain in their original positions, if possible (see example below).



Whenever you place a card next to this segment, rotate the clock one segment counterclockwise. The cards around the clock remain in their original positions.



PLACEMENT



Players are not allowed to place a card next to this segment. *In order to have cards next to this segment during the Resolution Phase, you will need to rotate the clock using the above Segment Rule.*

REMINDER RULES

CLOCK HAND PLACEMENT:

proceed as described on the Chapter 3 Rules sheet (except for the Clock #4).

RESOLUTION



The value of this segment must be between the depicted numbers, inclusive.



Exactly this number of cards must have been placed next to these segments, in any combination of colors.

IX UNITY

SEGMENT RULES

RESOLUTION



This rule applies to the 2 segments adjacent to this symbol. The difference between the values of the segments adjacent to this symbol must be greater than or equal to the depicted number.



This rule applies to the 2 segments adjacent to this symbol. The values of the segments adjacent to this symbol must be equal.



CLOCK RULES

RESOLUTION



The difference between the highest and the lowest segment values cannot be greater than 4.



REMINDER RULES

CLOCK HAND PLACEMENT: proceed as described on the Chapter 3 Rules sheet.

RESOLUTION



The card with the highest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied.*



The card with the lowest value played by the group must have been placed next to this segment. *If another segment also has a card with the same value, the rule is satisfied. If this rule applies to 2 segments, the two lowest value cards must have been placed next to these two segments; these two cards can have different values, as long as no other segment has a card lower than either of them. For example, if two segments with this rule have a "1" and a "2" next to them, respectively, another segment could have a "2" next to it, but no other segment could have a "1" next to it.*


COMESIVENESS

CLOCK RULES

RESOLUTION

Starting from the segment this Hand is pointing to and proceeding clockwise, the values of the first cards placed next to each of the 6 segments must be in ascending order. *If you need to check any information that you may have forgotten, be careful not to rearrange the order of the cards placed next to each segment.*

PLACEMENT

Take the Second Hand from the Rebirth sleeve, leaving all other contents in that sleeve. During setup, position the Second Hand as indicated on the clock , so that it points to two segments opposite from each other. Players are not allowed to place cards next to either of the segments pointed to by the Second Hand. After each player's turn, rotate the Second Hand one segment clockwise, so that it is now pointing to two different segments.



REMINDER RULES

RESOLUTION

Exactly this number of cards must have been placed next to this segment, in any combination of colors.

PLACEMENT

The first card played by the group must be placed next to this segment. *Additional cards may be placed next to this segment later.*

The final card played by the group must be placed next to this segment. *You may place other cards next to this segment, as long as the final card placed is next to this segment.*

XII

REBIRTH

WARNING Only read this sheet after you have attempted all of the tests in the game, regardless of whether you were successful.

Rebirth mode allows you to replay any of the tests in the game, with additional rules. To do this, choose any of the 40 Clocks and place it, along with the Rebirth Clock, in the middle of the play area, making sure there is space between them. Then punch out and place a Rebirth token of your choice faceup near the play area to play with its special rule. For those of you feeling brave, you can even use multiple Rebirth tokens!

CLOCK RULES

RESOLUTION



The difference between the highest and the lowest segment values can be no greater than 12. *When playing a Chapter 6 Clock, this rule applies to the sum of the values on the cards next to each segment, not to the difference.*

RESOLUTION



Each card with a value of 10, 11, or 12 has its value reduced by 10 (to 0, 1, or 2, respectively), unless it is the only card placed next to its segment. All of the game rules take this modified card value into account. This rule does not affect the value of the cards while in a player's hand.



XII

PLACEMENT



The total number of faceup cards the group may place is reduced by 2.

PLACEMENT



On your turn, you must place a Solar card, if able. *You cannot use this token when playing a Chapter 4 Clock.*


PLACEMENT



On your turn, instead of placing a card, choose a card from your hand and give it to the player on your left. That player must place the card next to a segment of their choice. The decision about whether to play the card faceup or not must be made by you when you give the card to the other player: If you give it to them facedown, they must place it facedown without looking at it. If you give it to them faceup, they will see the card's value before placing it faceup. *When playing a Chapter 7 Clock, whenever a card is drawn, it is placed in the hand of the player who gave the card.*

PLACEMENT



During the **Discussion Phase**: Take the Second Hand and position it so that it points to two segments opposite from each other (of your choice). Players are not allowed to place cards next to the segments pointed to by the Second Hand. After each player's turn, rotate the Second Hand one segment clockwise, so that it is now pointing to two different segments. *You cannot use this token when playing a Chapter 8 Clock. Several segment rules, including , might make it impossible to pass the test if you start the Second Hand in certain positions. It is important to consider this when choosing where the Second Hand starts.*