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GAME RULES

# TAKE TIME

*Time itself is testing you!*

*Join forces to tackle the challenges posed by the clocks found throughout different universes, from "Awakening" to "Rebirth". Play and replay the levels at your own pace while discovering a game experience filled with ever-evolving challenges and limitless possibilities.*

Take Time is a cooperative game where players work together to pass various tests, and win or lose as a team. To succeed, you must strategically play 12 cards facedown around a clock, following the special rules given for each test. The game includes 40 tests, each with increasing difficulty and new rules to govern play. So take time to enjoy the wondrous journey from start to finish!



WATCH THE RULES VIDEO!











## GAME OVERVIEW

The game's 40 tests are divided into 10 chapters, each containing 4 tests, which are represented by clocks. Each time you play, you can attempt to complete any number of these tests in series, for as long or short a play session as you desire.

The first time you play, you should start with clock 1 from Chapter 1. If you succeed, proceed to the next clock. Once you have completed all 4 clocks from Chapter 1, proceed to clock 1 from Chapter 2, and so on.

If you fail a test, you can either try it again, or place the clock into the Sleeve of Regrets and come back to attempt it again later.

### CONTENTS

-  This rulebook
-  12 Solar cards (numbered 1-12) & 12 Lunar cards (numbered 1-12)
-  3 Reminder tokens
-  3 Bonus tokens
-  10 Chapter sleeves, each containing 4 Clocks and 1 Rules Sheet
-  1 Clock Hand
-  1 Sleeve of Regrets (empty at the beginning of the game)
-  1 Rebirth sleeve containing 1 Rebirth clock, 1 Second Hand and 6 tokens

## GAME SETUP



1

### For your first game:

Take the Chapter 1 sleeve and remove the four clocks. Place them in a facedown stack nearby, arranged so that the 1st clock is on the top and the 4th clock is on the bottom.

### For subsequent games:

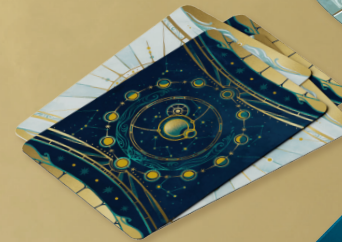
If you managed to complete all 4 clocks within a chapter during your previous session, retrieve and use the clocks for the next chapter.

If you still have unfinished clocks from a chapter, you simply continue playing where you left off.

If you have any clocks in the Sleeve of Regrets (explained in more detail later), place them facedown on top of the stack in the order of your choice.

2

Flip the clock on top of the stack faceup and place it in the middle of the playing area.



A



Place the remaining cards to one side.

C

B

3

Place the Reminder token corresponding to the number of players near the play area. Return the other Reminder tokens to the box. Place the 3 Bonus tokens facedown next to the Reminder token.

4

To start each test, shuffle the Lunar and Solar cards together to form a single deck, then deal 12 cards facedown to the players:



: Each player receives 3 cards.



: Each player receives 4 cards.



Each player receives 6 cards (divided into two groups: one containing 4 cards and the other containing 2 cards; see page 5).

5

If using a clock from chapter 3 or later, place the Clock Hand nearby.

### IMPORTANT

Players are NOT allowed to look at their cards at this point.



## PLAYING A TEST

Playing a test consists of 3 Phases:

### 1 DISCUSSION

Players discover the nature of the test and discuss their strategy without looking at their cards.

### 2 PLACEMENT

Players place cards facedown next to the segments of the clock in an effort to satisfy the general rules for the game, as well as any special rules that apply to the current clock.

### 3 RESOLUTION

Players ensure that they have placed at least 1 card next to each segment around the clock, and that the sum of the card values next to each segment are in ascending numerical order without exceeding 24. Additionally, they must also verify that they adhered to any special rules for the test.

Each clock consists of 6 segments, some of which contain special rules that apply to that segment. Some clocks also contain a special rule depicted in the center, which applies to all segments for that clock.

If a clock depicts a Clock Hand printed on it, this indicates which segment is the “starting segment”.

Segment

Segment Rule

Clock Rule



Chapter Number

Clock Number

## 1 DISCUSSION PHASE

Players begin each test by reviewing the rules for the current clock and each of its segments, referring to the Rules sheet provided within the associated Chapter sleeve.



Players then freely discuss a strategy for completing the test, but **may not look at the faces of their cards**. During this Phase, only the colors of the cards each player has is known, since you can see only their backs.

You are allowed to discuss various strategic aspects of the game, but you may not use or devise codes or signals for communicating things that do not relate to game actions.



### FOR EXAMPLE:



“We want to aim for a total of around 14 for this segment.”

“If someone has a 12 in their hand, they should play first.”

“If I place my first card next to this segment, nobody else should place anything there, as I can manage it on my own.”

“If I place my card at an angle, that means it’s an 11.”

“If someone has an 8 in their hand, they should scratch their ear.”

Once all discussion are finished, players then pick up their cards and look at them. From that point on, nothing else may be said.

If a player picks up their cards before other players have finished their discussion, that player may no longer participate in the discussion. When all players have looked at their hands, proceed to the **Placement Phase**. Players may rearrange the cards in their hands at any time, but may not communicate any specific information by doing so.



In a 2-player game, each player has two sets of cards: one containing 4 cards, and the other containing 2 cards. At the end of the **Discussion Phase**, they only pick up their set of 4 cards, leaving the 2-card set facedown without looking at them.



## 2

Communication between players is **not** allowed during this Phase. You must understand one another and coordinate your efforts solely through the cards you play.




Any player can begin this Phase. This is done without any consultation with the other players. They do so by placing 1 card from their hand facedown next to any 1 of the 6 segments around the clock.

The next player to the left then takes their turn by selecting 1 card from their hand and placing it next to the segment of their choice, which may be a segment with 1 or more cards next to it, or one with no cards. Continue this process, proceeding clockwise around the table, until all players have placed all of their cards.

When all players have placed all cards from their hands, proceed to the **Resolution Phase**.

*If multiple cards are placed next to the same segment, overlap them slightly so that the number of cards that have been played (and their colors) can be easily distinguished.*

*At any time during this Phase, you may check or confirm any known information that you may have forgotten. For example, you may ask who placed a specific card, or secretly look at the face of a card that you have placed to confirm its value. You may not look at facedown cards placed by other players.*

By default, cards should be placed facedown around the clock. However, during each test, players may collectively place as many faceup cards as there are  symbols on the Reminder token. The placing of faceup cards may be done freely among the players but the decision to do so cannot be discussed openly during this Phase.

Laurence believes it is wise to place her 8 next to the 5th segment. However, she recognizes that others may struggle to determine its value, so she decides to place her 8 faceup.




In a 2-player game, each player starts with 4 cards in hand (with their other 2 cards still facedown in front of them). After both players have placed 2 cards from their hand, they take the remaining 2 cards and add them to their hand.



### 3 RESOLUTION PHASE

Starting with the segment with the Clock Hand and proceeding clockwise, reveal each facedown card, being careful not to alter the order of the cards.  
The value of a segment is equal to the sum of the values on the cards placed next to it.

#### TO PASS THE TEST

- 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 greater 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. Note that this limit does not apply to the first 3 clocks from Chapter 1 (as indicated by the  symbol in the middle of the clock).

In addition to these requirements, each clock has special rules that you must comply with in order to pass the Test. Each of these are explained on the Rules sheet for the Chapter. Some rules apply to the entire clock, while others apply to a specific segment.

Individual segments may be affected by several rules. Most of these rules are conditions that must be met during the **Resolution Phase**, while others indicate what is allowed during the **Placement Phase**.

#### FOR EXAMPLE:

*After all cards have been revealed, this demonstrates a successful solution to Chapter 1, Clock 1.*

- 1 There is at least 1 card next to each segment.
- 2 The values of the 6 segments (3, 8, 11, 11, 20, and 24) are arranged in ascending order, beginning with the Hand segment.
- 3 The value of each segment is less than or equal to 24 (even though it was not necessary to meet this rule due to the special rule for this clock).

*Additionally, the two segment-specific rules for this clock have been followed:*

- Exactly 1 Solar card is placed next to the Hand segment.
- There are 3 cards in any combination of colors are next to the final segment.

*Therefore, the test has been passed!*



#### IF YOU PASS THE TEST

Return the clock to its sleeve. Then take the next clock from the stack, placing it faceup in the middle of the table. Once you finish a Chapter by completing all 4 of its clocks, store the Rules sheet inside the sleeve with the completed clocks and place it at the bottom of the box. Then take the next Chapter's sleeve, remove its contents, and continue to play.

Regardless of whether you pass or fail, shuffle all of the cards together and deal them out for the next test as described in Step 4 of the Game Setup.

#### IF YOU FAIL THE TEST

Flip a Bonus token face up. Each faceup Bonus token allows the group to collectively place 1 additional faceup card during subsequent attempts.. Once the test has been passed, all Bonus tokens are flipped back facedown.

#### SKIPPING A TEST

If you find a particular test too difficult, you may choose to skip it. To do so, flip any faceup Bonus tokens facedown, place the clock into the Sleeve of Regrets, and proceed to the next test. You may go back to it another time and try again.



## THE SLEEVE OF REGRETS

The Sleeve of Regrets is empty at the beginning of your first game. As you progress through the game, you can use this sleeve to store any clocks you skip, allowing you to attempt them again later (as described in Game Setup).

When you attempt a clock from the Sleeve of Regrets and succeed, return this clock to its original sleeve. When returning components to the box between game sessions, place the Sleeve of Regrets on top of all the other sleeves.

## COMPLETING THE GAME

You complete the game when you have successfully passed all 40 tests. However, after you have attempted all of the tests in the game (successfully or not), you may open the Rebirth sleeve for additional replayability.

## RESETTING THE BOX

If you wish to replay the full game from the beginning, reset the contents as follows:

- 1 Place the Rebirth sleeve at the bottom of the box, ensuring that all its associated pieces are stored inside it.
- 2 Return all clocks and Rules sheets to their original sleeves.
- 3 Sort the Chapter sleeves and place them in the box with the Chapter 1 sleeve on top.
- 4 Place the empty Sleeve of Regrets on top, followed by the remaining game components, including the cards, Clock Hand, tokens, and rulebook.



## HINTS AND TIPS

Carefully observe the colors of the cards played by the other players, as well as those of the cards remaining in their hands. Even if there are no special rules from the current test regarding card colors, you can often deduce useful information from them.

Learn how to use faceup cards effectively. Playing a card faceup can be a way to signal the other players for help. Conversely, choosing not to reveal a card can also convey important information, especially if everything is going according to plan.

During the **Discussion Phase**, agree amongst yourselves on how to begin the **Placement Phase**. The player who believes they have the best hand to start should play the first card. If no one has an outstanding hand, there may be some hesitation before someone decides to play the first card, and even this hesitation may provide useful information to the group.

If you fail a test, take some time to discuss and refine your strategy, as well as what to do differently, before attempting the test again.

Working through the various tests is a learning process that can take a long time. You will have to manage your mood and determination by knowing when to persevere and when to take a break. This includes learning when to insist on trying again on a failed test, and when to skip it and just move forward. Above all, be patient with yourself and with the other players. In the end, you might even surprise yourself with your progress.



First of all, a heartfelt thank you to Julien for collaborating with me on creating Take Time. I appreciate your trust, sensitivity, and advice that always pushes us onward.

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## 2025 CREDITS

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