TOM'S TIME BLUFF

BLUFF AROUND THE CLOCK
STRATEGIC FUN FOR THE WHOLE FAMILY

TIME TO BLUFF

In Tom's Time Bluff, the clock keeps spinning - will you bluff or tell the correct time. But beware - sometimes the "time vortex" mixes everything up again.

Be the first player to play all the cards in your hand.

But watch out: your hand can fill up again in no time.

With some luck, strategy and a good poker face you have a solid chance to win.

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59 CARDS

48 CLOCKS

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3 WILD CARDS

1 CUCKOO

4 COUPLE CARDS

SETUP

Deal six cards to each player, face down.

The player left to the card dealer will start.

Place three cards face up in a row on the table.

Put the remaining deck face down beside them to form a draw pile.

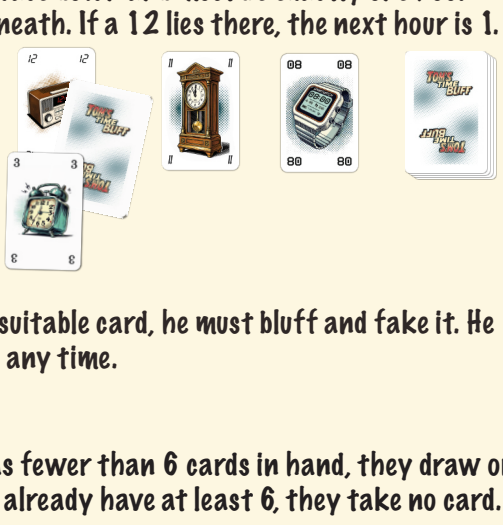
GAME PLAY

Play proceeds clockwise.

1. Playing cards

The active player chooses one of the 3 piles and puts 2 from their hand on it.

- The first card is placed face down and must be exactly one hour later than the card beneath. If a 12 lies there, the next hour is 1.
- The second card is placed face up on top and may show any hour.



Warning "Bluff":
If the active player has no suitable card, he must bluff and fake it. He may also choose to bluff at any time.

2. Draw New Card

If the active player now has fewer than 6 cards in hand, they draw one from the draw pile. If they already have at least 6, they take no card. Their turn ends now.

Note: If the active player forgets to take a card, he must take 2 cards instead as a penalty.

Note: If the draw pile is empty, no card is drawn and the game round ends immediately for everyone .

3. Challenge?

All following players may now challenge whether the facedown card shows the correct value.

If no one challenges, play simply continues with the next player.

The card is challenged

If a player challenges, the facedown card is turned and checked. If more than one player wants to challenge, priority goes to the next player clockwise.

a) Bluff exposed?

If the card shows a wrong time, the card player must take this whole pile into their hand.

The challenger may place one card from their hand face-up in the empty space.

b) No Bluff?

Card was placed in correct sequence, or was a wild card.

The challenger must take the whole pile into their hand.

Then the active player may lay one card from their hand face-up in the empty space.

SPECIAL CARDS

Wild Card

Wild Cards may be played as any time as face-down or face-up card and replace any hour.

Points: Each Wild Card left in your hand is worth 5 penalty points

Warning:

Wild Cards can't be stacked on Wild Cards, neither on Time Vortex. If a challenge reveals such a stack, the active player must pick up the entire pile, as for a failed bluff.

Time Vortex

Whoever plays the Time Vortex can either play it as first hidden card face-down or as second card face-up. The Time Vortex counts as a Wild Card and replaces any hour.

The card is removed from the game after it takes effect.

TOM'S TIME BLUFF

Time Vortex

SPECIAL CARDS

In case a Time Vortex is reveiled face-up, immediate action is required for everbody:

1. All players pass their cards to their neighbor. The one who has played or has revealed the Time Vortex has to decide in which direction the hand cards will be changed: Clockwise or counterclockwise.
2. Remove the Time Vortex from the game and flip the top card of the draw deck face-up to replace it . Play then resumes as normal.

A Time Vortex kept in hand stays "hidden." The holder decides when to play it - or whether to bluff it away.

If the bluff succeeds, the Time Vortex effect never triggers.

Playing a Time Vortex on top of a Wild Card is illegal; the player must take the pile if that has been revealed.

Scoring: Each Time Vortex left in hand is worth 10 penalty points.

A Time Vortex activates when:

a) a player lays it face-up;

b) it is uncovered during a bluff;

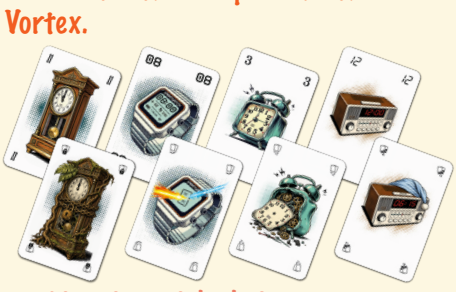
c) drawing a replacement card for a discarded Time Vortex reveals another Vortex.

Attention: Time Vortex as final card

If a Time Vortex is played face-up as the last card, **resolve immediatly it's effect first:** all hands shift to their neighbour.

The player who ends up with no cards - after the swap - wins the round, even if they didn't play the Vortex.

Couple cards*



*To make it easier to get started with the game, you can decide to play without the couple cards at first.

Couple cards are always played in combination with their corresponding clock card.

First, the couple card is placed face up on the face-down card. Then the selected clock card is placed on top of it.

These couple cards can never be played on their own. If there is no corresponding time to play, this couple card must be bluffed away, or take a card from the draw deck.

Each couple card has a different effect:

"Jungle" / Grandfather clock:

The grandfather clock is overgrown with plants and locked with a chain: The card placed face down underneath remains protected: it may not be questioned during this round.

"Beam" / Smartwatch:

The card from the future: The hyper-intelligent smartwatch 'beams' one of your hand cards to a fellow player of your choice. Give it to them face down, and you will get rid of a total of 4 cards in this turn!

"Broken" / Alarm clock:

Your fellow players' alarm clocks are all broken and need to be repaired: All players must pick up an additional card.

"Snooze" / Digital radio alarm clock:

It's too early for your fellow player next to you to get up! You press the snooze button for him/her, He/She has to pick up a card and pause for one round.

Cuckoo clock:

The cuckoo clock does not belong anywhere. It does not show the time and must be bluffed away. It always remains in play. You cannot win with this card in your hand.

There are four ways to get rid of it:

1) It is successfully bluffed away without anyone questioning it.

2) A time vortex leads to a card change.

3) It is bluffed away in combination with the 'Jungle' card and cannot be questioned.

4) You beam the cuckoo to another player using the 'Beam' card.

GAME ROUND ENDS

The round ends when a player plays their final card(s) without being caught bluffing: one face-down card if they had 1 left, or the usual two cards (face-down, then face-up) if they had 2 left. The player does not have to take any card from the pile this time as these are their final cards.

The other players may challenge right up to the last moment.

Bluff caught: the finisher takes the pile and play continues.

No bluff: the challenger takes the pile and the finisher wins the round.

The round also ends when no more cards can be drawn from the pile.

Scoring

SCORING

Each clock card = 1 penalty point

Each Wild Card, partnercard, cuckoo = 5 penalty points

Each Time Vortex = 10 penalty points

GAME END

When a player reaches 50 penalty points, the game ends; the player with the fewest penalty points wins.