

NIGHT AND DAY

For 2-4 Players (adult assistance may be necessary)

CONTENTS:

- 48 x clock cards (pack A)
- 48 x instruction cards (pack B)
- 1 x base playing board
- 1 x central board
- 4 x plastic playing pieces

There are two slightly different games to play (offering 2 levels of play).

GAME 1 (PACK A CARDS)

OBJECT OF THE GAME

The first player to collect 3 x day cards and 3 x night cards and is back on his/her starting place is the winner.

HOW TO PLAY THE GAME

Slide the central sun/moon base into its position in the centre of the board, the sun facing yellow, the moon facing blue.

Each player selects a coloured starting point (blue, red, green or yellow) and places on it the same colour playing piece. The starting points are the star-like shaped areas.

The clock cards are shuffled and placed face down on either of the 2 marked spaces on the board (the other space then becomes the "discard" area).

Starting with the youngest player (and after in a clockwise direction), the first player picks up a card and reads the time from it (adult assistance may be necessary). If the card is a clock with a yellow colour behind it then it is day-time, if

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it is blue it is night-time. The player having identified the time then moves to the relevant hour space on the board (day or night) – players must always move their playing pieces in an anti clockwise direction following the natural progression of the hours. When the player reaches the correct hour on the board he/she should announce their arrival and the activity on the card eg. "It is 8 O'Clock in the morning and it is breakfast time."

Each player is trying to collect 3 x day-time cards and 3 x night-time cards. Each time a player picks up a card he/she needs they keep it. If the player has already collected eg. 3 x day-time cards and picks another up, they must move to that hour as normal but instead of keeping the card he/she places it face down in the discard pile.

When a player has 3 x day-time and 3 x night-time cards he/she continues to play by picking up cards and moving around the board until they reach their original starting point. The first player with the correct number of cards and who reaches their starting point first is the winner.

NB: It is not essential to pick up the correct cards with the corresponding O'Clock time to reach the starting point (end), i.e. the blue player doesn't need the 9 O'Clock card to finish. The players must pick up a time that allows them to move past their starting point however.

An example:

If the blue player is on 7 O'Clock in the morning and he/she picks up any card that is later than 8 O'Clock in the morning then it is deemed that the player has reached the end.

GAME 2 (BOTH PACKS OF CARDS)

OBJECT OF THE GAME

This is a more challenging and longer game than the 1st. The object of the game is, however, the same as game 1.

HOW TO PLAY THE GAME

Slide the central sun/moon base into its position as before.

Each player selects a starting place and the relevant coloured playing piece.

The 2 packs of cards are shuffled together and placed face down on one of the two marked spaces on the board (the other space then becomes the "discard" area).

Starting with the youngest player (and then clockwise), he/she picks up a card and either reads a time from it or a written instruction (e.g. either "8 O'Clock" or "1 hour after midnight"). If the clock face card has a yellow colour behind it then it is day-time, if it has a blue colour it is night-time. The player moves his/her playing piece to that hour, or, in the case of an instruction the hour he/she has worked out from the words (i.e. "1 hour after midnight" = 1 O'Clock in the morning).

Should a player pick an instruction card up as his/her first pick and the card suggests a negative move - (i.e. "2 hours ago") then that card should be discarded so that the player may move forward on his/her 1st go. Any cards picked up subsequently must be played. When players reach the correct hour on the board they should announce their arrival, (eg "8 O'Clock in the morning when the postman works" or "9 O'Clock in the afternoon which is 2 hours after midday" etc).

Each player is trying to collect 3 x day-time and 3 x night-time cards. Each time a player picks up a card he/she needs they keep it. If the player has already collected eg. 3 x day-time cards and picks another up, they must move to that hour as normal but instead of keeping the card he/she places it face down in the discard pile. Instruction cards are played and then discarded.

When a player has 3 x day-time and 3 x night-time cards he/she continues to play by picking up cards and moving around the board until they reach their original starting point. The first player with the correct number of cards and who reaches their starting (end) point first is the winner. (See Game 1 - NB for "ending" rules)

NB: In either game should the pack of cards be discarded before there is a winner, then play continues with the discarded pile.

Each player selects a starting place and the relevant coloured playing piece.

The 2 packs of cards are shuffled together and placed face down on one of the two marked spaces on the board (the other space then becomes the "discard" area).

Starting with the youngest player (and then clockwise), he/she picks up a card and either reads a time from it or a written instruction (e.g. either "8 O'Clock" or "1 hour after midnight"). If the clock face card has a yellow colour behind it then it is day-time, if it has a blue colour it is night-time. The player moves his/her playing piece to that hour, or, in the case of an instruction the hour he/she has worked out from the words (i.e. "1 hour after midnight" = 1 O'Clock in the morning).

Should a player pick an instruction card up as his/her first play and the card suggests a negative move - (i.e. "2 hours ago") then that card should be discarded so that the player may move forward on his/her 1st go. Any cards picked up subsequently must be played. When players reach the correct hour on the board they should announce their arrival, (eg "6 O'Clock in the morning when the postman works" or "2 O'Clock in the afternoon which is 2 hours after midday" etc.)

Each player is trying to collect 3 x day-time and 3 x night-time cards. Each time a player picks up a card he/she needs they keep it. If the player has already collected eg. 3 x day-time cards and picks another up, they must move to that hour as normal but instead of keeping the card he/she places it face down in the discard pile. Instruction cards are played and then discarded.

When a player has 3 x day-time and 3 x night-time cards he/she continues to play by picking up cards and moving around the board until they reach their original starting point. The first player with the correct number of cards and who reaches their starting (end) point first is the winner. (See Game 1 - NB for "ending" rules)

NB: In either game should the pack of cards be discarded before there is a winner, then play continues with the discarded pile.