

Clockmaster: Roll & Write

By John Burton

The year is 1535 and you are the Clockmaster trying to prove the value of the mechanical clock, but the Hourglass Makers Guild is trying to stop you from disrupting their market. You have publicly challenged them that you can build your clock before their largest hourglass runs out. Use your dice to put the numbers and hands on the clock face before the hourglass fills.

Setup:

One game sheet (laminated optional)

Four D6 (same color preferable)

One marking implement.

Five-minute timer (optional)

Duration: 5 min per game (timer suggested)

Players: One

Ages: 8+

Object of the Game:

To write in all 12 numbers and the two hands on the clock face before all the grains of sand in the hourglass are filled in or five minutes elapses on a timer.

Gameplay:

There are 4 spaces for each of the four dice rolled on every turn:

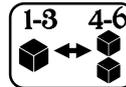
- ◆ One die for the **hourglass sand**
- ◆ Two dice for the **clock**
- ◆ One die sets the **action**

Start each turn by rolling all four dice. Then place the dice in any spaces you wish depending on your desired result.

Clock & Action: This determines which number to place on the clock. If the action die shows 1, 2, or 3, then only one of the clock dice is used, with the value of the chosen dice as the number you fill in. If the action die shows 4, 5, or 6 then both dice must be used. They may be added, subtracted, multiplied, or divided to generate the number to fill in. You are allowed to use any operation you wish.

Hourglass: At end of turn, fill in the number of grains of sand on the hourglass die.

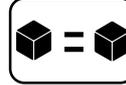
Special Tools: Any of the four tools in the middle of the sheet can be used to modify the values of any dice.



Change the action die to the opposite action than shown on the die.



Re-roll any single die.



Change the value of one die to match the value of any other die rolled.



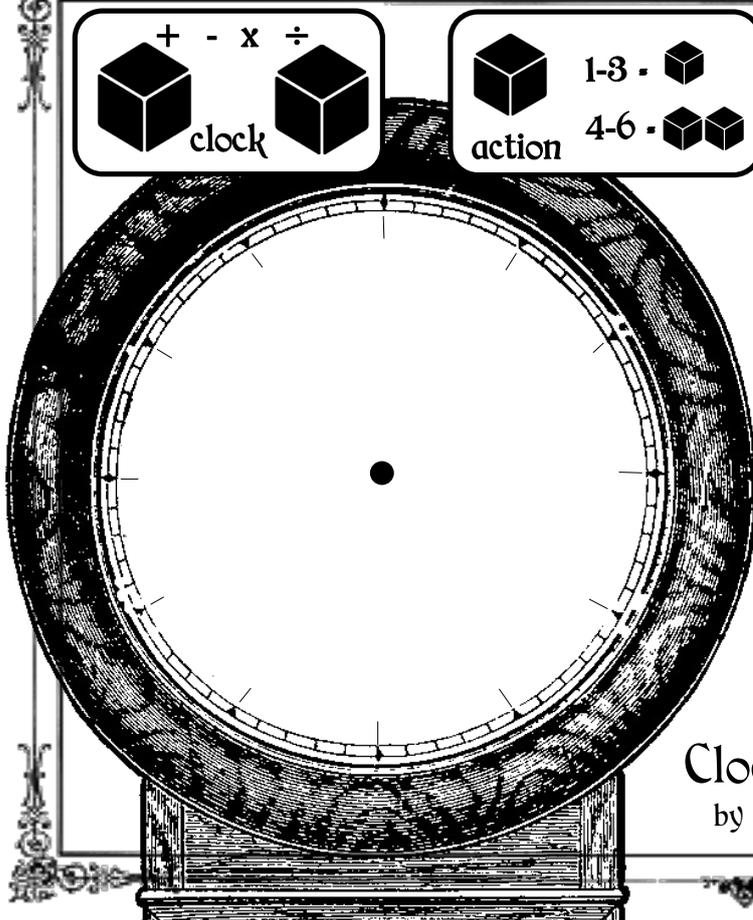
Use the two clock dice and the action dice for the clock number using any operations.

(ex. add two dice then subtract one)

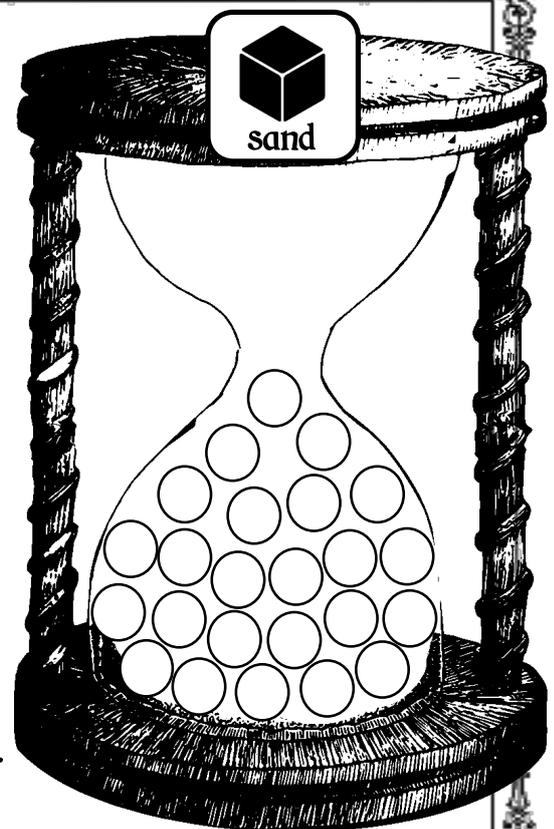
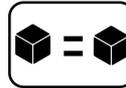
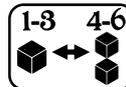
Fill in any special tool used as you can only use a tool once per game.

Clock Hands: You can fill in either the minute hand or the hour hand during any turn that you don't fill in a number, though you still must fill the hourglass.

Winning: If you can fill in the whole clock without the hourglass filling entirely, you win the game. If all 24 grains of sand are filled in or the (optional) timer reaches 5 minutes before the clock is complete, you lose.



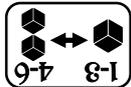
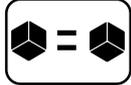
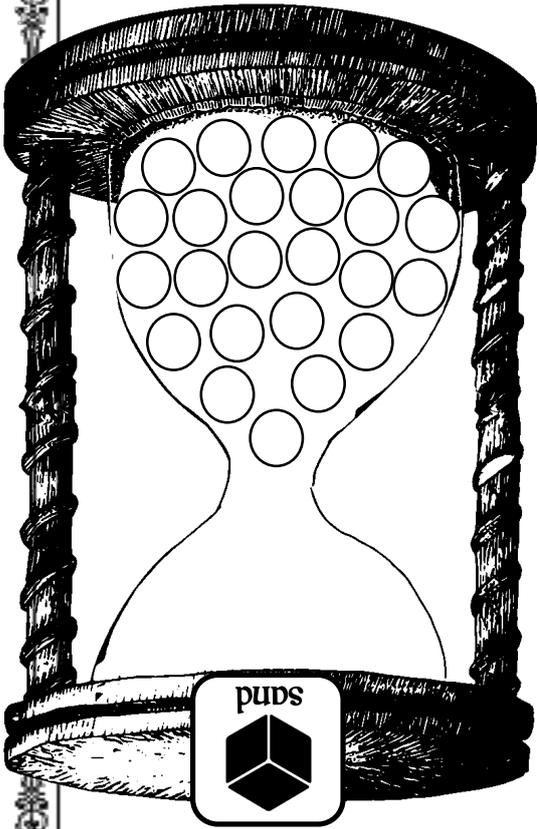
special tools



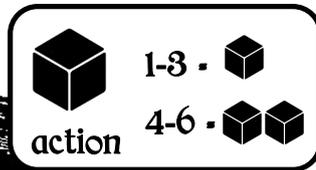
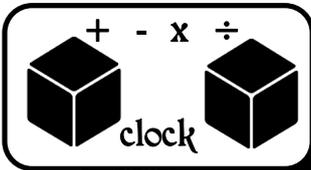
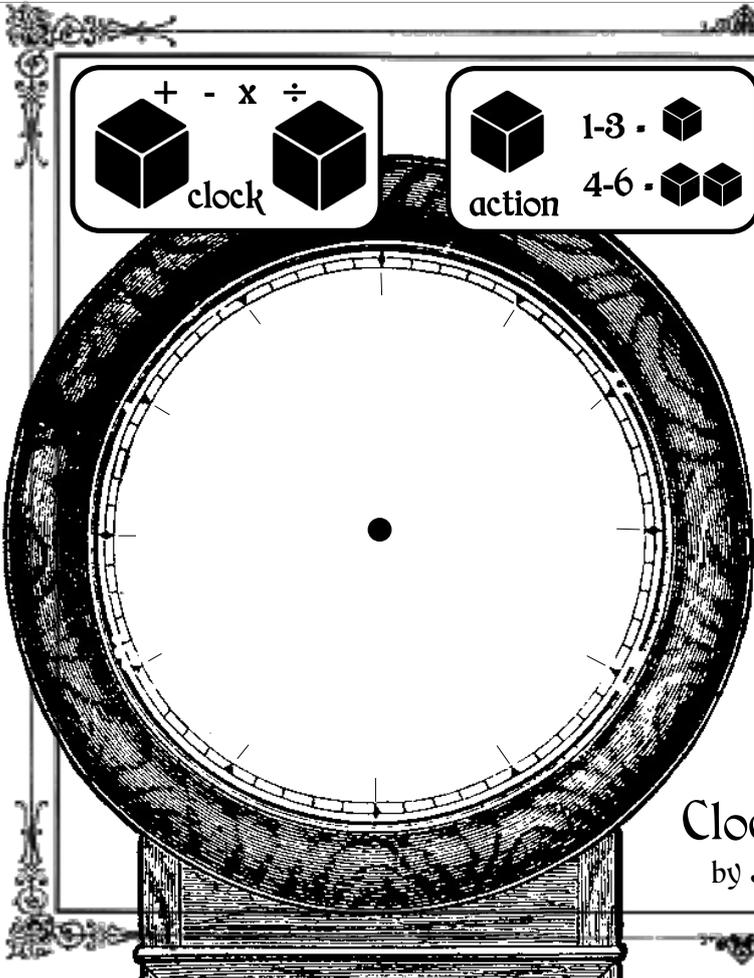
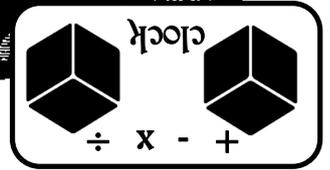
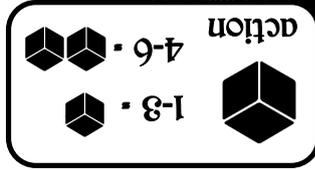
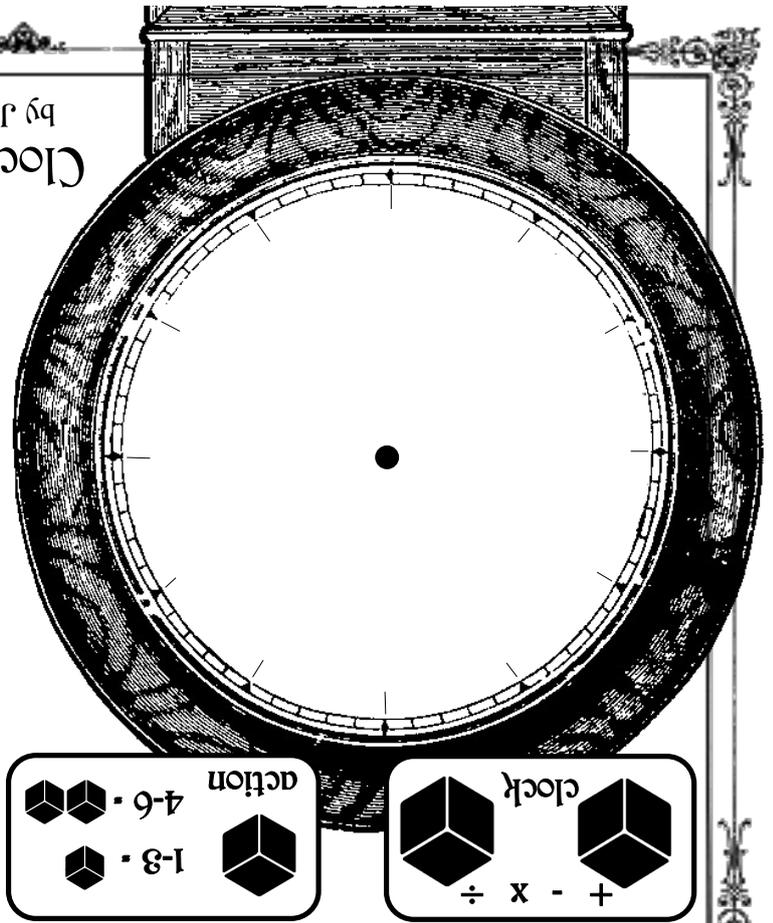
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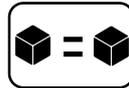
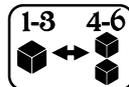
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special
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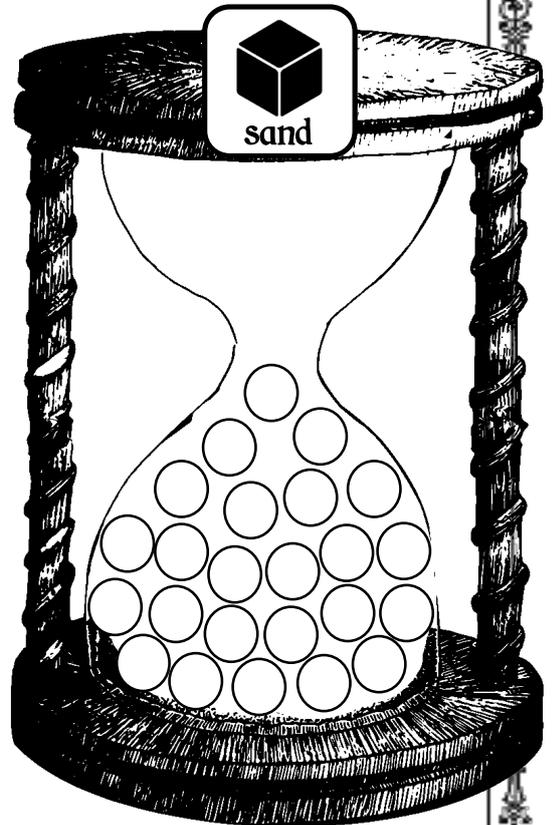


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Clockmaster: Roll & Write - Sample Game

Dice Rolled	Clock 1	Clock 2	Action	Hourglass	Tool	Operation	Mark
4,5,2,4	5	4	4	2		$5+4=9$	9
6,2,1,2	6	2	2	1		6 chosen	6
1,2,1,6	1	2	6	1		$1+2=3$	3
1,4,6,1	6	4	1	1	All 3	$6+4+1=11$	11
4,3,5,3	4	3	5	3		$4+3=7$	7
3,5,2,3	3	3	5	2		$3\div 3=1$	1
2,5,5,1	2	5	5	1		$2\times 5=10$	10
4,3,1,4	4	4	3	1		4 chosen	4
2,6,3,5	5	3	6	2		$5+3=8$	8
4,4,2,5	5	4	4	2			HAND
5,3,1,3	5	3	3	1		5 chosen	5
6,1,5,2	6	2	5	1		$6\times 2=12$	12
2,2,5,1	2	2	5	1	Switch Action	2 chosen	2
4,3,6,2	4	3	6	2			HAND
				21/24	All 12 + 2 hands = WIN!		