

Chronoflight

Rules of the Game

Players: 2–5
Age: 6+, 10+
Time: 10–15 minutes

So much to do, so little time! Especially if you need to do some swinging, some swimming, and have some time left over to read a book! Playing Chronoflight, you need to use your time skillfully in order to succeed at the greatest number of activities. In order to do that, the players have to have a good command of hours and minutes and layout of the clock-face, and to plan their actions well.

Just like the other Brainy Band games, this one offers several levels of difficulty. The basic version of the game can be played even by the youngest players, and it is a good place to start for everyone, as it helps to master the main principles of the game.

Object of the Game

The object of the game is to perform the greatest number of activities in the course of the game.

Basic Rules (6+)

Set Up

The game uses activity cards for 15, 30, 45 and 60 minutes, which are marked with a star , and one wooden token.



How to Play

Deal 5 cards from the stack to each of the players. Place the clock token on the clock-face board at 9 am (morning, start of the day). The players go in turns, clockwise. The first one to go is the one who got up the earliest today.)

It Can Look Like This:



Beginning of the game, dealing the cards

To perform a task, place the card in front of you, and move the token on the clock face to the corresponding number of minutes. The token can be moved only clockwise.



The card can only be placed if its color corresponds to the current "active colors" of the clock face, and the amount of time while they are active.

Video Instructions:

www.thebrainyband.com

Contents:

- Board/Clock Face
- 84 Cards
- 2 Tokens
- 1 Rules Booklet



For example, right now, two colors are active, namely, red and yellow. The red color will be active for another 30 minutes, which means that a player can only perform a red activity that lasts no more than 30 minutes. The yellow color will be active for another 75 minutes, which means that a player can choose to participate in a yellow activity that lasts 15, 30, 45 or 60 minutes. It is forbidden to place a card of activity whose duration exceeds the relevant active color on the clock face.

In the course of one's turn, several activities can be performed, but no more than one of each color (for example, you cannot perform two blue activities).

After each card has been placed, move the token along the clock face for the corresponding number of minutes.

Your next activity has to correspond to the active colors of the section where the token ends up.



For example, a player performs a 30-minute yellow activity, and ends up in the section with active red color. He places the red activity card for 15 minutes and moves the token to the next section, which has an active green colour. Then, the player uses his chance to place the third, green, activity card.

The turn is completed when all of the planned activities are performed. Once the completed (open) activities in your personal stack for counting at the end of the game. Take a necessary number of cards from the stack so that you once again have five cards. Now is somebody else's turn.

Exceptions

Multicolored activity cards.

These are the “trump cards” of sorts: such activity can be performed at any moment, regardless of active colors — the token is simply moved for the corresponding amount of minutes.



The player has no card to take his turn. Take another card from the stack, and if it fits, take your turn. If it does not, the turn goes to the next player.

Performing activities during the other player's turn.

If you have a card with the same activity as used by the other player (for example, “to draw”), and its duration is shorter, place it on the table and say “I am with you!” You can only do it while the player, whose turn it is, has not placed his next card on the table. After that, put the card

in your stack for counting at the end of the game, and take another card from the common stack.

Winner

The game ends when the stack has no more cards, and nobody can take another turn. The players count the total time of activities that they performed, and whoever has the most time is the winner!

Activity Cards



To read



To swim



To draw



To play



To cook



To ride
a swing



To ride
a bicycle



To perform
experiments

Additional Rules (10+)

Additional rules can be introduced in steps, one after the other, or altogether at once, depending on the players' age and experience.

1. Central Clock Face with Minutes

Now, whenever activity is performed, the token has to be moved not just on the hour (outside, large) circle, but the second token has to be moved on the minute (inside, small) circle. It moves in the same way as a regular minute hand in our watches.

Whenever the minute token ends up on a certain color, it means that no one can use the cards of this color.



Here we see that the minute token stands at 15 minutes with a sign prohibiting yellow, which means that cards with yellow activities cannot be used.

2. “Time Machine” Cards

These cards can be used at any moment of your turn. By using this card, the player moves the hour and minute tokens to the time specified on the card.

If you are using cards for the basic version of the game (duration of activities divisible by 15 minutes), the only “Time Machine” cards that you can use are the ones marked with a star.

“Time Machine” Card



3. Full Set of Activity Cards

This seriously complicates the game process, so make sure that all of the players manage the basic version with ease before introducing this set.

To all the activity cards for the basic version of the game (with duration of 15, 30, 45 and 60 minutes), add the remaining activity cards (with duration of 5, 10, 20, 25 etc. minutes). The principle of the game remains the same, but now you have to be more attentive to the movement of hour and minute tokens. Once you introduce these activity cards, you can also add all the “Time Machine” cards to the stack as well.

4. Color Ban Cards

During your turn, you can place such a card in front of any of the players. Now, he will not be able to use the specified color in the timespan indicated on the card.

The ban will be active until the player annuls it in his turn with a card that lifts the ban on the use of the color. The card used to lift the ban does not count as a performed activity. Both the color ban card and the card used to lift the ban are placed in a separate stack.

Color Ban Card



Card with a sign indicating repeal of the ban



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