

FRACTIME

RULEBOOK

Video rules
of the game



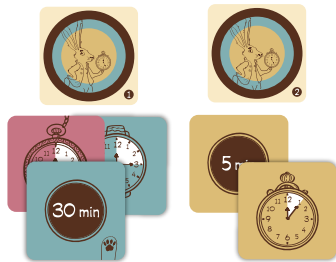
8+
age

20
minutes

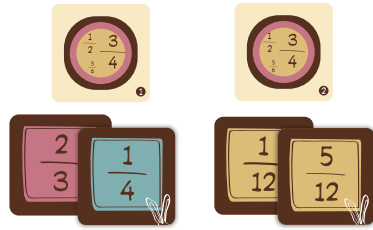
2-4
players

COMPONENTS

- 52 Minute cards



- 28 Fraction cards



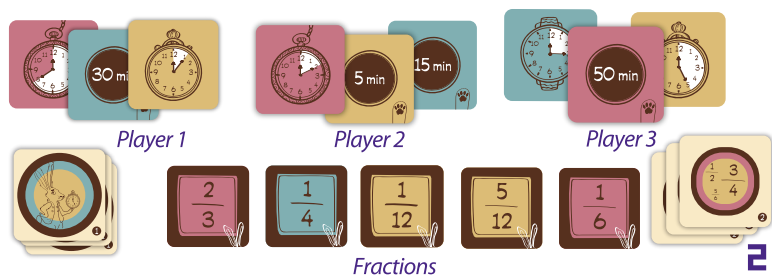
- Rulebook

ABOUT THE GAME

Players take turns laying Minute cards on the table. Minutes are displayed as words and numbers, or on the clock face (i.e. the white field). Your aim is to add up minutes to complete the row, i.e. one hour (60 minutes). The player that lays down the last card needed to complete an hour, stacks the full row in their winning pile. **1**

SETUP

Choose the level you will play—1 or 2. We suggest starting at level 1. To do so, use only the Minute and Fraction cards with the symbol “1” in their lower-right corner. If you want to play level 2, use all cards (both with the symbols “1” and “2”). Deal 3 Minute cards to each player, face down. Form a row of Fraction cards on the table, face up, using as many cards as the players + 2. The remaining Minute and Fraction cards will form two separate draw piles.



HOW TO PLAY

Players take turns. On your turn, **you must play at least 1 Minute card**. You can play it on an existing row or start a new one. **There cannot be more than 3 rows on the table** during the game. You can play a card on a row only if, by doing so, the sum of the whole row does not exceed 60 minutes.

Additionally, if you realize that **a fraction matches any Minute card** on the table, take the fraction and add it to the row, by **laying it above or below the matching Minute card**.

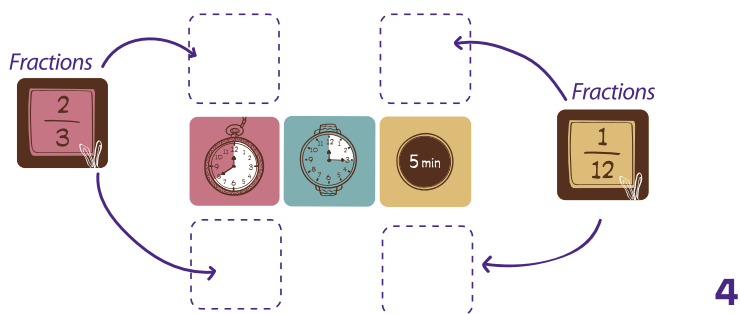
$$= \frac{5}{12} = 25 \text{ min}$$

How do you understand how many minutes $\frac{5}{12}$ of an hour is?
 $\frac{1}{12}$ of 60 min. = $60 : 12 = 5 \text{ min.}$
 $\frac{5}{12}$ of 60 min. = $5 \cdot 5 = 25 \text{ min.}$

By pairing a fraction and a Minute card, **you get the chance to play an extra Minute card**. Then you could add another Fraction card, and therefore play another Minute card. This **3**

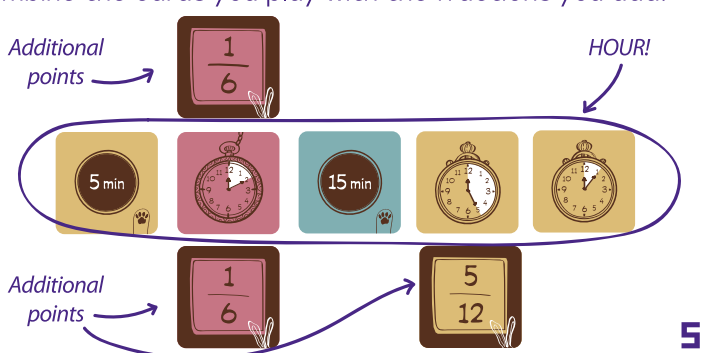
way, a player can play **all 3 cards from their hand** during their turn. If you cannot make any move, and there are already 3 rows on the table, **skip your turn**.

You **complete an hour** by playing the last card **needed to reach 60 minutes in any row**. In this case, you get to keep all the cards in the row, including any fractions above or below the Minute cards. **Any card of any kind** – both minutes and fractions – will give you **1 point**.



IMPORTANT! Before completing any row, try adding any suitable fractions you can find. Sometimes it may be convenient to add fractions, even if you are not taking those cards immediately.

IMPORTANT! During your turn, **you can complete several hours** (but no more than 3). It depends on how well you combine the cards you play with the fractions you add.



When you finish playing your cards, **draw up to 3 cards** from the Minute pile, and **restore the face-up Fraction cards to their original quantity** (4, 5 or 6. See “Setup”). Then, the turn passes to the next player, clockwise.

END OF THE GAME:

The game ends when **there are no more cards** (in the Minute pile, or the players’ hands), or if **nobody can make any more moves** (the Fraction pile can run out of cards before that or, on the contrary, remain).

SCORING:

At the end of the game, all players **count the number of cards in their winning piles** (both minutes and fractions). The player with the largest number of cards wins the game. There can be more than one winner.

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«Oh, I’m late, I’m late again.»

L.Carroll

Have fun playing and join us on our social networks.



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