

# Out of Time – A frantic real-time game

## Introduction

In Out of Time each player controls two sand-timers, which they move around on the board, trying to collect cubes to fulfill objective cards. Whoever first manages to finish three objective cards wins the game.

Out of Time is a real-time game for 2-6 players. Depending on the number of players, the setup and the gameplay is slightly different.



2-6



8+



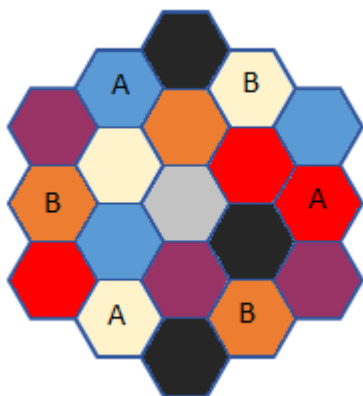
15 minutes

## Components

- 19 hex tiles
- 12 sand timers (30 seconds each)
- 20 objective cards
- 6 player mats
- 72 wooden cubes (12 of each color)

## Setup

Put the grey hex tile in the middle of the table. Randomly put the remaining 18 hex tiles around the grey hex tile to form the board.



**For 3 players:** Turn over three hex tiles (either A or B on the illustration). Make sure that you turn over three tiles of different colors. Swap hex tiles if necessary.

**For 2 or 6 players:** Turn over six hex tiles (A and B on the illustration). Make sure is 6 different color hex tiles. Swap hex tile if necessary.

Place the wooden cubes on the table around the board. Distribute the cubes so all players can reach cubes of every color.

Give each player the player mat and the two timers in the same color and an objective card.

Put the rest of the objectives in two or three piles, within reach of all players.

Randomly decide who is going to be the first player.

## Playing the game

### Initial placement of sand-timers

The starting player puts the first of his sand-timers on the board, at one of the corner hex tiles, turning over the timer, so the sand starts running through. Then the player on his right does the same, followed by the player on his right etc. Once the last player has placed his timer, he immediately places his second sand-timer anywhere next to his first sand-timer, turning over the timer, so the sand starts running through. Then the player on his left does the same, followed by the player on his left etc. Once the first player has placed his second sand-timer, the initial placement of timers is done and everything happens real-time from now on.

## Real-time movement of sand-timers

When the sand runs through a sand-timer, the owning player may immediately move that sand-timer. Pick up the sand-timer, turn over the sand-timer, and place the sand-timer next to his other sand-timer. The player may not hold the sand-timer in his hand while the sand is running through the sand-timer; it must be placed on the board immediately after it is turned over.

## Placement of sand-timers

The first sand-timer may be placed at one of the six corner hex tiles on the board, as long as the space is empty. Following sand-timers must be placed next to the other sand-timer, as long as the space is empty. That way the sand-timers will move around on the board, but always be next to each other.

## Gathering of cubes

Every time a player places a sand-timer on a hex tile, including the first placement of the sand-timers, he may take a cube, from the table, of the same color as the hex-tile, as long as he has an empty space on his current objective card. If the player does not have an empty space, of the same color, on his current objective card, he does not gain any cube. If the sand-timer is placed on the grey hex-tile the player does not gain a cube, in a 5 or 6 player game the grey hex-tile is a joker and let the player take a cube of any color.

## Fulfilling objective cards

All players have a current objective card face up in front of them. Every time a player takes a cube from the table, he must immediately place that cube on an empty space, of the same color as the cube, on his objective card. If the player does not have an empty space, of the same color as the cube, on his objective card, he may not pick up the cube. If the player fulfills the last space on his current objective card, he immediately scores the objective card. Move all the cubes back on the table, turn over the objective card, and draw a

new objective card from the pile of objective cards.

## Knocking over sand-timers

If a player knocks over his own sand timer, nothing happens. The sand will stop running, so the player simply has to stand his sand-timer up as fast as possible. If a player knocks over an opponent's sand-timer, he will have to stand up the opponents sand timer, and then remove one cube from his current objective card. If he does not have any cubes on his objective card, he will have to give back the next cube he takes from the table.

## Winning the game

When a player scores his third objective card, he immediately wins the game.

## FAQ

Q: What happens if a player is caught cheating, for example taking a cube of a wrong color, moving another player's sand-timer, not keeping his sand-timers next to each other, etc.

A: First of all, don't play with cheaters. The world is full of honest board game players, so find some of those to play with instead. Second, we are all in this to have fun, so try to correct the mistake (give back the wrong cube, move back the sand-timer, etc.) and then penalize the player by forcing him to give back a cube from his current objective. If he does not have cube on his current objective, then he must give back the next cube he takes from the table.