

ClockDown by Floyd Pretz

6-17 Players | 60 minutes | Ages 12+

Overview

Everyone is going to stand in a big circle and is randomly and secretly assigned to one of two teams. One player on each team is their **singularity**. You will try to protect your team's singularity while trying to capture the opposing team's singularity. You know who is your own singularity at the beginning of the game, but nothing else.

Components

1 giant die
17 role cards

Setup

Setup takes place in two steps, roles and identifying singularities.

Setup-Roles

Only use enough role cards so there is one for each player. You must use the Blue Singularity, Red Singularity, Blue Plurality, and Red Plurality. If you have an odd number of players, you also need to use the Neutral Paradox. After those 4 or 5 cards, add enough cards so that every player will have a role. Keep the two teams equal in size.

Example: in a 9 player game you have the Blue Singularity, Red Singularity, Blue Plurality, Red Plurality, and the Neutral Paradox. That's 5 cards, you need 4 more. You add 2 more blue roles and 2 more red roles.

Shuffle these cards and give one to each player, these are a secret. Everyone stand in a big circle about fingertip-to-fingertip away from each other.

Setup-Identify Singularities

Give the die to a random person, to go first. EVERYONE closes their eyes. The first player says, "TEAM BLUE" First do team blue. The Blue Singularity raises their hand, but keeps their eyes closed. The first person, the one with the die, can open their eyes if they are on team blue, see the singularity, then close their eyes. Then pass to die clockwise around one person at a time. You are only allowed to open your eyes when you have the die and you are on the blue team.

When it gets back to the first person, they say "TEAM RED." The blue singularity puts their hand down, and the red singularity raise their hand. Then the die is passed around and when you have the die if you are the red team, you may open your eyes to find your singularity.

Don't forget to close your eyes after passing on the die.




When all done, the first player says, "HAND DOWN" so red singularity has a chance to lower their arm before everyone opens their eyes, and then after a moment says, "OPEN YOUR EYES." And now it's time to play.

Play




Play consists of player taking turns in clockwise order. When it's your turn, take the die and roll or throw it at someone that is NOT adjacent to you. Then depending on the die roll you get to do something with the player(s) you hit with the die. After your turn, the player to your left (clockwise) gets the next turn. When players get moved around the circle, they may lose turns or get extra turns.

The faces on the ClockDown die

The 3 positioning faces:

-  Move – For each player you hit: Make them move to any other position in the circle.
-  Swap – For each player you hit: Make them swap positions with any other player in the circle (even yourself).
-  TickTock-For each player you hit: Make them move one space clockwise or counterclockwise in the circle.

The 3 deduction faces:

-  Power-Use the special power on your role card.
-  Trap-For each player you hit: Make them do the weakness on their role card.
-  Question-For each player you hit: Ask them a yes/no/unknown question they must answer truthfully.

Breaking the Continuum

If a player “breaks” they sit down, take a step back, or somehow indicate they are broken. A broken player does not count for adjacency. They will still get their turn, and when it becomes their turn, they cease being broken. Broken players cannot be capture targets, but they can still be hit with the die.

Alternative Turn Action #1: Break!

While throwing the die, you can say, “BREAK” If you do, ignore the die face, all that matters is who you hit with the die. For each player you hit: Declare their team and role. For instance you could say “RED CHRONO CASTER” If you are correct, they “break.” If you are incorrect, nothing happens. You **cannot** name the Singularity, Plurality or Paradox.

Alternative Turn Action #2: Capture!

Instead of rolling the die, you can attempt to capture one of the two players adjacent to you. Choose one and say, “CAPTURE!” If that player is a singularity, they are captured. When the Blue singularity is captured, the Red Team wins (and vice versa)

If you make a failed capture attempt, reveal your team and role to all players. From now if someone else on your team makes a failed capture attempt, your team automatically loses.

If you capture the Paradox, the Paradox wins.

If you mess up and capture your own singularity, your team loses.

Adjacency

You can only capture players adjacent to you.

You cannot hit the players adjacent to you with the die, if you do nothing happens.

Broken players are not adjacent to anyone.

Game End

The game ends when a singularity (or paradox) is captured.

Player Roles

Singularity

You are the other team's objective. Stay by your teammates so you don't get captured.

Plurality

You behave just like the Singularity to try to mess up the other team, maybe even get failed capture.

Paradox

The Paradox is only used when there is an odd number of players. The Paradox is neutral and does not belong to either team. The Paradox behave just like the Singularities. The Paradox wins alone if they capture either singularity or if they get someone to try to capture them. If the Paradox makes a failed capture, they are out of the game.

The Singularity, Plurality, and Paradox all have the same Power and Weakness.

Role Power: Look at the role cards of the players you hit.

Role Weakness: Move to the right (counterclockwise) of the player that hit you.

The rest of the team is a combination of a power and a weakness:

For instance the Foam Cadet has the Foam power and the Cadet weakness.

Foam Power: Make the players you hit announce their team.

Chrono Power: Break all the players you hit.

Tele Power: Choose another player. Everyone you hit has to show their role card to that player.

Cadet Weakness: You break.

Scope Weakness: Show your role card to the players adjacent to you.

Caster Weakness: Show your role card to the player that hit you.