



*A time-telling game
for 2 to 4 players,
ages 7 and up*

INSTRUCTIONS

Timing It Right™ is a self-checking time game that provides an opportunity for players to practice digital and analog time-telling skills in a familiar and fun setting!

Contents:

- game board
- minute die
- 4 colored game pieces
- 1 clock face
- 1 Time Table flip book

Object of the Game: The first player to get through the day to bedtime, wins!

How to Play:

- Players roll the minute die.
- The player rolling the highest number of minutes goes first. Other players follow, playing in clockwise order.
- Each player chooses a colored game piece, and places it on the Start space (6:30 am!).

Taking a turn:

- Roll the minute die. Move ahead the number of minutes rolled on the time path.
- Observe the digital time on the space that you land. Set the analog clock face to match that digital time.
- To check that you've set the clock face correctly, turn to that time zone in the Time Table flip book.
Note: For p.m. times, simply flip the Time Table book over and select the correct time.
- If the time you set matches the clock near the digital time, read and follow the directions for that time.
- If you set the clock incorrectly, correct it on the clock face, but do not follow the written directions. Stay here until your next turn.
- The first player to successfully reach 8:30 p.m., moves into the center, and wins!

Moving ahead:

- Players move ahead by rolling the minute die, setting the clock face correctly, and following the directions written for that time.
- If the directions in the Time Table flip book tell a player to "move ahead" to another time zone, the player has the choice to move anywhere within that time zone. Once the player lands, his/her turn is complete. He/she does not check the time and move again.
- If the Time Table flip book directions tell a player to "roll again," the player may take another turn.
- Players can share the same time space on the board. There is no penalty for having 2 or more game pieces on one space on the board.

