

INDUSTRY | Games
 CLIENT | Crossboard Creative
 PROJECT | Card Game

PACKAGING DESIGN



CLOCK™ – Rules of Play
 It takes memory. It takes strategy. And the luck of the draw doesn't hurt! That's **CLOCK™**, the fun, colorful and easy-to-play card game.

CLOCK™ can be played with 2 to 6 players. The object of the game is to be the first player to win the required number of rounds. A player wins a round when he is the first to create either a straight of 5 cards in the same color or a 4-of-a-kind in the same number.

The 72-card deck is divided into 6 color suits – red, orange, yellow, green, blue and purple. Each suit contains cards numbered 1-12. Among the 72 cards are 18 **ClockStopper** cards – the #1, #4 and #7 cards in each color suit. **ClockStopper** cards give players certain privileges during play.

BEGINNING PLAY
 Each player draws one card from the deck. The player drawing the highest number plays first to begin the game. The player to his right deals first, with dealing in the following rounds proceeding clockwise around the table.

DEALING THE CARDS
 The dealer shuffles the entire deck and deals 7 cards to each player. The first 4 cards are dealt face down and are held privately in hand. The last 3 cards are dealt face up on the table, visible to all players during the rounds.

The remainder of the deck is placed face down on the table to be used as the draw stack. The top card in the draw stack is turned face up on the table to create the discard stack.

It takes memory. It takes strategy.
 And the luck of the draw doesn't hurt!
 That's *CLOCK*, the fun, colorful and
 easy-to-play card game.

A work in progress, this project includes
 the invention of the game itself along with the
 design of the cards, instructions and packaging.