Clockwerks: a game by David Spieth.

Objective: Move your mice along the hands of several moving clocks, collecting objects.

Components: A hexgrid board, several clock hands, two elevators (pinecone cords), one pendulum platform, one gnome marker, mouse pawns, cheese markers, present markers, turn tracking marker, card deck.

Overview: There are several spots on the board that are the centers for the spinning clock hands. When two clock hands touch, you may move your pawn across the bridge. The goal is to move your mice from any of four mouse holes to each type of cheese and then bring it back, exiting through a mouse hole.

Game Setup:
Start with 5 cards and four mice. Place all clock hands on the board in their respective size locations, all pointing to 12:00. Randomly place the clock hands so they are not all initially rotating in the same direction. Place elevators, gnome, and pendulum in their 'start' positions on the board, with their arrows pointing in the proper directions. Place all the cheese tokens on the board at each of the four cheese locations marked with their icon. Place a 'present' token on its icon on the board in the center of the gnome path. Place the Turn Tracker marker on the '1:00' Hex in the upper right corner of the board.

Game Rules:

A player's turn consists of all the following phases:
A. Move any of your falling mice down 3 hexes.
B. Play a card
C. Move your mice
D. Repeat B and C for as many cards as you want to use.
E. Draw 3 cards at the end of your turn.

A. Falling mice and Gravity:
Any mouse that is not on a clock hand, walkway, or ladder is falling.
Falling mice move down 3 hexes per turn until off the board
A falling mouse will grab a clock hand, walkway, elevator, or pendulum if it comes into contact.
If a falling mouse (Mouse A) lands on a stationery mouse (Mouse B), the stationery mouse (Mouse B) will immediately fall three hexes, while Mouse (A) will now be safe on the spot that (Mouse B) vacated.
A mouse that falls off the board is gone and put back in the box.

B. Play a card, Clock/Board Movement:
On their turn, a player moves a board element (usually a clock) by playing a card from their hand.
Card types:

Red Dot (1, 2 or 3 dots. Each dot lets you rotate a clock counter-clockwise 60 degrees, or move the gnome or pendulum by one step to the left, or move an elevator down 1 step)
Green Dot (1, 2 or 3 dots. Each dot lets you rotate a clock clockwise 60 degrees, or move the gnome or pendulum by one step to the right, or move an elevator up 1 step)
Black Dot (1, 2, 3, or 4 dots. Each dot lets you rotate a clock 60 degrees, or move the gnome or pendulum by one step, or move an elevator by 1 step, in the direction they're currently moving)

> **Example:** Play a '2 green dot' card to rotate a clock hand by 120 degrees clockwise, or move a gnome two spaces to the right, etc.

Move clock hand to position (2:00, 4:00, 6:00, 8:00, 10:00, 12:00) – Move any one clock hand to the position shown on the card.
Flip (select a Clock hand or other board element, turn it over so it shows motion in opposite direction)
Mouse Falls – Select a mouse on a clock hand. It immediately falls, follow rules for falling. This card can be played at any time, even on another player's turn.
Bell – Any mice on ladders or walkways must discard a card or fall down three hexes. This card can be played at any time, even on another player's turn
Cuckoo – Play this card immediately when drawn. The scary, loud cuckoo wakes up a cat. The mouse that's at the lowest point on the clock must discard a card to avoid being eaten. If there is a tie for which mouse is lowest, check the colored dot on the card. A red dot means cat starts on the left, a green dot means the cat starts on the right. If the targeted mouse survives, the next mouse up must do the same and discard a card....this continues until someone chooses not to (or can't) discard, and that mouse is eaten, satisfying the cat. If all mice are saved through discards, the cat goes away, still hungry.

C. Mouse movement:

On your turn, each of your mice can move 5 hexes after a card is played. If you play multiple cards, you can move your mice multiple times in a turn.

Each mouse starts the game off the board. Mice appear on any Mouse Hole space of the player's choice. Appearing on a Mouse Hole space does not count as a hex of movement.
A mouse can carry one object (Cheese or a present).
A mouse can pick up or drop an object without penalty. Move the object token with the mouse token.
A mouse can ride the clock hands. An opponent on a walkway can declare his mouse is riding the clock hands if the hands pass over it.

A mouse can move from a walkway to a clock hand, pendulum, or elevator at access points marked with a green/yellow star. (The clock hand/pendulum or elevator must be adjacent to the mouse at this time.)
A mouse can move from one clock hand to another clock hand or elevator if the hands or elevator are in adjacent hexes.

Clock hands, Elevators, and Pendulums are segmented, each segment counts as a space of movement. Elevators are 2 hexes tall, allowing two mice to fit. Pendulums are 2 hexes wide, allowing two mice to fit
A mouse can move into a Mouse Hole spot, then reappear on any other Mouse Hole as their next move.
A mouse can go through a space containing another mouse but not land on it.
If mice would end up on the same space due to clock hands moving, the mouse on the clock hands falls off.

Duelling:
If a current player's mouse ends his movement on a clock hand adjacent to an opposing mouse, he may declare a duel. He then plays a movement card, rotating the clock hand. The opposing player tries to return the clock hand back to where it was by playing cards from his hand. If the opposing player succeeds, the current player may play another card, trying to shake off the mouse. This cycle continues until the opposing player cannot return the clock hand or the current player decides not to play any more cards.
Outcome: if the opposing player does not return the clock hand, his mouse drops anything he was carrying onto the clock hand and the mouse falls. Move the mouse 3 hexes down, or move down to the tip of the clock hand, whichever is furthest.

D. Repeat steps. If a player wishes to use another card, he may play it, repeating steps B and C.

E. Draw 3 cards. If you draw a Cuckoo or Bell, play and resolve them now, then draw a replacement card.

New Turn: After all players have had a turn, all board elements (clocks, elevators, gnome, and pendulum) move one position according to their own indicated direction. Move the turn tracker marker to the next hour position. If the marker is at 12:00, the game is over.

Other Board Elements:
Gearbox: There are spots with a 'Gearbox' icon on the board. These areas give mice insights to the working of the clock. To represent this, any mouse moving over or stopping on one of these spots may draw an extra card. Each mouse may only get 1 extra card per player turn.
Gnome movement: If a Gnome moves into a hex containing a present, dropped cheese or mouse, it will push the present (or cheese or mouse) into the next available hex. When the Gnome reaches the edge of the platform, a pushed present, cheese or mouse will move off the edge of the platform, then fall three hexes. A falling cheese or present will follow the rules for mice falling, and fall 3 hexes every turn along with the board elements. A falling mouse will continue to fall on their turn. Mice on clock hands or the pendulum may catch a falling present if they come into contact with it. As soon as a present begins falling, place another present token on the icon in the center of the Gnome path.

Ending the Game:
The game ends when one of three conditions occur:

1. 12 turns have been played. (The clock strikes 12)
2. One player has lost his last mouse
3. One player has gotten one of each cheese type back to an exit.

Scoring: Each player receives 3 points for the first type of each cheese retrieved and put in the exits. A player receives 5 points for a present put into the exit. Each player receives 1 additional point for any duplicate cheeses or presents.

The one with the most points wins.

Advanced Game:
Start of Game

1. Each player takes 3 identical mice instead of 4.
2. Each player is dealt 8 cards instead of 5.
3. Without looking at their cards, each player bids on having first pick for a special mouse, using their cards as currency. Winning bid gets first pick between four special mice described below. The 2nd highest bid gets second pick, etc. All cards used to bid are placed in the discard pile.
4. The last person to bid gets to go first in the game.
5. Gameplay and the goals are the same as in the basic game

- Special Ability Mice.
  Speedy - Can move 7 hexes instead of 5
  Fatty - Move 4 hexes instead of 5, Causes disruption when jumping on a clock hand, all other mice must immediately discard a card to stay on. (Additionally, Fatty may then move the clock to try to shake off mice as normal)
  Strong - Can try to shake mice off elevators and pendulum in addition to clocks.
  Sticky - Cannot be forced to fall by any means.

Two of each type of these tokens are included, the duplicate token is kept in front of the player to help remember which special mouse is theirs.

User Interface:

Logo: The Clockwerks logo will be playful, the letters all in different fonts and colors. The 'o' will be a pocketwatch, some of the other letters may incorporate different board elements.

Components:
A hexgrid board. The board will be a typical two-fold board with standard boardgame thickness. Several holes will be punched in the board to accommodate the plastic hubs for the clock hands.
The board will depict mostly dark brown woodwork, showing the external workings of a hybrid of grandfather and cuckoo clocks. The faces of the clocks will have Roman or Arabic numerals on the faces. The paths that mice can take will have off-white colored ladders and walkways to emphasize the allowable movement. There will be watermarks of the drawchains and pendulum to go along with the elevator and pendulum movement. The Mouse Hole spaces will be colored as dark holes, clearly labeled 'Mouse Hole'.
The cheese and present spots will be labeled with watermark pictures of the tokens. The area for the gnome will look like a Black Forest type clock setup, with entrance/house holes.
Along the top of the board will be the turn track. On the side of the board will be a code key showing how board elements move base on red/green/black movement

Clock Hands: These will be 2-part plastic components. The 'hubs' will be ~3/8", and will press into the holes in the board. The back side of the hub will be ¾" that will be a positive stop on the back side of the board. The clock hands will be similar to spinners, except they rest in the hub and do not snap into the hub. The reason for this is so the board can still fold up after the game. The clock hands are removed from the board while the hubs stay pressed in. The clock hands will be wide enough to rest the mice on, with raised lines to indicate 'spaces' on the hands

Pawns: There will be plastic pawns to represent the mice, including:
3 yellow, 3 red, 3 blue, 3 green mice. These will be in the shape of cartoonish mice, all will have the same pose.
There will be 4 grey plastic mice for the specials. They will be similarly cartoony, all with unique sculpts and poses, for Fatty / Strong / Speedy / Sticky. Speedy will have tennis shoes and a headband. Sticky will look like he's covered in melted cheese. Fatty will look Fat. Strong mouse will have a T-shirt and look musclebound.

Tokens:
The elevators will be cardboard tokens, with pictures of pine cones with a bit of chain, like on a cuckoo clock.
The pendulum will be a cardboard token of the end of an axe-like pendulum.
Both the elevator and pendulum tokens will be cut in a fashion to look like 2 hexes, so it's easy to figure out how they fit on the board. The board will have outlines of the positions the elevators and pendulum can be at. The board will also feature water-mark

like depictions of a pendulum arm pointing at the pendulum end. The board will show the chains for the elevators, along with watermark-like depictions of the pine cones.

The cheese will all be pictures of different cheese types as cardboard tokens. The present tokens will look like a present and also be made of thick cardboard. The thick cardboard 'turn track' marker will look like a pocketwatch.
There will be a matching Grey mouse tokens corresponding to the special grey mice to help players identify their special mouse. (The player would keep their grey token in front of them while the mouse is on the board.)

Card Deck:
The cards will be standard-sized cards (2.5" X 3.5" (?))
Card backs will be in landscape format, and will incorporate the Clockwerks logo. The clockscape of the main board will be the background. Two rival mice will be in the foreground, staring at each other.

Card fronts will be in standard (not landscape) format, the background will be a light brown. The brown is to keep with the clock theme, but not dark enough to distract from the pictures.

Cuckoo: This card will show a cartoon bird dynamically coming out of a clock recess, screaming 'Cuckoo'. The top portion of a cat's face will be on the bottom edge of the card. The cat will look startled. 'Play Now!' will be written across the top. Red or green dots will be on one side of the card to show the Cat's starting position on the board.

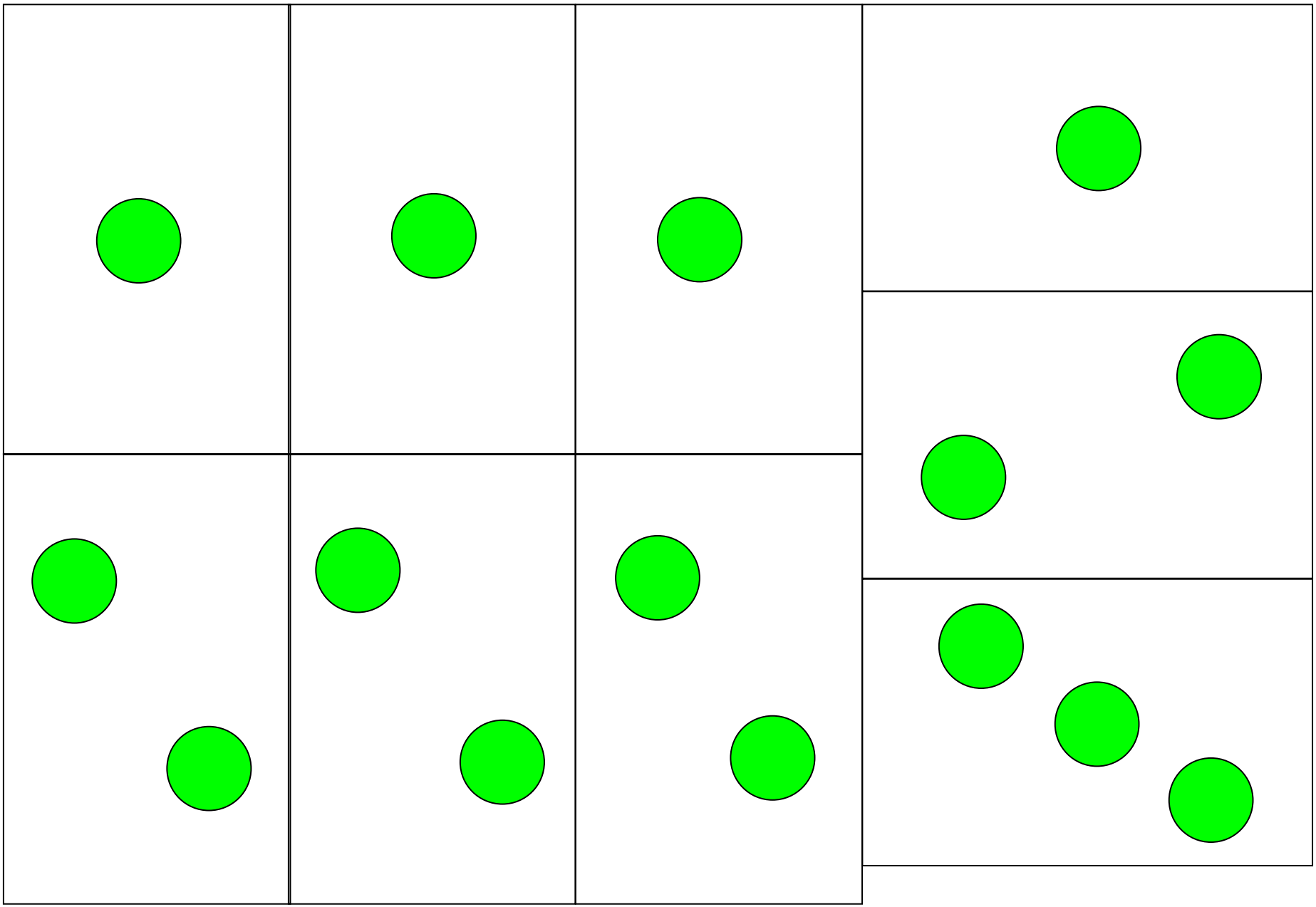
Bell: This card will show a large ringing bell, and vibrations of the ladders and walkways. 'Play anytime' will be written across the bottom

Mouse Falls: This card will show a surprised cartoon falling mouse. 'Play anytime' will be written across the bottom

X:00 cards: These cards will be random images of either stop watches, grandfather clocks, or regular clocks, set at a particular time. The card will also explicitly state the time.

Flip: Card will depict a clock suddenly reversing direction, perhaps with a watermark clock for the 'old' picture, and a mirror image of the 'new' picture.

Red/Green/Black Dot cards will show cartoon pictures of board elements moving, including the time on a stop watch, the end of a pendulum, and the elevators and gnomes. There will be multiple watermark positions for multiple dot cards. 1X, 2X,… will be displayed along the bottom of the card to show the number of board elements affected..



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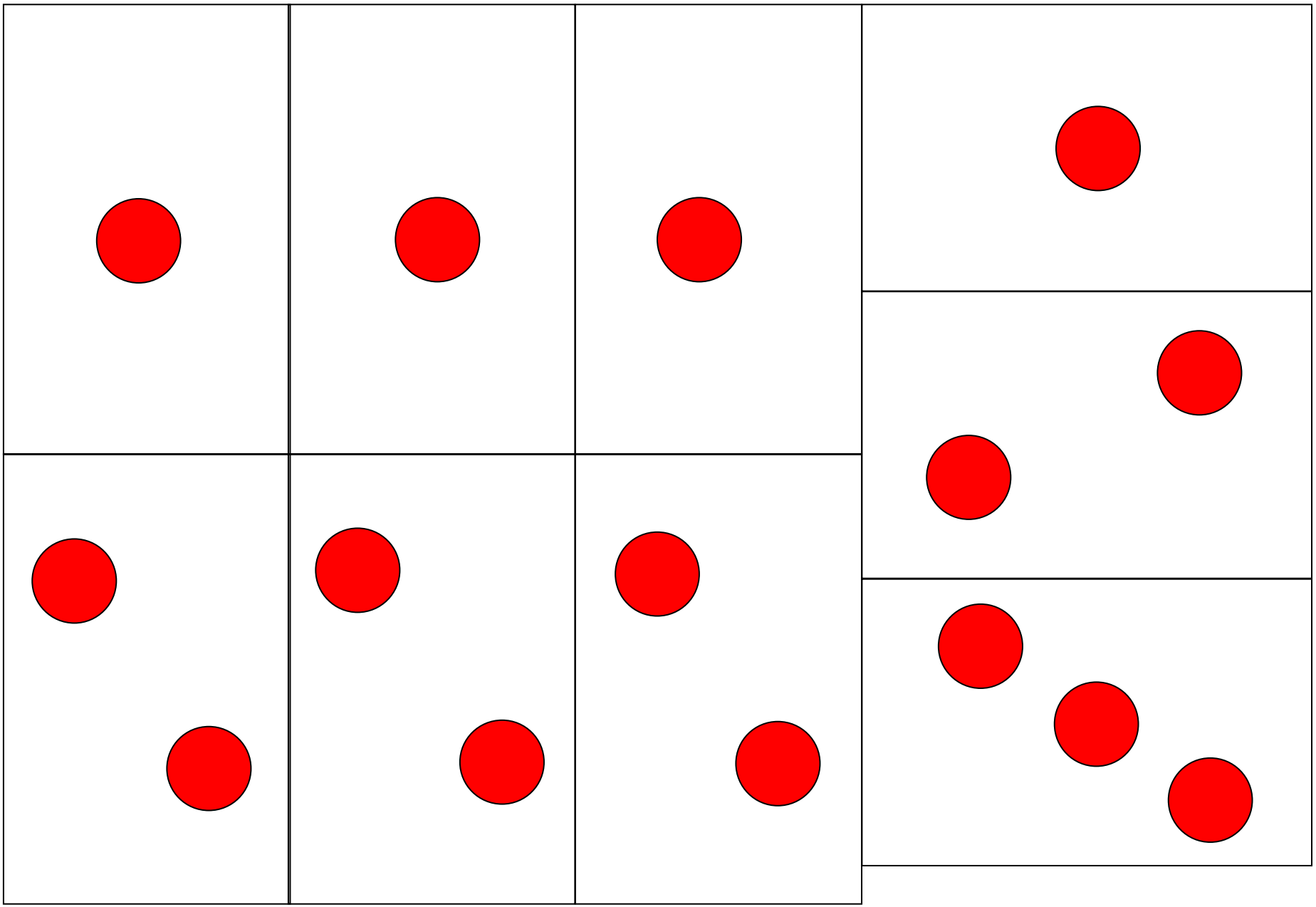

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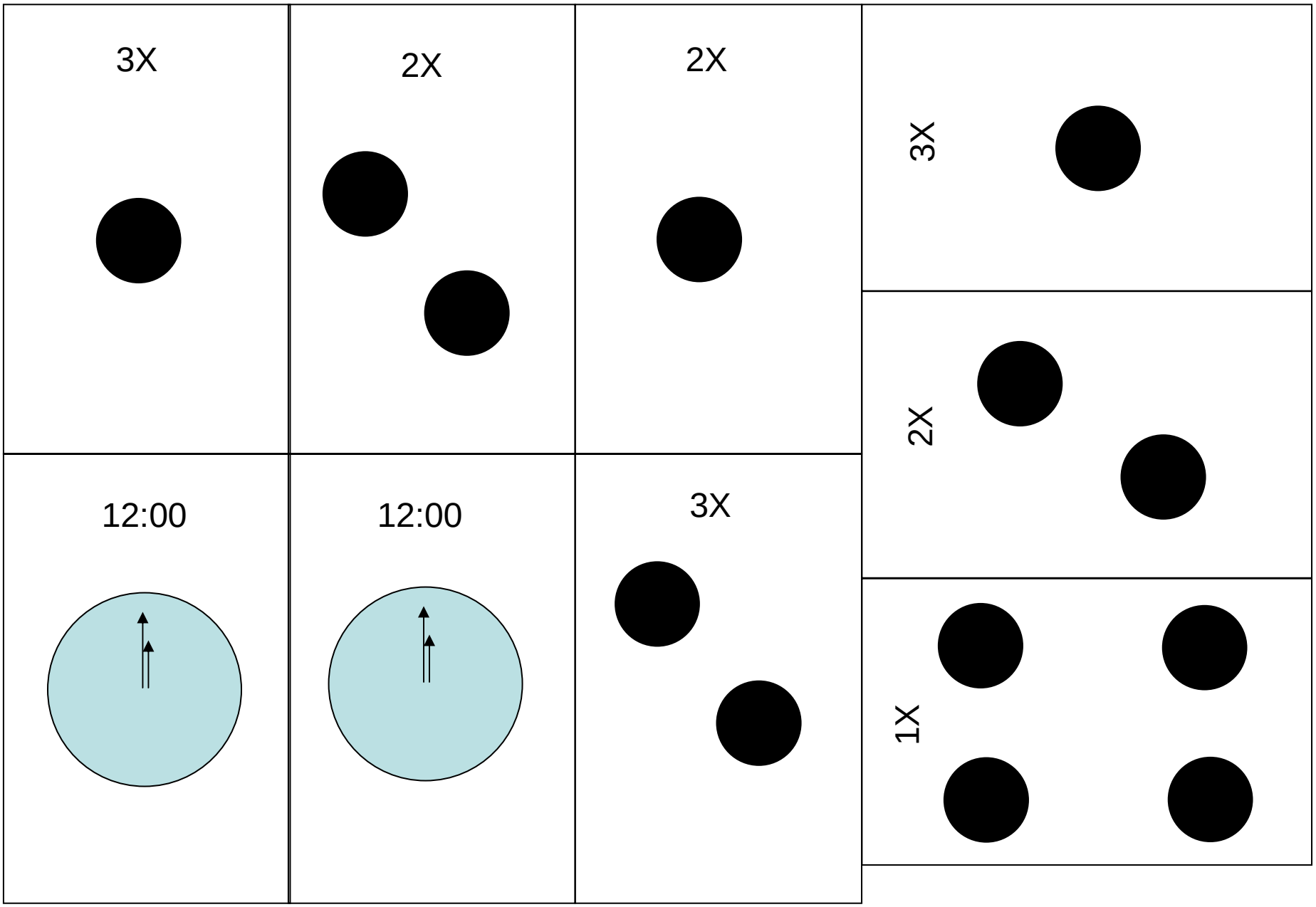

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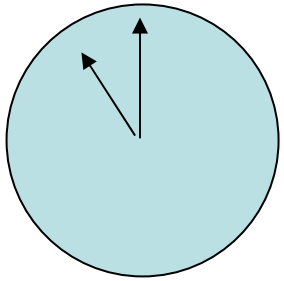
10:00



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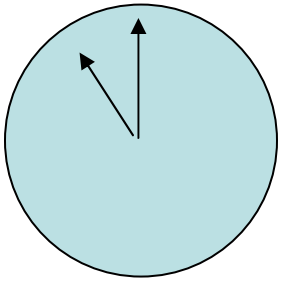

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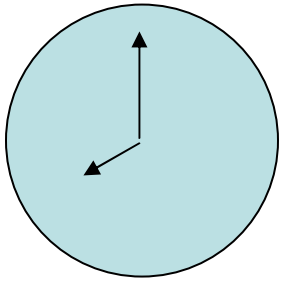

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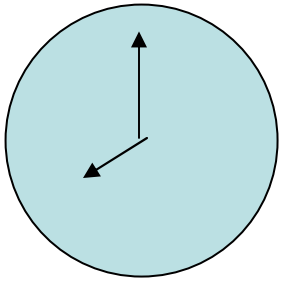

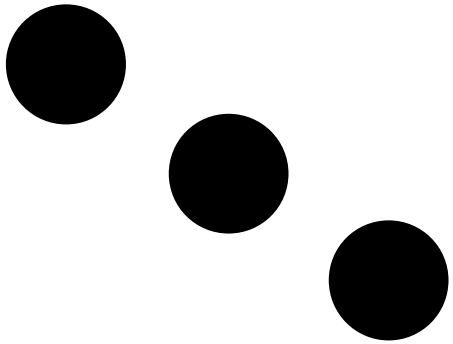

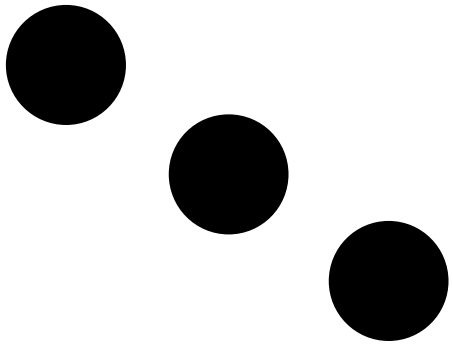

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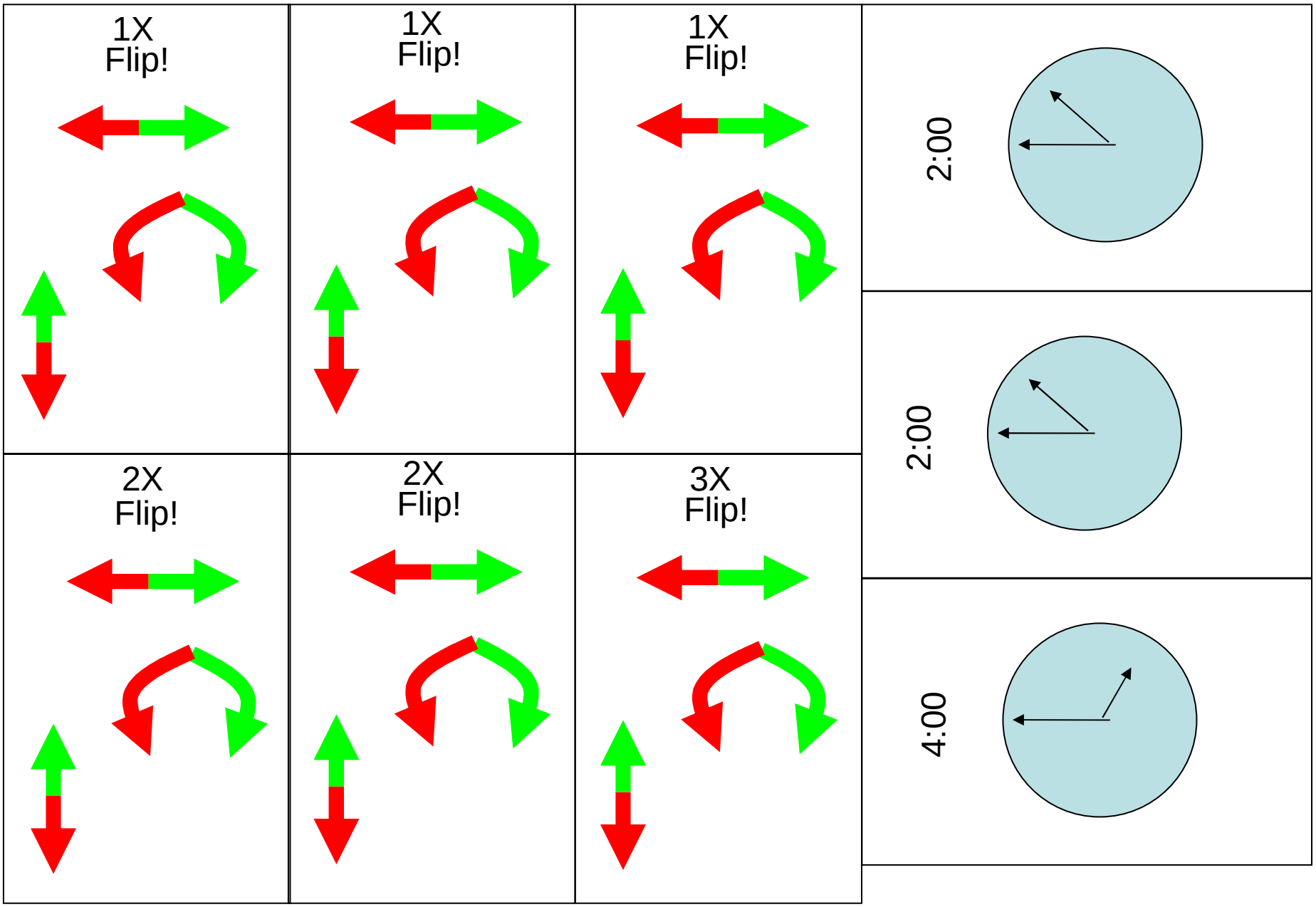

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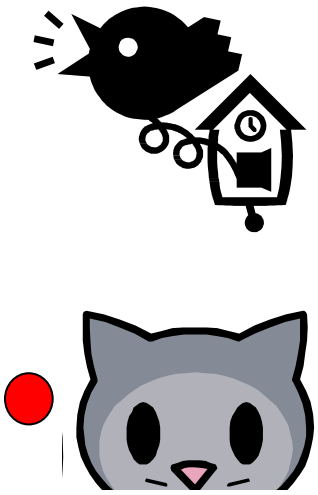
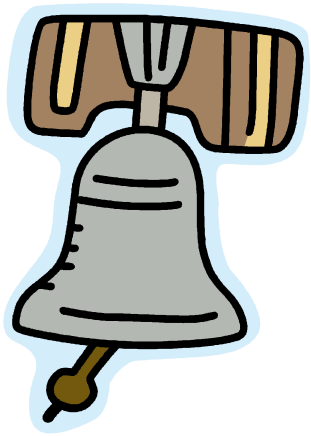
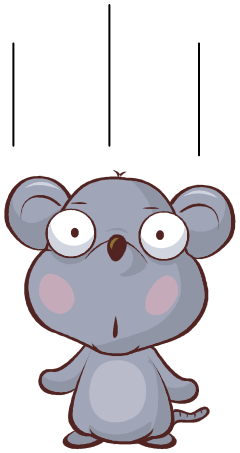
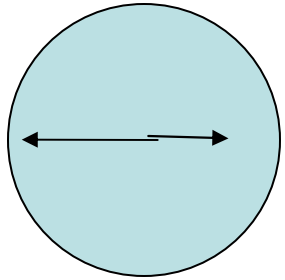
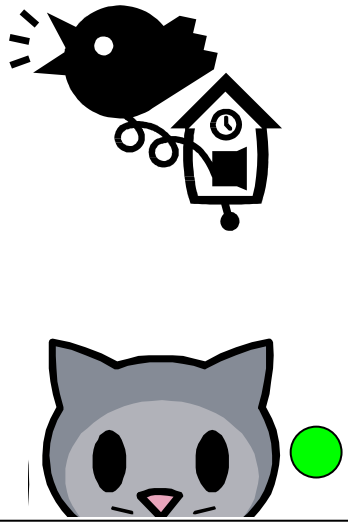
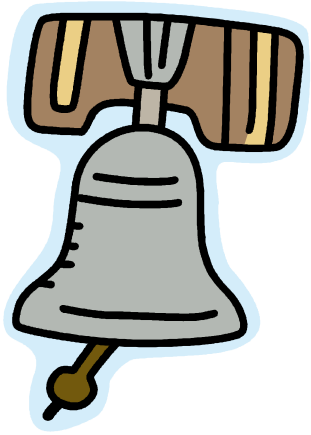
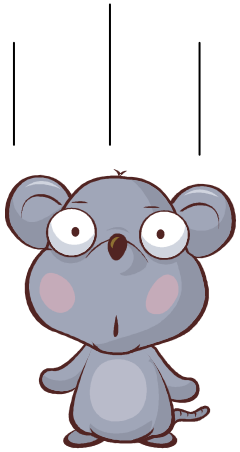
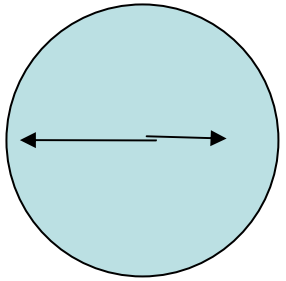
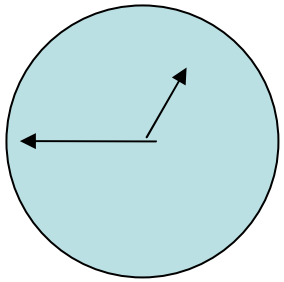
Play It! Cuckoo 	**Bell** 	**Falling Mouse** 	6:00 
Play It! Cuckoo 	**Bell** 	**Falling Mouse** 	6:00 
			4:00 

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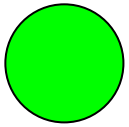
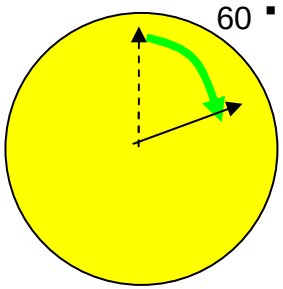
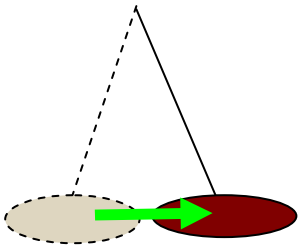
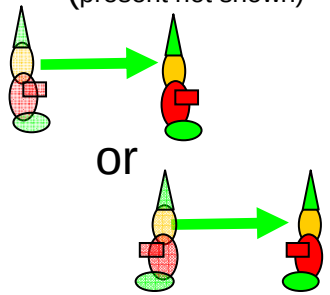
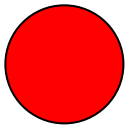
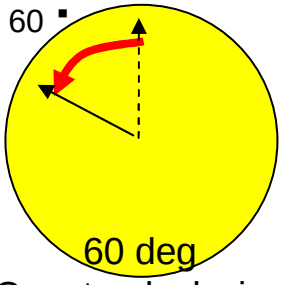
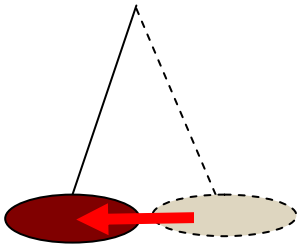
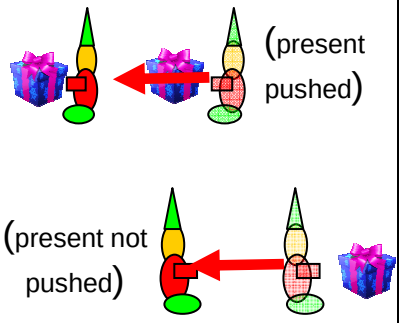
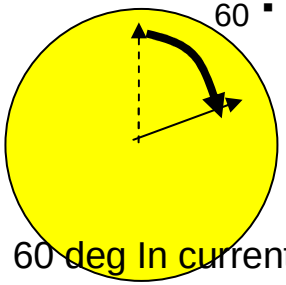
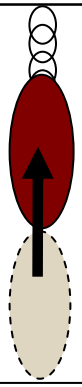
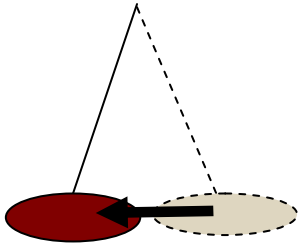
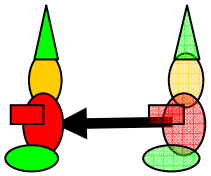
Movement Map

Each Colored Dot gives these options

	Clocks	Elevators	Pendulums	Gnome
	 60 deg Clockwise	One stage Up	One stage to Right 	One stage to Right (present not shown) 
	 60 deg Counterclockwise	One stage Down	One stage to Left 	One stage to Left 
	 60 deg In current direction of travel	 One stage in current direction	One stage in current direction 	One stage in current direction 

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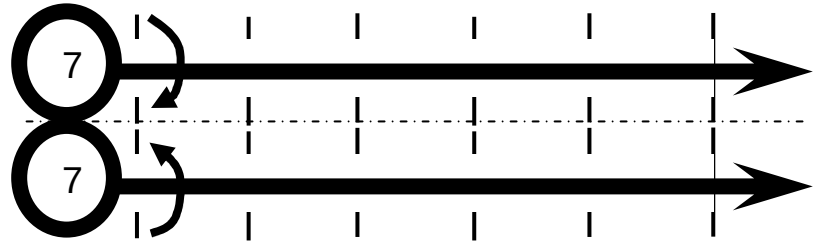
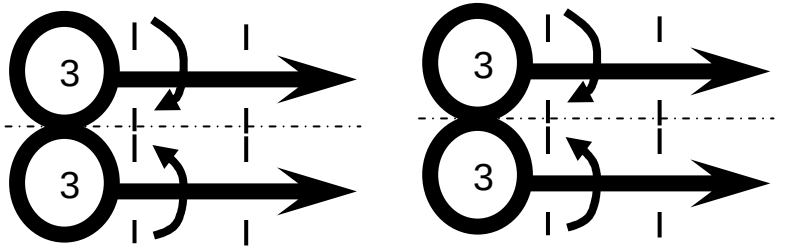
Clock Hands

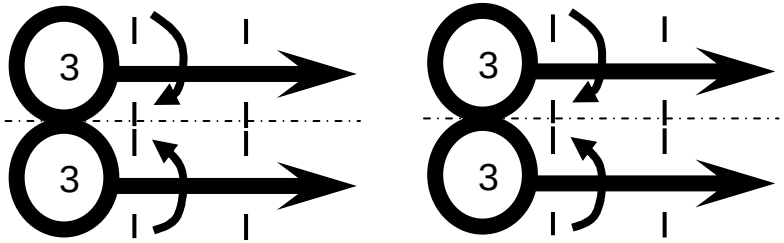
(fold clock hands along dotted lines and tape)

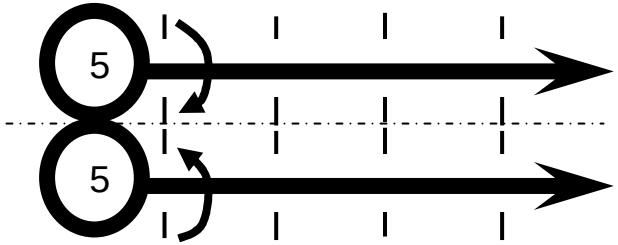
B3	A3
B2	A2
B1	A1

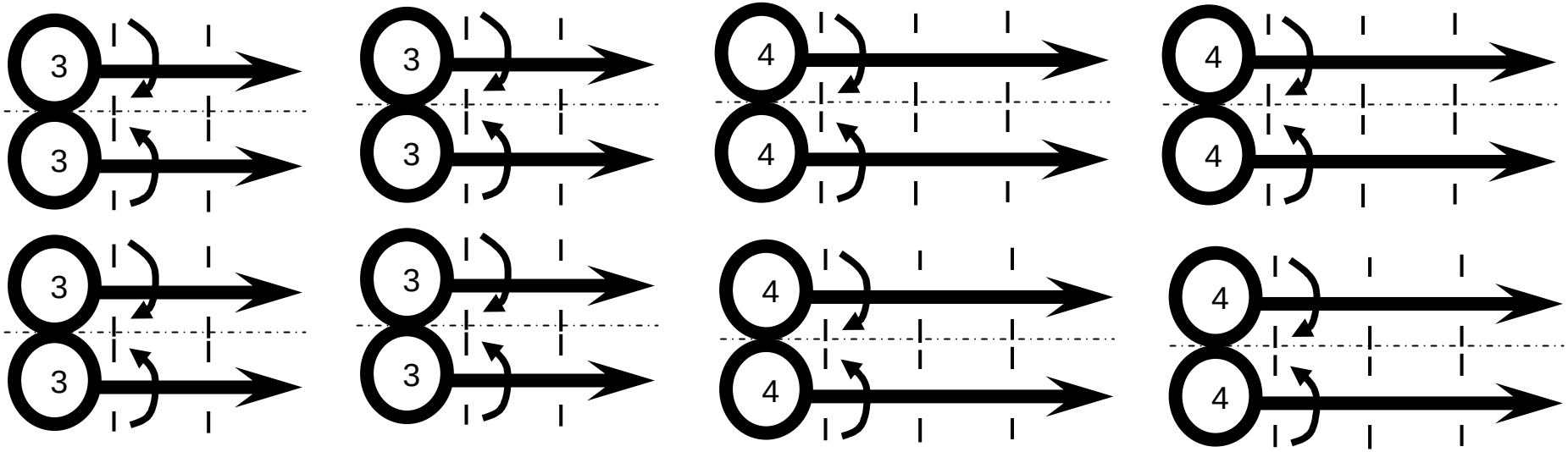
Board assembly Pattern







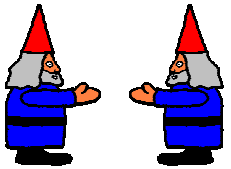




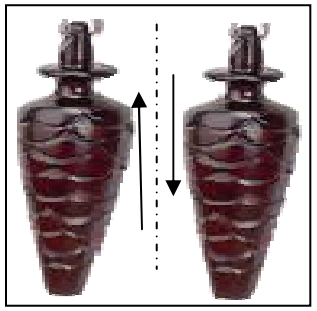
Clockwerks: A David Spieth Game

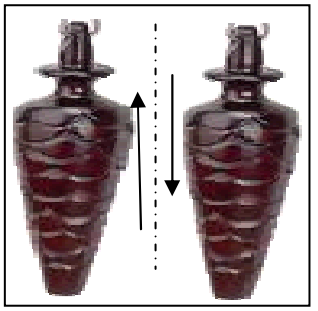
Mouse Pawns

(fold along dotted lines and tape Gnomes, elevators and pendulum)



Gnome





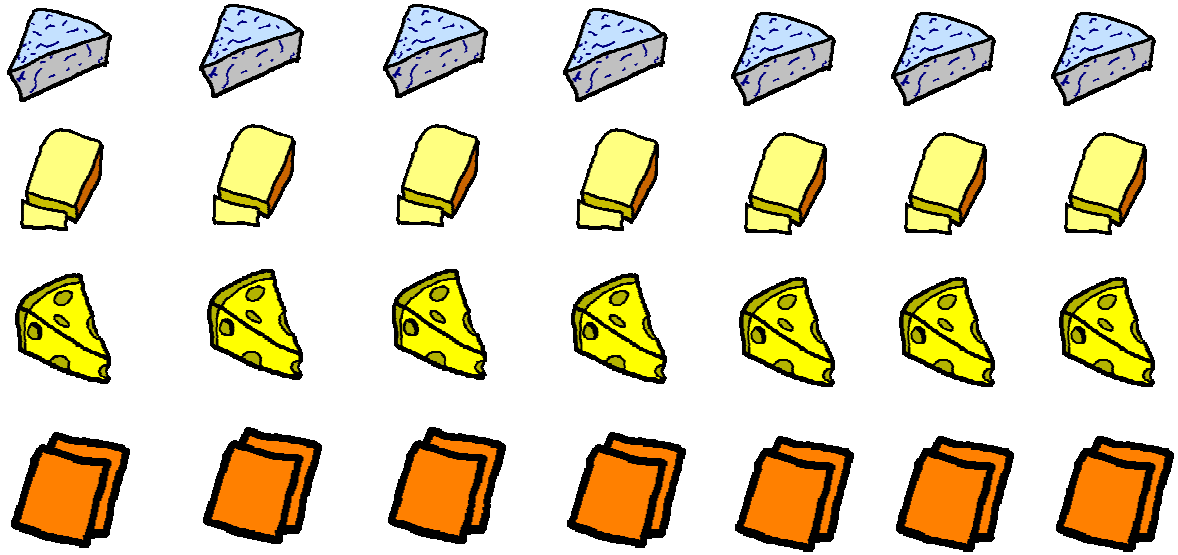
Elevators

Pendulum

Turn Tracker

Marker

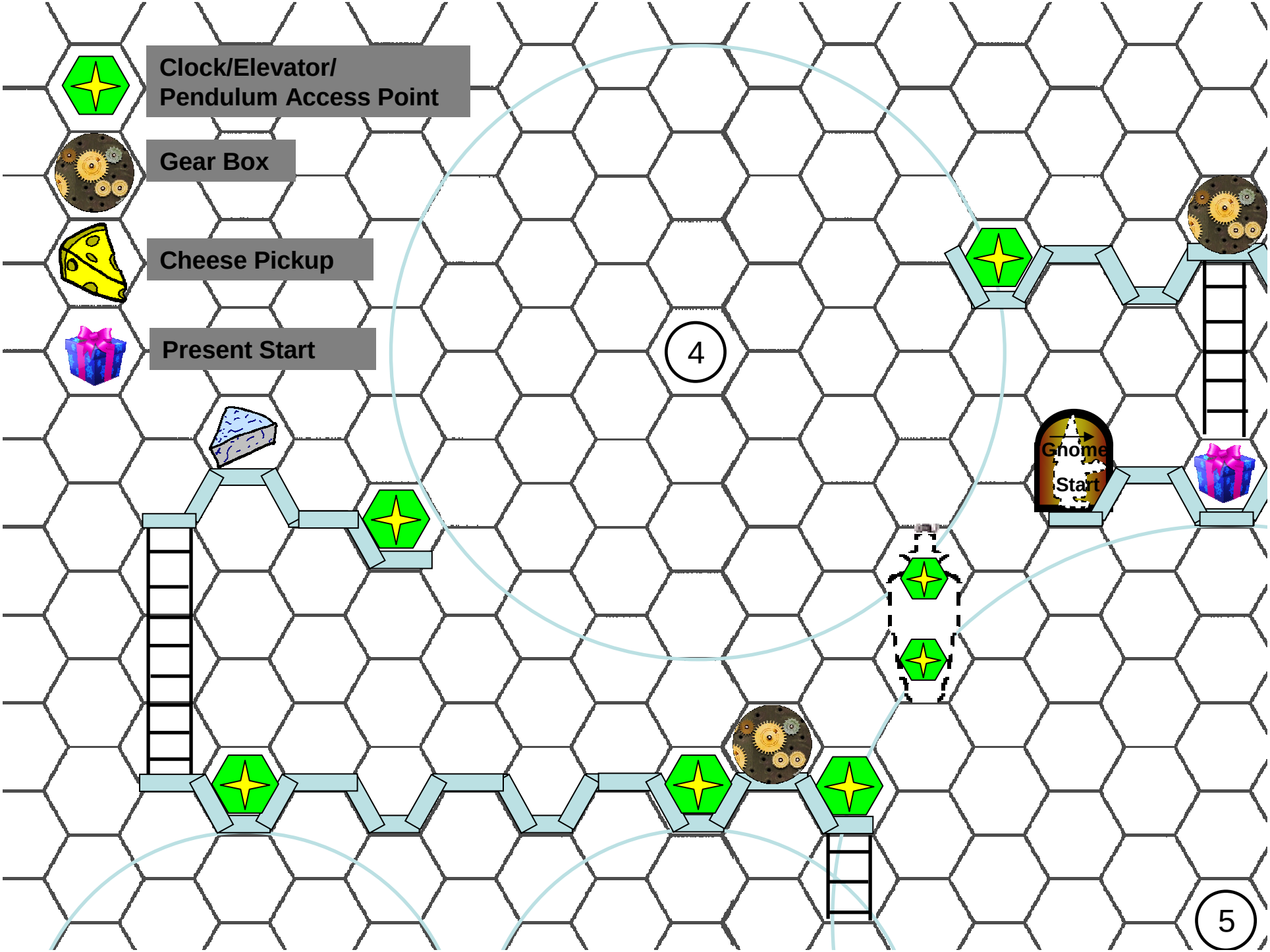
Presents

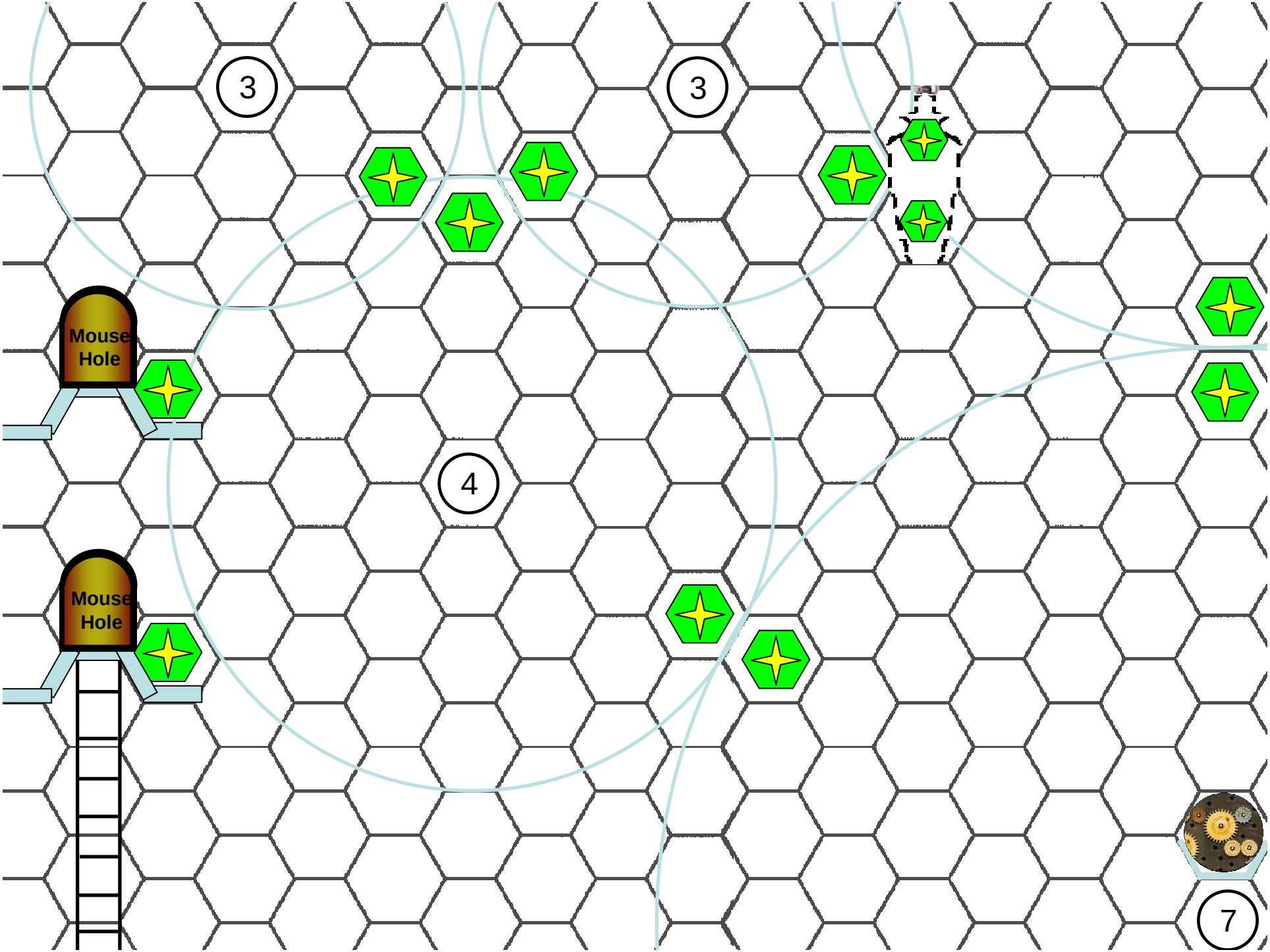


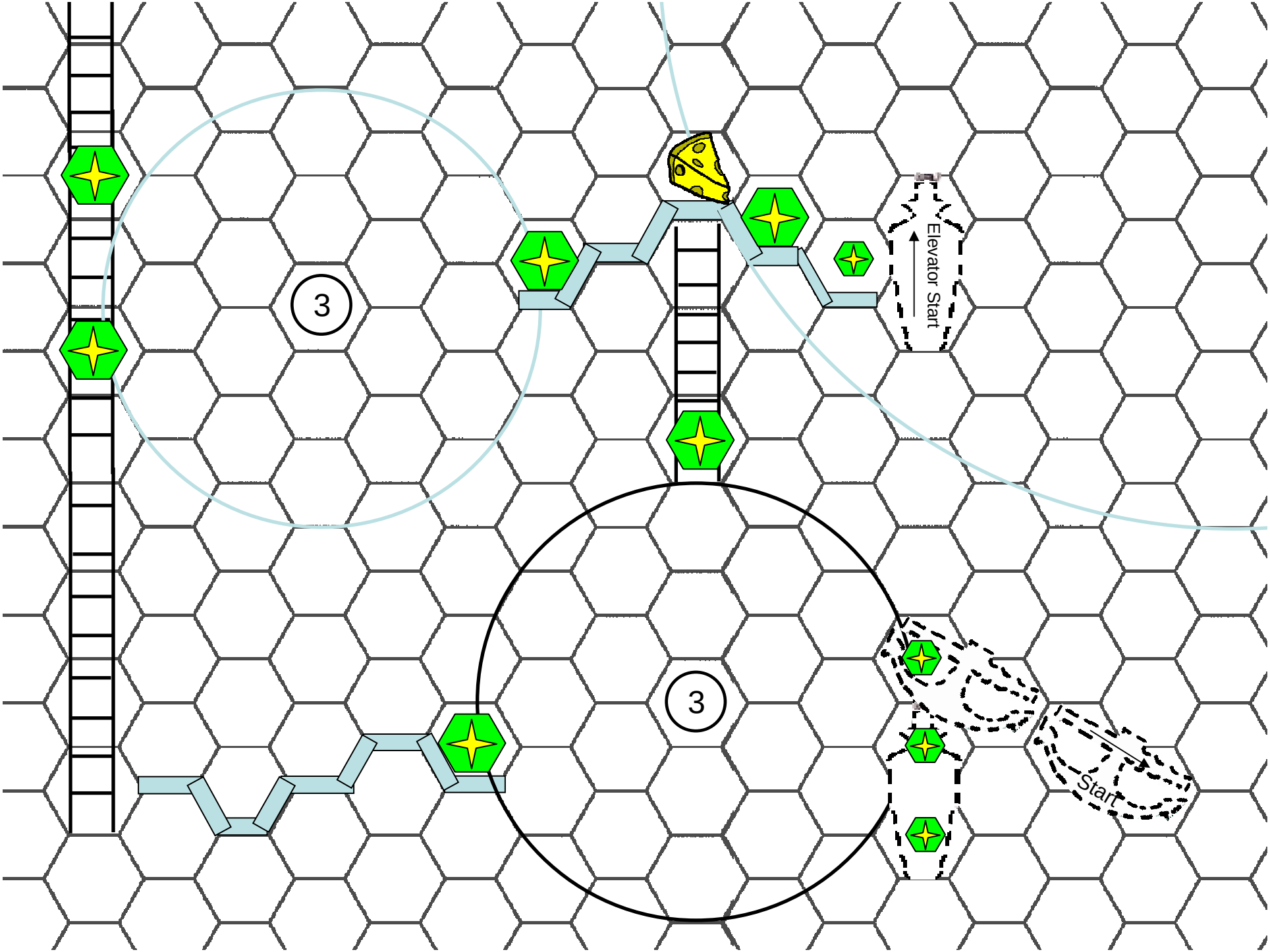
Cheese types

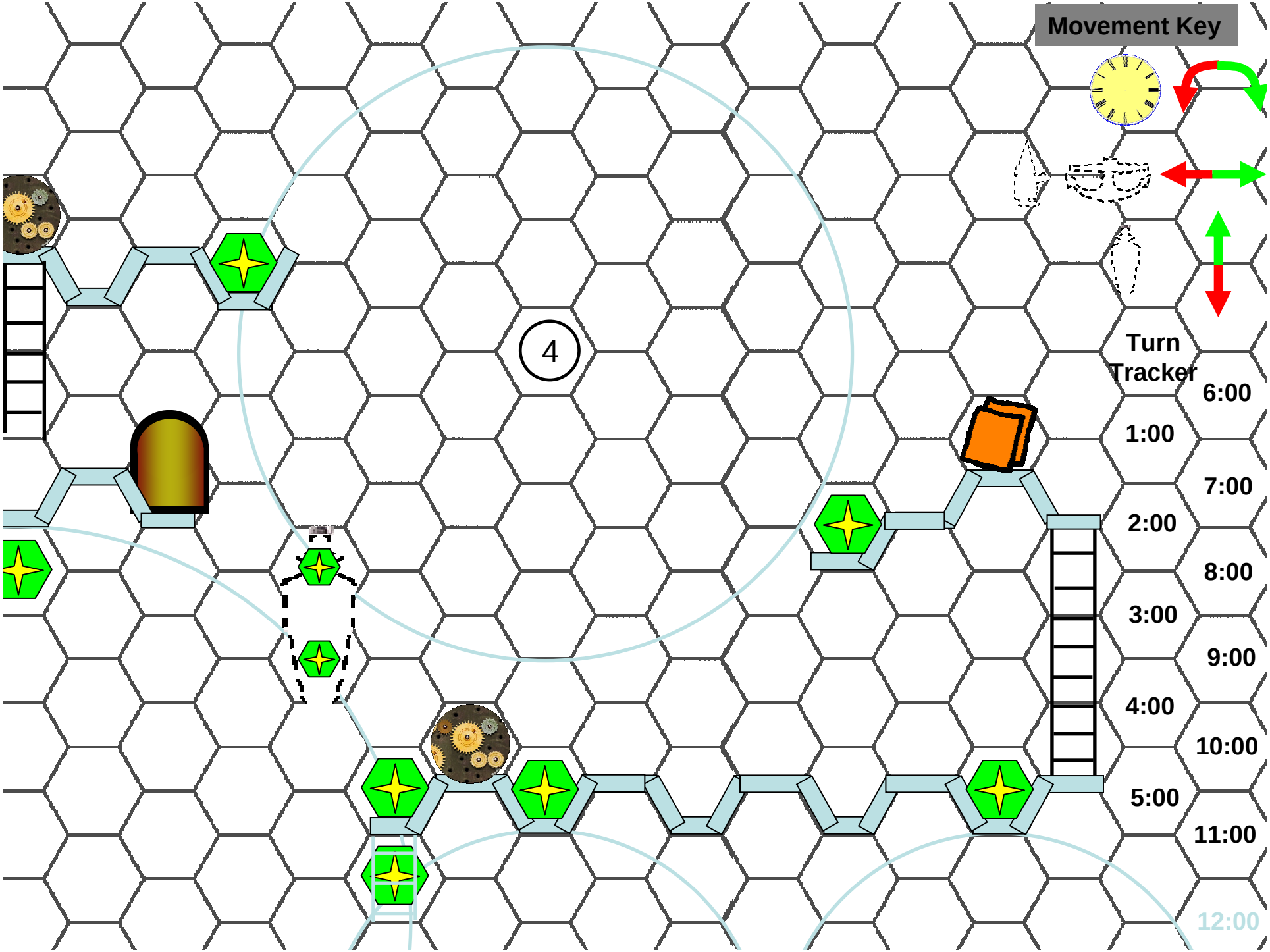
Clockwerks: A David Spieth Game

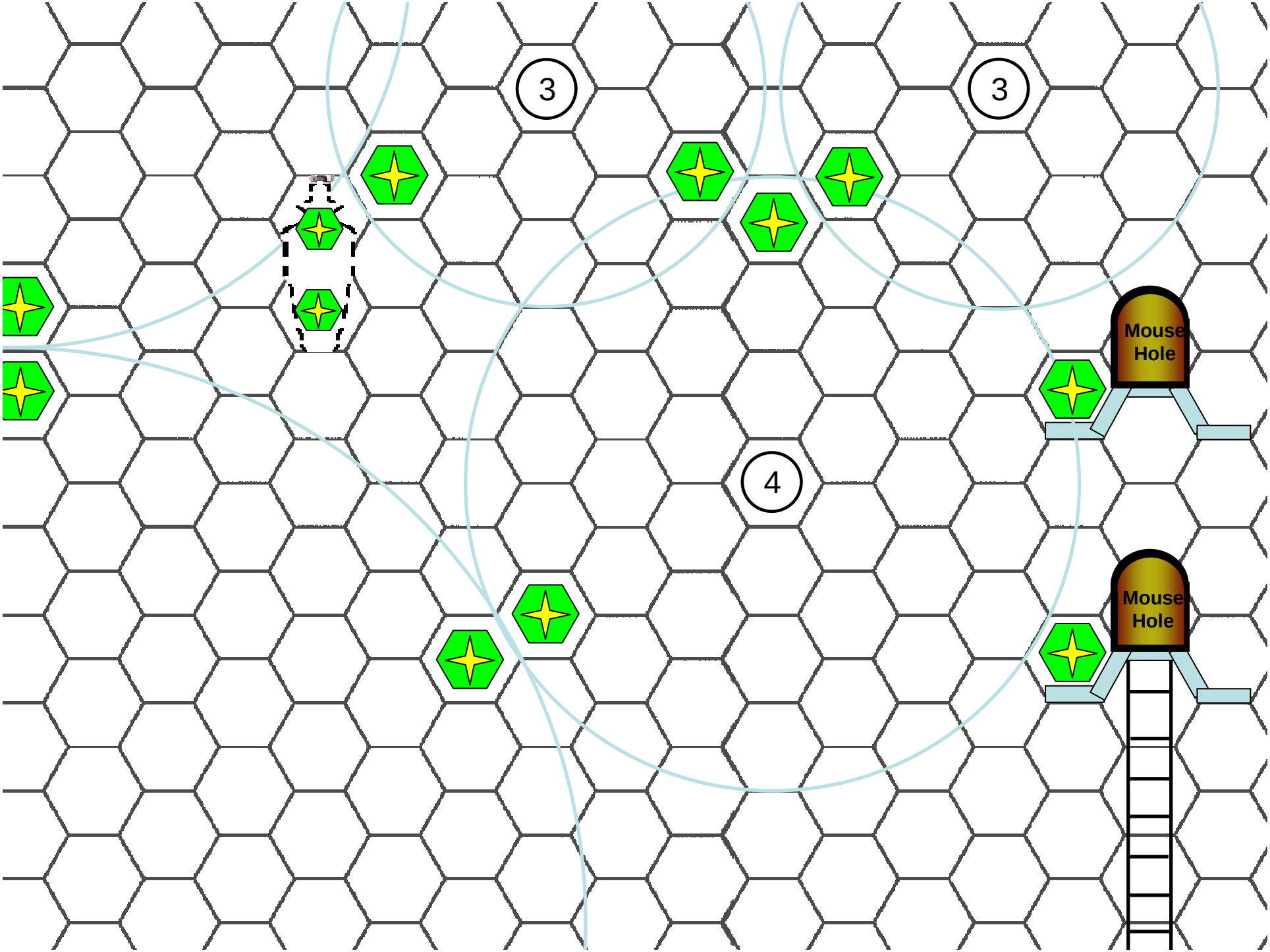
Clockwerks: A David Spieth Game

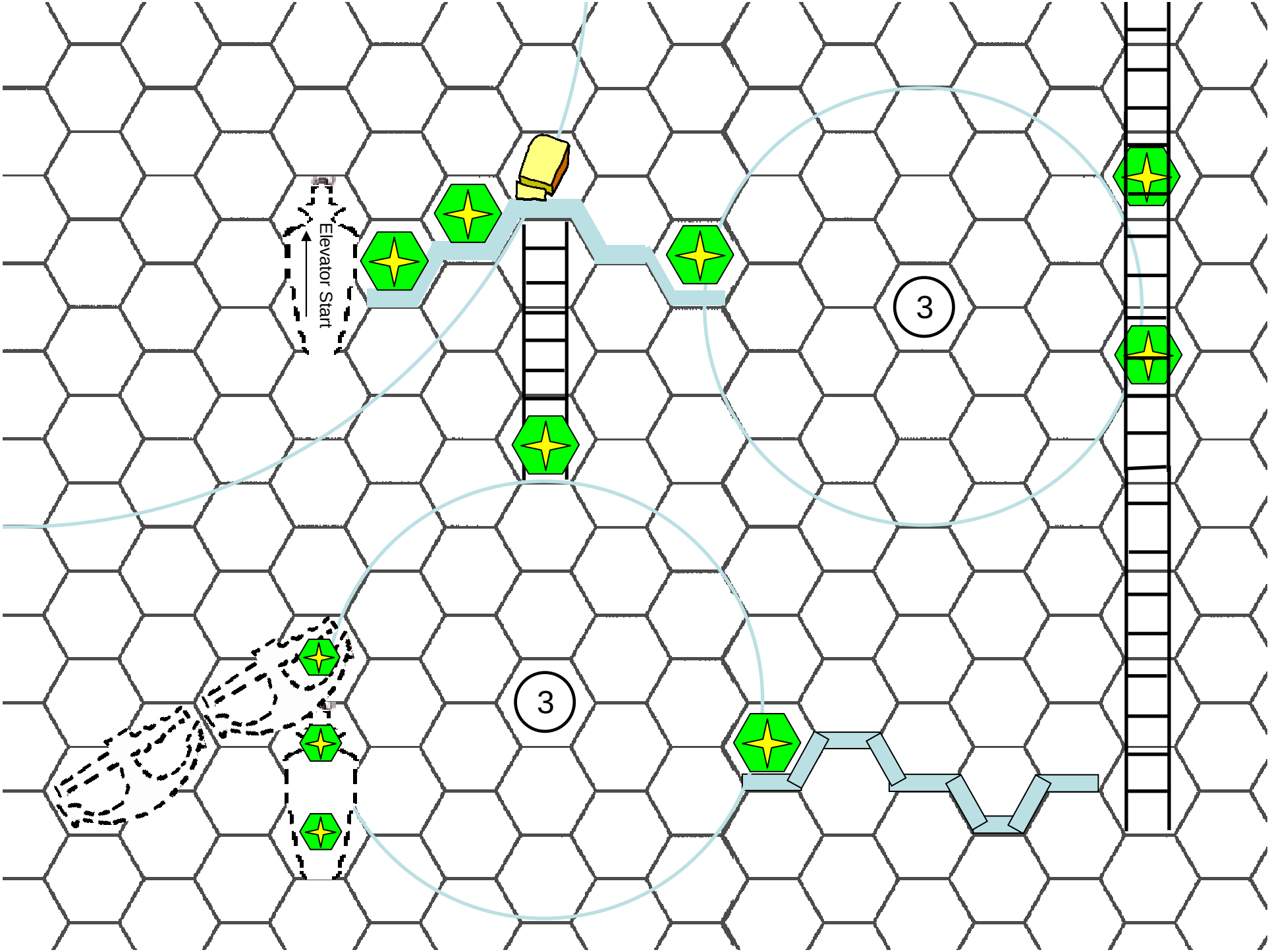

Clock/Elevator/
Pendulum Access Point
Gear Box
Cheese Pickup
Present Start
4
Gnome
Start
5

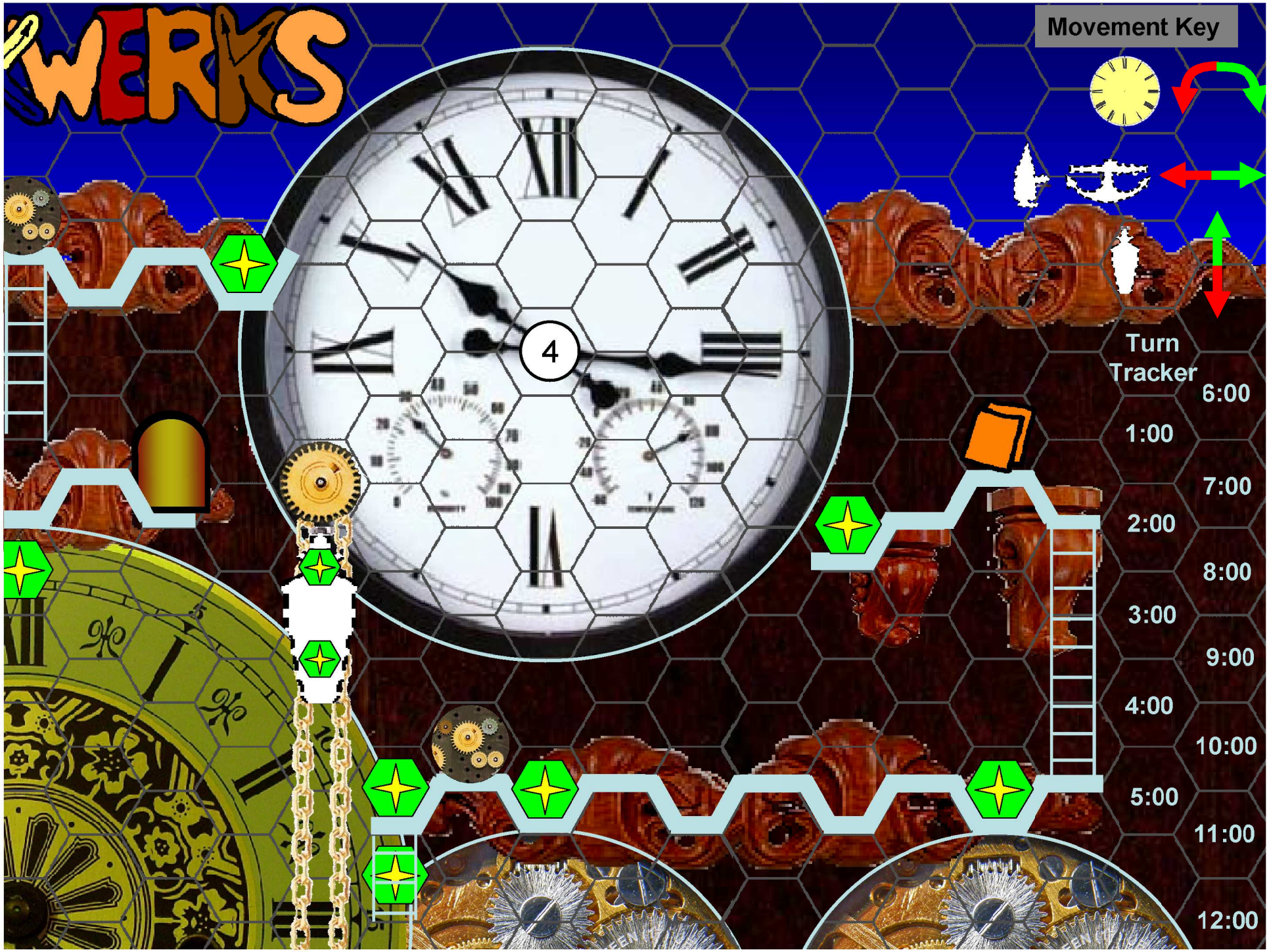

3
3
Mouse Hole
4
Mouse Hole
7

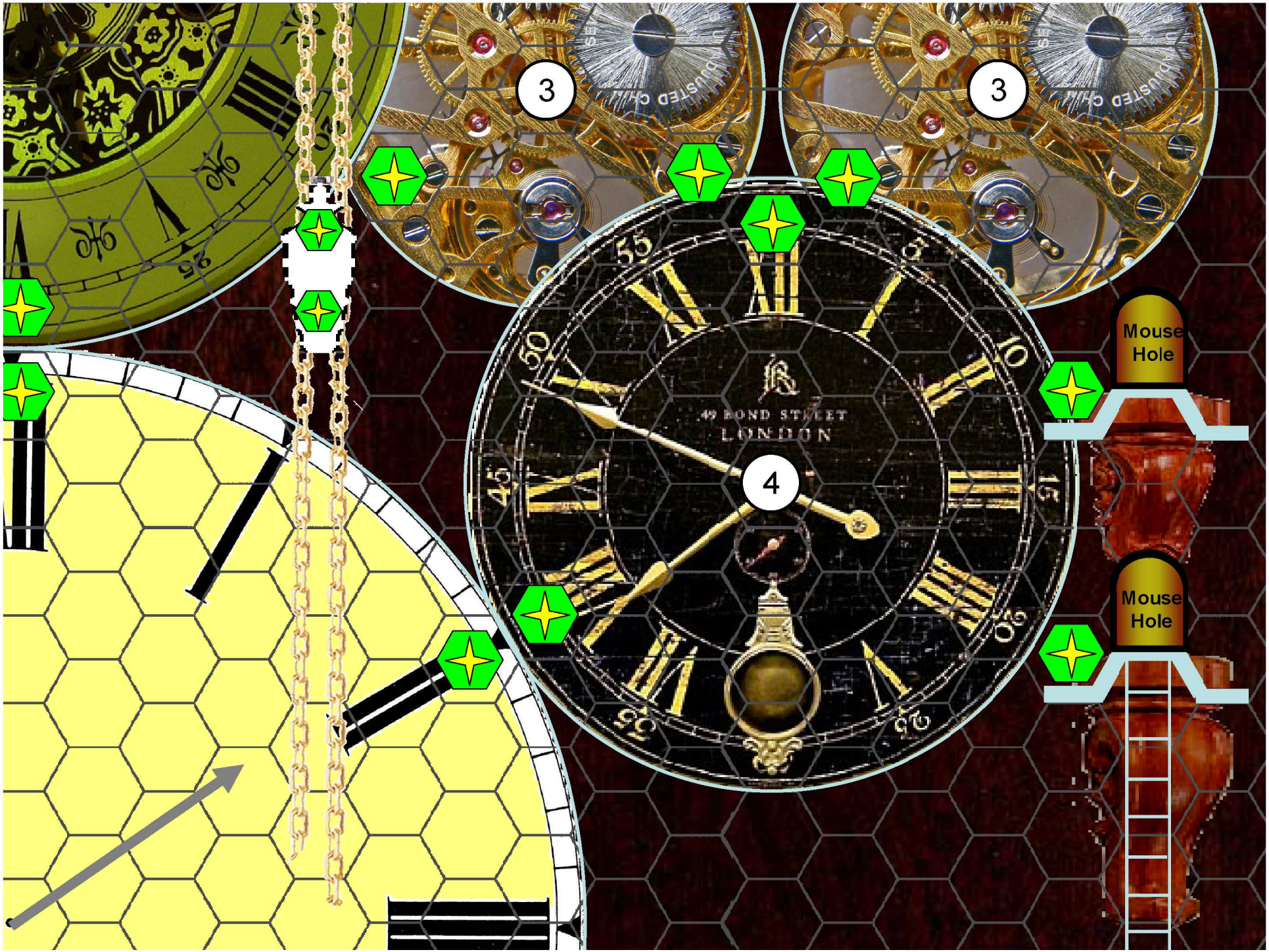

3
Elevator Start
3
Start

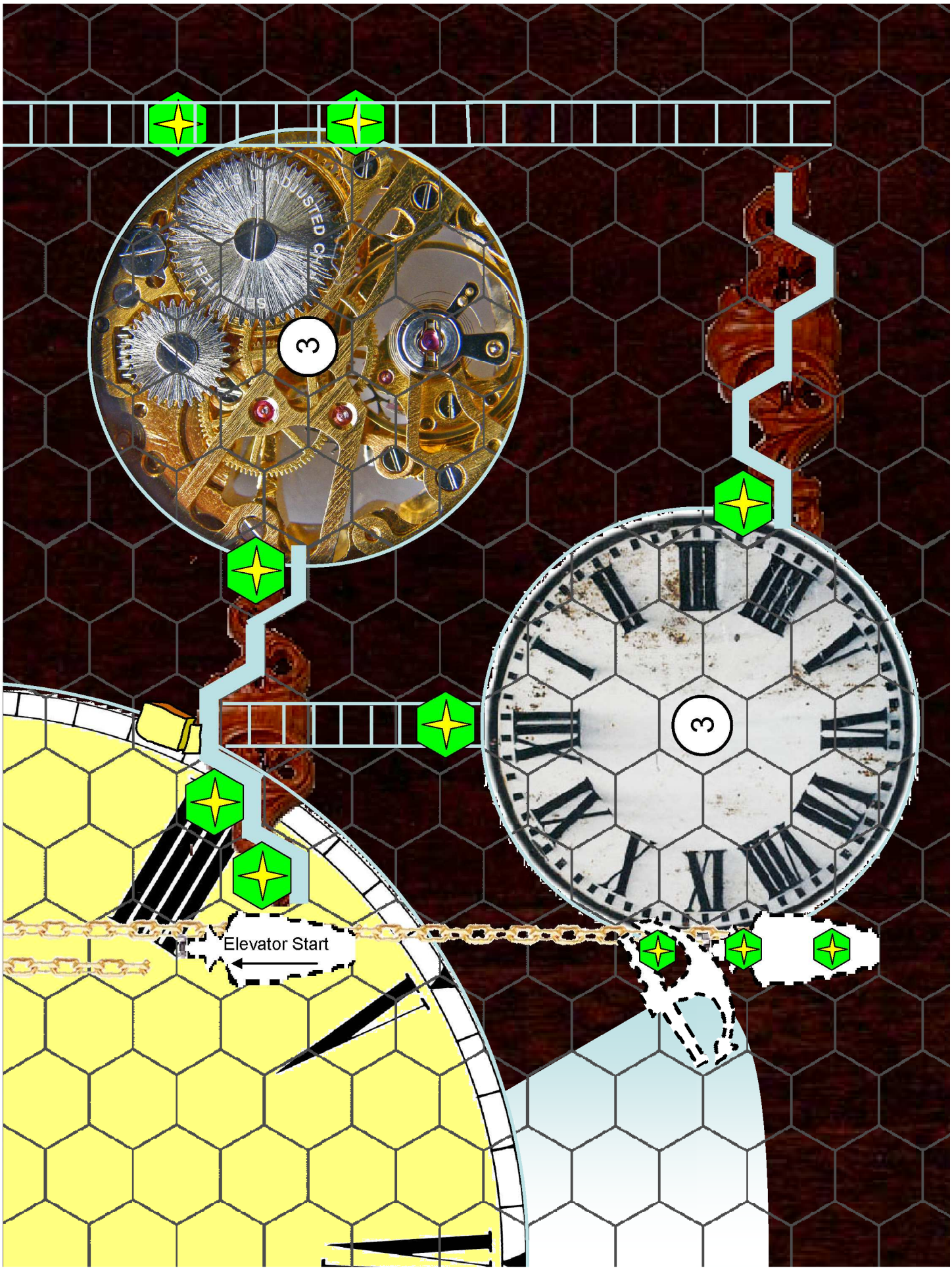

Movement Key
4
Turn Tracker
6:00
1:00
7:00
2:00
8:00
3:00
9:00
4:00
10:00
5:00
11:00
12:00

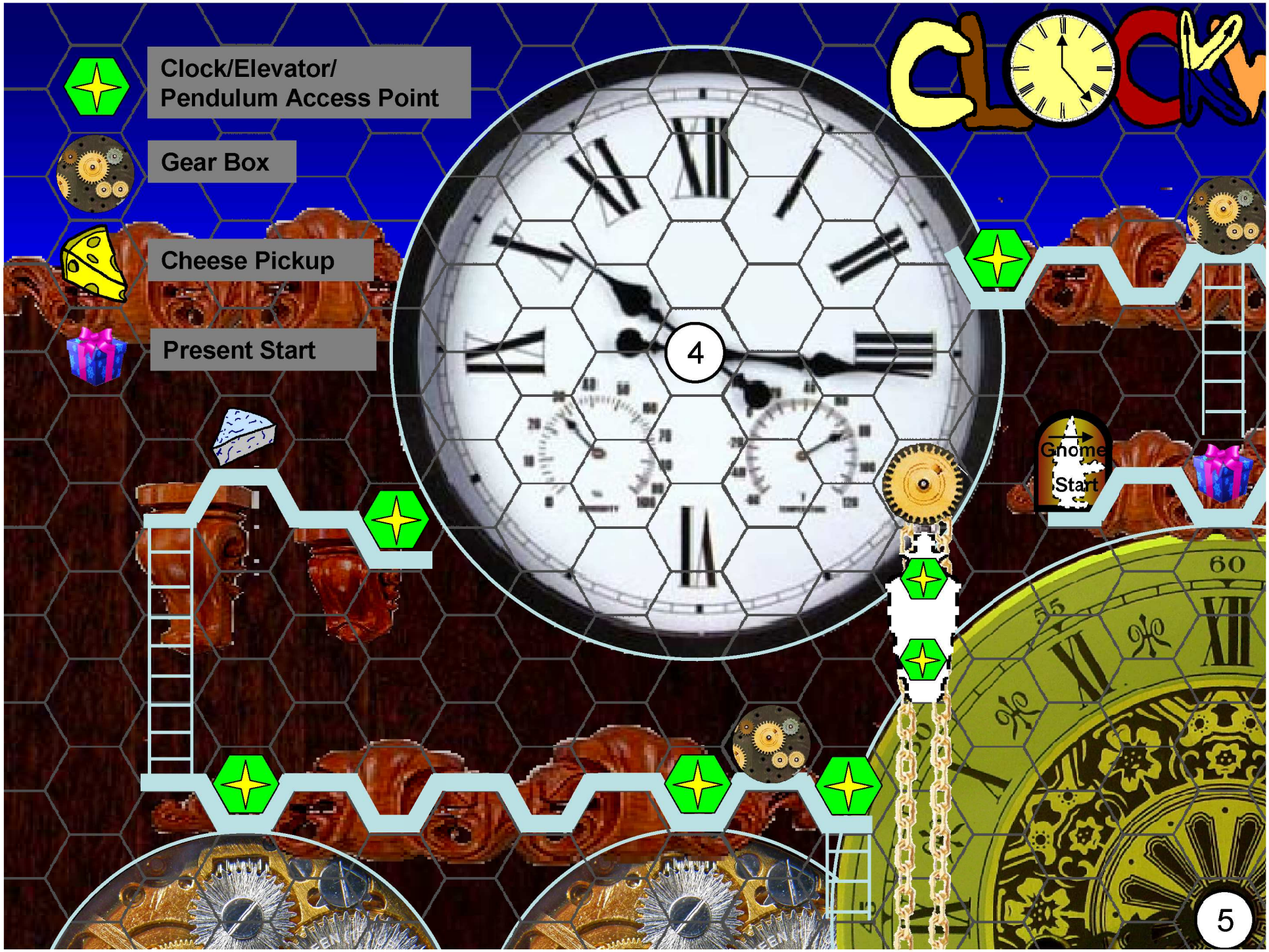

3
3
4
Mouse Hole
Mouse Hole

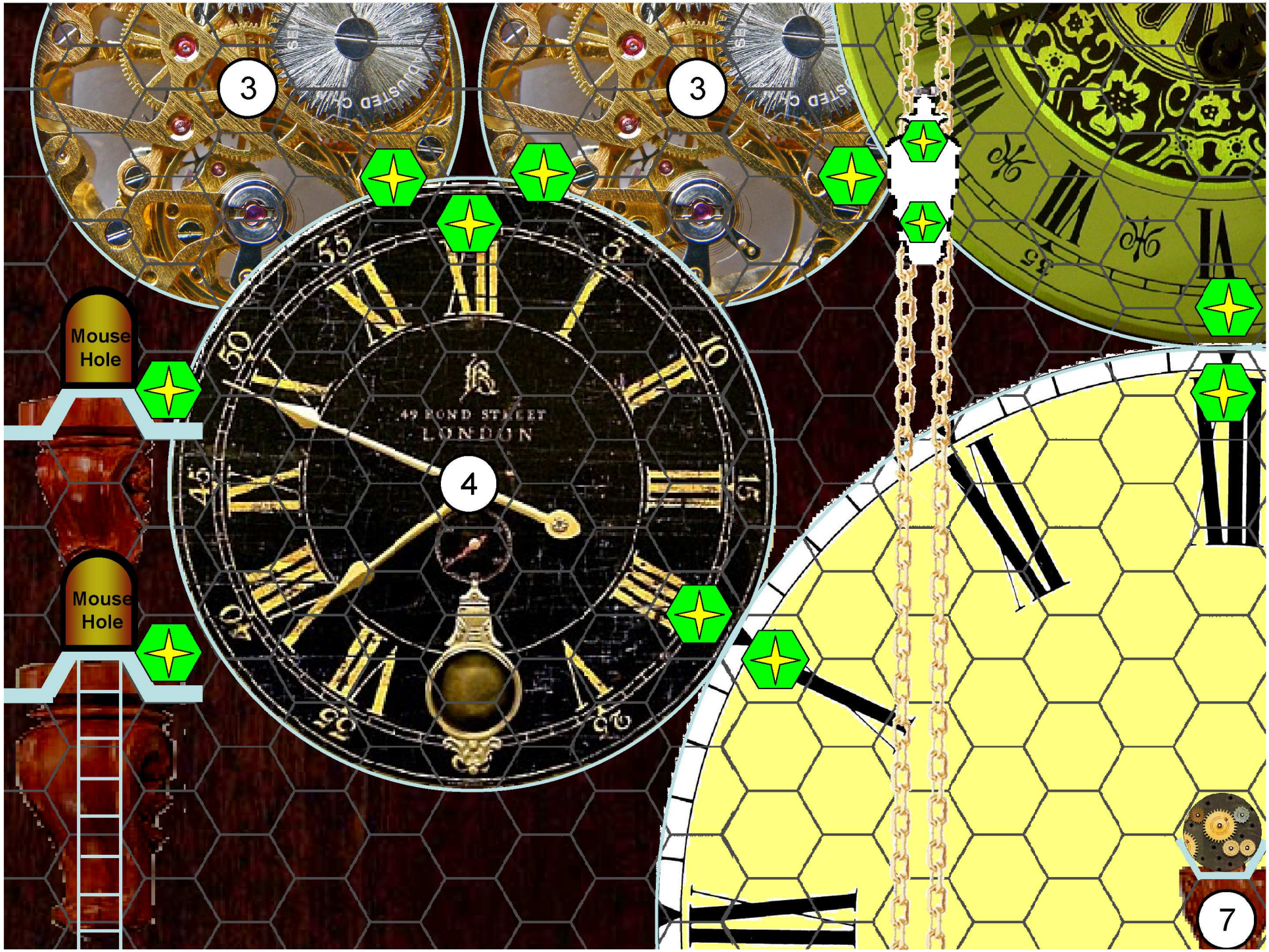

Elevator Start
3
3

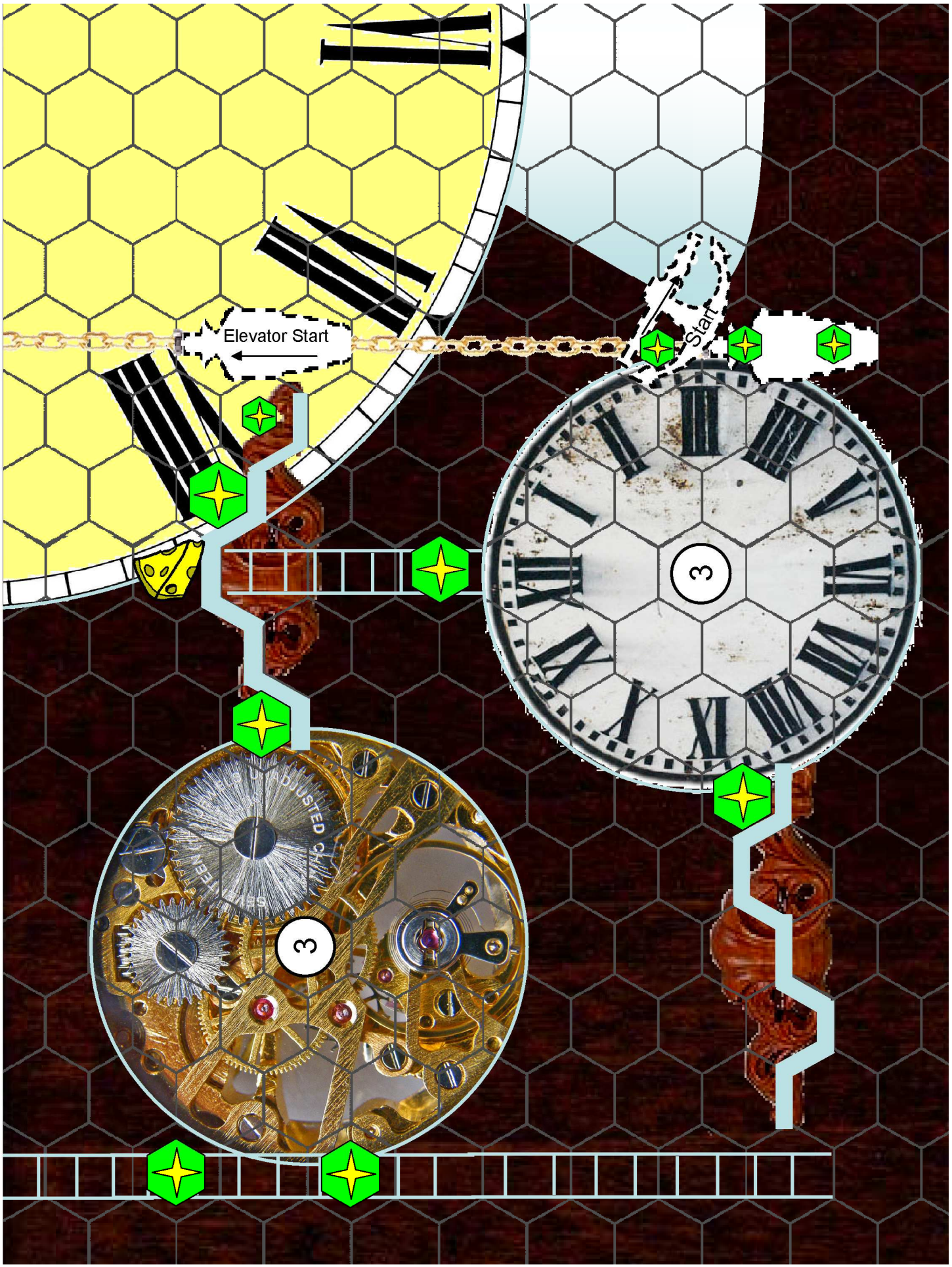

WERKS
Movement Key
4
Turn Tracker
6:00
1:00
7:00
2:00
8:00
3:00
9:00
4:00
10:00
5:00
11:00
12:00

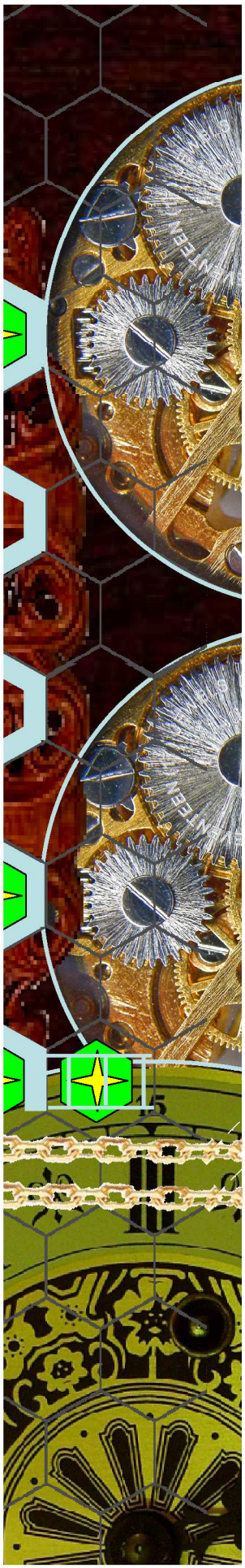

3
3
4
49 BOND STREET
LONDON
Mouse Hole
Mouse Hole

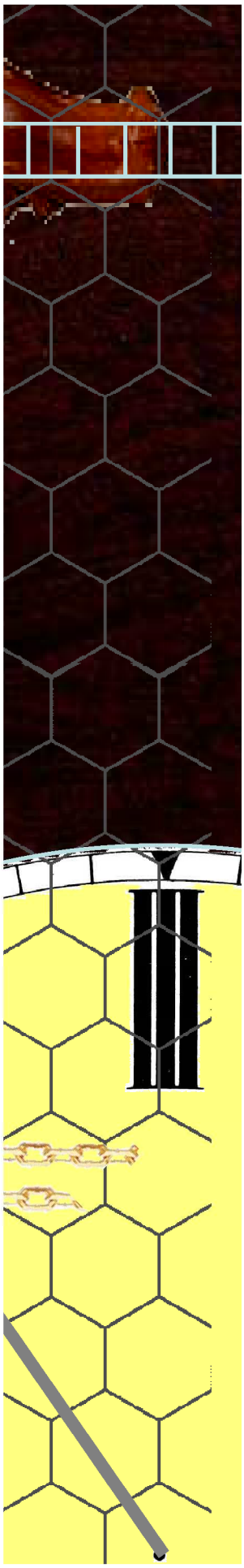

Elevator Start


Clock/Elevator/
Pendulum Access Point
Gear Box
Cheese Pickup
Present Start
CLOCKY
4
Gnome
Start
60
5


3
3
Mouse Hole
Mouse Hole
49 BOND STREET
LONDON
4
7


Elevator Start
Start
3
3





5

7
VI