

Don't Be Alarmed

PLAYERS 2–4 **PLAYTIME** ~20–40 min

CONTENTS 15 Alarm cards · 60 Time cards



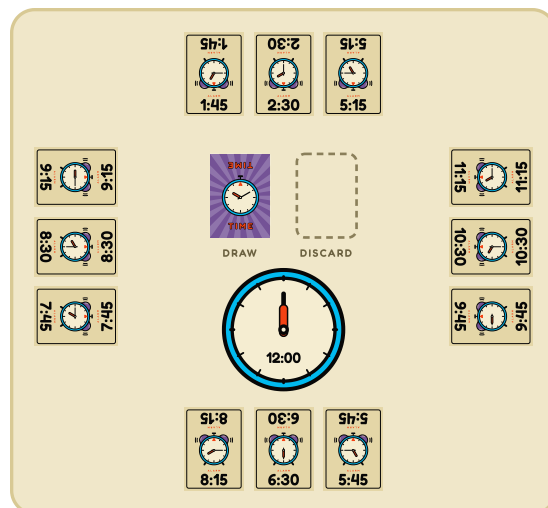
Overview

Nobody likes it when their alarm clock goes off. It's loud, it's noisy, and always inconvenient. To win, you must **set off all of your opponents' alarms**. To do this, you must play cards in the right order to manipulate the clock to your advantage.

One shared clock sits at the center of the table. Each player receives three alarm cards **face-up in front of them**. If the clock ever lands exactly on one of your cards, that alarm will be triggered unless you have a Snooze Button to snooze it. When all 3 of your alarms have been triggered, you're out. Every turn, players play cards that move the clock forward, backward, or snap it to a specific time.

Setup

- 1 Shuffle the **Alarm Deck** (15 cards) and deal **3 cards to each player**. Place these **face-up on the table in front of you**. Set the rest of the Alarm Deck aside.
- 2 Shuffle the **Time Deck** and deal **5 cards to each player** as their starting hand. Place the remaining cards face-down as the draw pile, with room beside it for a discard pile.
- 3 Set the shared clock to **12:00** to start.
- 4 Choose a starting player. Play proceeds clockwise.



Turn Structure

On your turn:

- 1 **Choose** one card from your hand to play.
- 2 **Play it**, applying its effect immediately. Mover and setter cards change the clock. Disruption cards apply as written.
- 3 **Check for alarms**. If the clock now matches any player's Alarm cards, that player may immediately play a Snooze Button if they have one. If a Snooze Button is played, the clock advances 15 minutes (moving it off the alarm time) before play continues. If not, the alarm goes off: flip it over.
- 4 **Discard** the played card(s) face-up.
- 5 **Replenish** — draw back up to a 5-card hand from the Time Deck. If the Time Deck runs out, shuffle the discard pile into a new draw pile. (If Double Time extended your turn, do this once, after all cards for the turn have been played.)
- 6 Play passes to the next player.

Special Rules



DEFENSE

Snooze Button

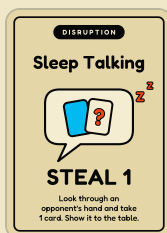
The only card you can play **out of turn**. The moment the clock lands on one of your alarms, you may play a Snooze Button to snooze it: the alarm is cancelled and the clock advances 15 minutes. Once played, the card is **removed from the game** instead of going to the discard pile, and you may immediately draw another card from the draw pile.



BONUS

Double Time

Lets you play multiple cards in one turn. When Double Time is played, choose 2 more cards from your hand, one at a time, fully resolving each one (including any alarms it sets off) before playing the next. If one of them is another Double Time, it chains: 2 more plays. Replenish your hand once, at the end of the turn.



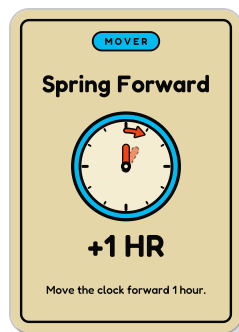
DISRUPTION

Sleep Talking

Choose an opponent, look through their hand, and take one card of your choice into your own hand. Reveal the stolen card to the whole table before it joins your hand.

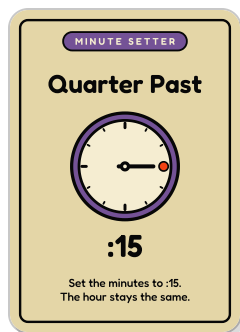
Time Cards at a Glance

Every Time card changes the shared clock. The colored tag says what kind it is. **On the pictures, a pale dashed hand is where a hand can end up, and a red arrow shows which way it moves.** When a card says "or" or "you choose," you decide when you play it.



MOVER

Shifts the clock from where it is now, forward or back. Time wraps around: past 12 comes 1.



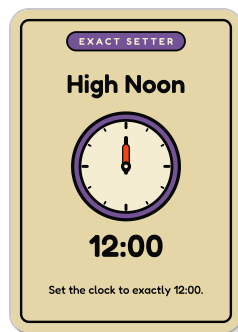
MINUTE SETTER

Snap the minutes to :00, :15, :30 or :45. The hour stays put.



HOUR SETTER

Snap the hour to one of the three shown, your choice. Minutes stay put.



EXACT SETTER

Snap the whole clock to one exact time, whatever it shows now.



WILD

Wild Hour: any hour you choose. Wild Minute: any quarter hour.

Ending the Game

Play continues until only one player remains with at least one alarm that hasn't gone off. That player wins. When a player is out, their remaining cards are discarded.