

Rules of play for: 24/7 Rally

These English rules are created out of the Dutch-German version, as there is no English release yet.

EINLEITUNG INTRO

 **Break the curse or remain a wandering spirit in the eternal 24-hour cycle!**

Start at 07:00 and play your way through the hours of the day. On each turn, you play an hour card (a movement card) to move your figure **closer to midnight**.

BUT BEWARE:

Your card ~~might~~ also advance another player's color!

If you miss midnight, you'll have to relive the next 24 hours all over again!

Simple rules—but a challenging dynamic awaits you in your quest to break the 24-hour curse!



GOAL

Move your figure to land exactly on midnight (24 o'clock)

COMPONENTS

98 Spielkarten, bestehend aus:
98 playing cards, consisting of:



12 Tageszeitkarten
12 Time of Day cards



60 Stundenkarten
60 Hour cards



10 Geister mit Fähigkeiten
10 Ghosts with abilities



8 Spezialaktionen
8 Special Actions



7 Energiekarten
7 Booster cards



1 Mitternachtsparty
1 Midnight Party



5 Spielfiguren – 5 Player figures

GAME MODE



2 Players (Duel): Each player chooses 2 figures. The fifth figure is also placed on the board as the "Wanderer".

3 Players (Free-for-all): Each player chooses 1 figure. The 2 remaining figures are placed on the board as "Wanderers".

4 Players (Free-for-all or Teamplay): Each player chooses 1 figure. The remaining figure is placed on the board as the "Wanderer".

5 Players (Free-for-all): Each player chooses 1 figure.

6 Players (Teamplay): Play in teams of 2 using one color per team, or in teams of 3 using two colors per team. The remaining figures are placed on the board as "Wanderers".

Note: when playing with 5 you have no wanderers in the game, hence no boostercards. You may apply a house rule to either exchange the special action cards for the boostercards or let players choose (when passing/pushed over 24 hours)

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GAME SETUP

- 1 Place the 12 Time of Day cards in a circle at the center of the table to form a round 24-hour clock.
- 2 Each player chooses a Ghost Card in their color and takes the matching figure.
- 3 Place all player figures (+ Wanderer) on 07:00 – the starting point of your daily routine.
- 4 Place the 8 Special Action cards face down above 01:00.
Place the Booster cards face down above midnight.
- 5 Each player draws 5 Hour cards. Place the remaining Hour cards face down in the center as the draw pile.

Example of a 3-player game:



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• GAMEPLAY

- 1 Play an Hour card from your hand and place it face-up on the discard pile in the center of the clock.
- 2 Move the two player figures of the corresponding colors forward on the clock by the indicated values.
- 3 Then draw a new card from the draw pile. The next player in clockwise order takes their turn.

Playing Special Cards:

In Step 1, you may play Special Action and Energy cards together with the Hour card. Place the special cards on separate discard piles.

Use Ghost Ability:

Instead of playing an Hour card, you may use your ghost ability: Exchange 1 to 5 cards from your hand with new cards from the draw pile. Your turn ends. Flip your Ghost card to the inactive side.

Empty Draw Pile?

If the draw pile is empty, do not reshuffle the discard pile. Continue playing the game using only your remaining hand cards.

• END OF GAME

2 Players (Duel):	A player or team wins a round when both of their figures reach midnight (24:00). The first to win 2 rounds wins the game.
3, 4 and 5 Players (Free-for-all):	If a single figure lands exactly on midnight, the round ends and points are awarded (see Scoring). The first player or team to reach 24 points or more wins.
6 Players (Teamplay):	If one figure of a team reaches midnight, the round is won. The team that wins 2 rounds first wins the game.

ATTENTION: If the draw pile is empty and all hand cards have been played, the player or team whose figure is closest to 24:00 wins the round.

Note for team mode: Only in this special case, it is sufficient for one figure to reach or be closest to 24:00.

Note: with “Free-for-all” is meant that you play in an individual setting (competitive)

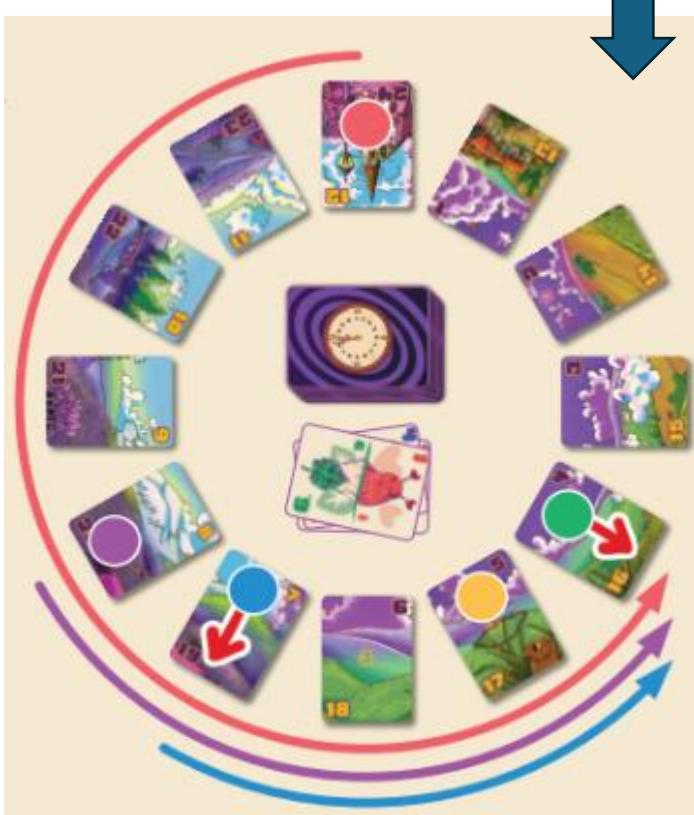
Attention: The player that has the lowest score at beginning of a new round receives a special action card from the deck. If a player has not used a spec. action card and still has the lowest score, it may keep it and receives an additional one.

• Scoring (Solo Mode, 3–5 Players):

The closer your figure is to 24:00 (compared to the last figure), the more points you earn.

Example: Red ends the round. Blue and Green are on morning positions between 01:00 and 11:00 and are therefore moved to the inner circle, now standing at 16:00 and 19:00 respectively. Purple is at 20:00. Yellow is the Wanderer and does not take part in the scoring. The distance between Red and Green is 8 hours – Red receives 8 points. Purple receives 4 points, Blue gets 3, and Green earns 0 points.

Note: If the Wanderer ends the round in last place, their position is used as the baseline for scoring.



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Ghost Cards:

The cards show the player color of your figure and have two sides: one side with an ability and one without. You start the game with the ability side facing up.

During your turn, you may use this ability to discard and redraw 1 to 5 hand cards. Special Action cards are not discarded.

After using the ability, flip your card to the other side.



The Hour Cards:

The deck contains 60 of these movement cards. All cards have a total of 7 hours, which you can use to move your ghosts. The cards are always divided into two colors, each moving a specific ghost.

When you play an Hour card, you decide which color (player figure) moves first and which moves last.



05:00/17:00 - 06:00/18:00 - 07:00/19:00:

If any figure (including opponent figures) lands exactly on one of these cards, that player may refresh their ghost ability by flipping their Ghost card back to the active side with the special ability.



Booster Cards

You gain Energy cards by moving a Wanderer onto or past 24:00.

Energy cards can be used to boost the values of an Hour card by playing both cards at the same time. Choose which color on the played Hour card you want to enhance – but only once per turn!

NOTE: An Energy card is a movement card and therefore counts toward your hand limit of 5 cards.



01:00 at Night: (Gain a Special Action Cards)

If any figure (including opponent figures) lands on or crosses 01:00 (not 13:00), that player receives one Special Action card from the face-down pile and adds it to their hand.

Special Action cards do not count toward the hand limit of five Hour cards.



Special Actions

These cards are played in combination with an Hour Card and do not count toward your hand limit. You may combine multiple Special Actions in a single turn, as long as they are played with the same Hour Card.

1 Time Jump

Add 1 step to one number on your Hour card and subtract 1 step from the other.

2 Déjà Vu

Move backward with all numbers on your Hour card.

3 Recycle

Look at the top 3 Hour cards (!) from the discard pile and swap 1 card from your hand with one of them.

4

Bad hand: same as the Ghost card ability, but now you also have your usual turn.

Note: the player(s) who's pawn is move over 24 receives this spec. action card.