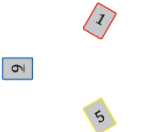

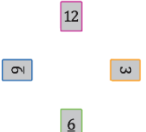



Tempus®

Playing Card Learning and Discovery System™ (PC-LDs)

Volumes 1 & 2: Tick, Tock, Tempus® & Hue-Cur™

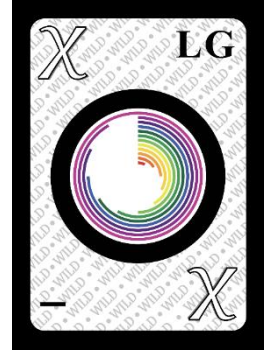
Card Games and Radial Clocks may seem like relics of the past, but both are invaluable tools for the future! Tempus® (Latin for Time) features clocks which reveal much more than the hours of the day! These cards are focused on spatial relationships of a circle, mapped to a color wheel, which contain a diverse codex of information. Choose and build a deck style below to enjoy our games while unlocking newfound mental potential!

ID	Deck Name(s)	Build (use only)	Card Count	Visual
A	“Primary” (Colors)	1/Red 5/Yellow 9/Blue	12 16 (+ X) 18 (+ X ²)	
B	“Complimentary” “Only Odds”	Primaries + 3/Orange 7/Green 11/Violet	24 28 (+ X) 30 (+ X ²)	
C	“Compass” “Threes”	3/East/Right 6/South/Down 9/West/Left 12/North/Up	16 20 (+ X) 22 (+ X ²)	
D	“Tempus®/Time”	All Numbers	48 52 (+ X) 54 (+ X ²)	

Wild - Unknown “X” Cards

Also known as “Rainbow” cards, these are used as **Wilds** to substitute any color or number in a variety of Tempus® rulesets.

Be warned! In some games, players will (optionally) answer trivia questions related to the value of X being substituted, so X cards should be placed wisely!



X² - Black Modular Cards (Reversible)

BMC is multifunctional. Dependent on ruleset:

- Indicate Direction/Order (See Below)
- Wild
 - Use X² value if answering trivia! (Optional)
- Create your own! (House rules)
 - Reverse Turn Order, Draw Cards, etc.

We encourage removing BMC from the deck initially, until players are familiar with the rulesets in use.



← Counter-Clockwise

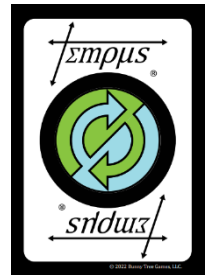
Face up

Descending (High to Low)

Clockwise →

Face down

Ascending (Low to High)



Complimentary Color Interactions and Cyclic Counting

In addition to sets and runs, complimentary color pairs are formed with the number opposite of the circle (1+7, 3+9, etc.)

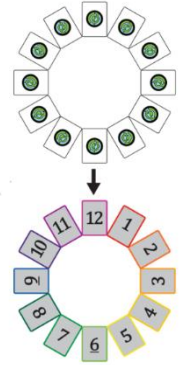
Counting is also cyclic, so 11-12-1 is a valid run with Tempus®

Tick, Tock, Tempus®

(See our website for video)

Complete the clock! First to 365 wins! 1-3 Players per deck.

Setup: With a full deck, each player receives **12 cards** and creates a **face-down clock** (see right). Place the remainder of the deck in the center to create a **draw** pile, and flip over the top card to create a **discard** pile. For a less complex game, use Deck C (p. 1) and deal 4 cards each instead.



- Starting from the left of the dealer and continuing clockwise after each turn, players take a card from either the draw or discard pile, then place it in the hour hand position equal to the value on the card, exchanging and revealing the face down card from that position.
 - The 6 position is always pointing at the player.
 - If a number card is placed, it is **locked** there.
 - X (or X^2) are **Wild** and placeable in any position. If the number from that position is drawn, it can still be locked, and the X is played elsewhere.
- In the same turn, the revealed card is still playable, unless it matches an already **locked** number, in which case it is discarded and the turn has ended, and play continues to the left.
- Repeat from step 1 until a player has revealed all 12 positions. They immediately discard and end their turn. All other players (in order) draw one card and reveal all remaining face down cards. Drawn and revealed cards can still be placed if unlocked, or discarded if not.
- Players receive 5 points for each locked, natural number. For **simple scoring**, X cards are worth 10 points and X^2 are worth 20. For **advanced scoring**, see next page. Tally scores, Shuffle and start a new round. Repeat until a player has reached 365 points and wins it all!

Tempus® Advanced Scoring

Prepare for mental gymnastics in this frantic trivia showdown!

- Each player becomes a **contestant** once, and answers questions relative to the information contained on the natural number card(s) being substituted by X or X² being used in their clock. Another player volunteers to **host** and generates questions for the contestant to answer.
- The **contestant** and **host** both obtain copies of number card(s) equal to the value(s) being substituted by X or X². (From draw/discard or borrowed from another clock) The **contestant** lays their card(s) face down until the host has started asking questions.
- The host starts a 1-minute timer (sand or digital, not included) and looks at their number card(s) to focus on a term or value in the artwork, then asks a question to the contestant so that they can identify the same term. **Multiple X are asked/answered simultaneously.**
 - Example: A host holding a 6 card sees the word Carbon, then asks “What is the Xth element on the periodic table?” to have the contestant guess the same terms.
 - Hosts are free to create their own question types.
- For each correct answer **X = 5 points, X² = 10 points**. Wilds are worth 0 until questions are answered correctly. The host is encouraged to use tally marks (two each for X²) to track the number of correct answers, then multiply by 5.

Relative Information Types.
Minutes/Seconds
Roman Numerals
Military time in PM
Month of the Year
of days in Xth month
Xth letter of the Roman alphabet
Xth letter of the Greek alphabet
Degree/angle of hour hand
Opposite degree/angle of hour hand
Color of rim
Rim color type (Primary, Secondary, Tertiary)
Complementary color to rim color (opposite)
Spanish translation
Greek prefix for X?
Latin Prefix for X?
Xth element of periodic table.
Name of alkane X carbon atoms long
Value of X ² (or X*X)

Solitaire variant: Memorize the card(s) for one minute, flip it over and write down as many terms as can be remembered.

One Red Apple – Tempus® for Tots

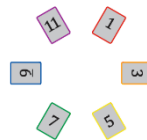
Young players may not have mastered numbers or clock positions. Thankfully there are multiple activities in the PC-LDs which rely on color to aid them! As mentioned on the guide card in every deck, color is the highest priority, and the following activity assigns numbers and colors to fruits in order make **comparisons** and use important terminology to learn how to build a mental clock and imaginations!

1. Obtain one of each number card and a single BMC
2. Begin with 1, 5, and 9, verbally saying these phrases while placing them in their hour hand positions:
 - a. 1 Red **Apple**
 - b. 5 Yellow **Bananas**
 - c. 9 Tiny **Blueberries**



Optional: Use the BMC to visually indicate if the “student” should arrange cards in **ascending** or **descending** order (see page 2). They can also be arranged by physical size to learn additional terminology. Try this with Deck B layout!

3. Next, add 3, 7, and 11 in their correct positions while saying these phrases again:
 - a. 3 Orange **Fruit**
 - b. 7 Green **Limes**
 - c. 11 Violet **Grapes**



Optional: Compare physical differences between: (apples and limes), (oranges and blueberries), and (bananas and grapes). These specific opposite comparisons will reinforce that these colors are **complimentary** or **contrasting**.

4. Add in the even numbers to complete the clock! Tip: describe each even number as being divisible by the adjacent fruits (Ex: 4 is a “fruit salad” with 2 Orange and 2 Bananas).



Tempus® Hue-Cur™

A Euchre type game to train ROYGBV pattern recognition.

Setup: Using Deck B (without X cards) and a separate BMC to indicate directional order, 3 or 4 players compete to collect “tricks” until one player (or team) has collected 24 points. Cards are sorted into two “suits”, **Warm Colors** (R/1, O/3, and Y/5) and **Cool Colors** (G/7, B/9, V/11).

1. Shuffle and Deal All 24 cards evenly to each player.
2. Beginning (and continuing) left of the dealer, players each predict (bid) how many “tricks” they think they can collect. Each Player must bid higher or pass.

3. Using the BMC, The player who wins the bid declares whether the sorting **order** is Ascending (White) or Descending (Black). Order does not change until all cards are played.

Rank		
A	R/1	V/11
B	O/3	B/9
C	Y/5	G/7
D	G/7	Y/5
E	B/9	O/3
F	V/11	R/1

- a. A trick is won by playing the highest ranking card.
 - b. If two cards of equal rank are played, they cancel each other out, and the next highest value card wins the trick. If all cards cancel out, the first led of that round collects the trick. In 4 player team games, if 3 of the same are used, the team who played both gets the trick.
4. The player who bids highest leads the first card. All players must follow suit (Warm or Cold Colors) of the first card laid. **Order** of the off suit remains consistent (Ex: R/1 and G/7 are highest if ascending, and V/11 and Y/5 are highest if descending). If an off-suit card is led and a player does not have any of that suit left, they can play the main suit to collect the trick, assuming it is still the highest ranking card. (Continued on next page)

5. The player who collects the trick from the previous set leads the first card of the next round, still under the same Order declared by the bid winner. This is repeated until all cards have been played.
6. Players get 1 point per trick that they win, but if the player who won the bid did not meet their bid quantity, they receive negative points towards their score equal to that bid. It is possible to have a score less than 0.
7. All cards are shuffled, and a new set of rounds begin (at step 1) until a single player or team has reached 24 points.
 - a. In team games, teammates should sit across from each other and work together to collect tricks.
 - b. In team games, if a player believes that they can obtain all 6 tricks, they can declare that they want to “go alone” for a chance at 12 points without the assistance of their partner, but can exchange one card with their partner’s by verbally asking for best ascending or descending.

Modified Classics with Tempus®

The structure of Tempus® decks are modeled to mimic standard poker decks, meaning they can be used to switch up the rules of many classic games with additional wilds, cyclic counting, complimentary pairs, or setting custom rules with the BMC. While the concept of 4 suits is still present in these decks, single suited games work best, such as:

- Go Fish
- Speed
- War
- Rummy type games (With sets and runs)

Check out our website at www.bunnytreegames.com for other tips and resources! (QR Code on the back of every deck!)

Teaching with Tempus®

An Activity to engage the whole classroom! These rules are intended for a teacher (or substitute) to modify by age group.

1. Remove X and X^2 from the deck, return them to the box.
2. Separate one of each natural number card (1-12)
3. Shuffle the remaining cards, and distribute to all students in the classroom (up to 36 students)
4. Shuffle the separated cards from step 2, and randomly draw one of them.
5. Find a term or value within the card and call it out to the class (See advanced scoring on page 4 for assistance) and ask the class which number the term relates to. The students holding the correct number should raise their card in the air to signal that they are holding the correct number. (Tip: The color of the card's rim will match the same color held by the teacher, for easier visual recognition)
 - a. Example: The teacher is holding a 2 card and sees the word February, then verbally says that same word to the class. Students holding a 2 card should raise their card in the air.
6. Each student who raised the correct card receives 5 points. The teacher then asks "who can define how that term relates to that number?" The students who answer correctly receive an additional 5 points. Keep track of scores on a chalk or whiteboard.
 - a. From the same example, a student should have answered "February is the 2nd month of the year"

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