Clock#1

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#2

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#3

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#4

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#5

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#6

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#7

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#8

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#9

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#10

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#11

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#12

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#13

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#14

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#15

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#16

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based
  on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#17

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based
  on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#18

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based
  on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#19

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based
  on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock

Clock#20

Represents the current Clock time.

Scene Start
  Order with Clock#1 on top or bottom based
  on [Scene]

Round End
  Discard the top Clock.
  Resolve any revealed Event.
  IF no Clocks THEN refer to the Scene.

Clock