

Rules for Clocks

I. Introduction

- A. <Insert unnecessarily long and emotional story about the roots of Clocks in the mold of a middle aged housewife writing 5 pages before actually showing me a damn recipe for making homemade pasta or some crap that will 100% look like dog food in comparison to the pictures on the website>. And nobody dare come at my grammar, i'm not a lawyer (yet) and until that day, my grammar will remain in a constant state of entropy.

II. What We Need

- A. One Deck of Cards (With or Without Jokers)
- B. A Maximum of 8 Players
- C. Beverage (preferably alcoholic) of Choice
 - 1. Preferred beverages include beer, wine, mixed drinks, or mudslides
- D. OR Scott's Special Quarantine-Induced Computer Program*

III. Initial Set Up

- A. Each player will be dealt a certain number of cards as explained below
 - 1. 7-8 Players: No more than 5 cards each
 - 2. 6 Players: No more than 6 cars each
 - 3. 5 Players: No more than 8 cards each
 - 4. 4 Players: No more than 10 cards each
- B. All cards dealt to players may only be seen by the players the cards are dealt to. The cards must be memorized by the individual holding said cards. In Classic Clocks, only the value of the card (2 through 10, Jack, Queen, King, Ace, Joker) needs to be known, the suit is not important. These cards are then placed facedown in an order determined by the player. The order of the cards must be known to the player without the need to look.
- C. Twelve (12) cards are then dealt to the middle playing surface, set up in a circle (or the shape of a *Clock* - get it? -). All cards in this circle are kept face down so no players can see the value of these cards. Four card locations need to be declared before the first move - 3:00, 6:00, 9:00, and 12:00.

IV. Stroke Play (I miss golf, so just bear with me)

- A. After all players have memorized their cards and they are all facedown, players can now begin telling other players to drink.
- B. The card designated as "1 o'clock" will be flipped first. If a player tells another one to drink, they must drink for 1 designated unit (sips, seconds, shots, etc.). The number of designated units consumed corresponds with the number on the clock, so designated consumption at 2 o'clock is 2, 3 o'clock is 3, continued through 12 at 12 o'clock.
- C. Drink-giving is predicated upon the calling player having a card that matches the card showing on the clock. Players can tell other people to drink for 1 o'clock up until the moment 2 o'clock is flipped. Once 2 o'clock is showing, players may no longer call on any players for the value at 1 o'clock. This process continues until 12 o'clock, at which point the round of stroke play commences.
- D. Players calling people to drink can do so under 2 stipulations: having a matching card OR bullshitting. Players being called can do one of two things: drink or call bullshit. Therefore, every interaction can have one of the following outcomes:
 - 1. Player A Calls Player B, Player B Drinks Without Calling BS: Most straightforward outcome, results as described above

2. Player A Calls Player B With the Card, Player B Calls BS: Player A must show Player B that they have the card on the first try. If they are able to, Player B must drink double the designated amount (1 o'clock doubles to 2 units). If they are unable to show the matching card on the first try, Player A must drink the doubled amount and Player B does not have to drink. Player A returns the exposed card back to the facedown position.
 3. Player A Calls Player B Without the Card, Player B Calls BS: Since Player A does not have the card, they must drink double the designated amount (1 o'clock doubles to 2 units). Player B does not have to drink.
 4. In any of the above scenarios, another player (Player C) can call bullshit on behalf of Player B. Player C will then be acting as a proxy for Player B and Player C must take the punishment in the place of Player B.
- E. At the end of each stroke-play round, players must name the cards in their possession in order, once again my value and not suit. For each misidentified card, the player must drink the value of the mistaken card (2 through 10 and 10 for every face card). Once all cards are shown by all players, the round is officially over and time is provided to all players to refresh beverages and use the restrooms.

V. Nuances

- A. Jokers: Jokers are wild cards. If a joker is in a player's hand, they can be used in the place of another card. If BS is called and the joker is shown, the joker is then burned and left face up for the rest of the game. This joker can no longer be used in this round. If a joker is shown on the table, every player must drink the value determined by its location on the clock.
- B. Doubles/Triples: For the number of cards of a certain value in a players' possession, that player is allowed to call that many times safely. If Player A has two 3's and there is a 3 on the clock, Player A may either: tell Player B and C to drink once OR tell Player B to drink twice.
- C. Cold-Calling: Calling a player before the card is shown gives people (like me) a sick thrill. A player may call another to drink before any card is shown and normal pace-of-play rules apply after that.

***Rules above may differ in the case of the online platform, as Scott is simply "god-like" and not a "god" so things may be harder to apply on a computer. Instances may include, but not limited to, sarcasm, hand gestures, and self-deprecating wit.**