



The Game of Time™

An Important Helpful Hint

All levels of this game are played by relating the cards to each other. You will do this by playing cards next to each other so the cards that are showing are the ones related. This is the most confusing aspect of the game for beginning players. Most card games play cards on top of each other. This game is different. It plays them next to each other. Why? Because when another player looks at the card you played, they want to try to see what you are seeing. If you cover up one of the cards you related your card to, the other players cannot see what you are saying with the cards.

About the game

The cards are all about a game called time that you are playing in what you may otherwise call life. There are a number of aspects to the game to learn and explore. The game is very easy to learn and play. To learn more about the cards and how they can be used, please visit our website at www.thegameoftime.com. You can read or download the advanced instructions, updates and card interpretations and watch a video demonstration from our website for free!

The goal of any level of the game is to learn about time, the cards, yourself and each other. The game is played with a partner or partners (two to six players) and not an opponent. You will be having a conversation with your partner(s) using the cards as your guide. Be sure to ask your partners to explain the cards they play! Part of the goal of the game is to communicate with and understand each other. There are no losers in this game. How do you win? You win this game anytime you learn something from one of the other players, or when another player learns something from you. That something can be about them, yourself, time, or reality.

Before you begin, remove the blank card from the deck. The blank card is here for you to create your own unique card to add to your game. It could also be used as a wild card.

Interpreting the Cards

All cards have their name at the bottom of the card. It is part of playing the game to interpret the cards for yourself. There is no "right" or "wrong" interpretation for any card. Your interpretation can be literal, metaphorical or personal. Any level of the game is played by relating or associating the cards with each other. Your own memories, experience, imagination and creativity are part of the experience of playing the game.

The Game Level One - Also known as "Conflict"

Suggestion: Use something as a turntable so that players do not have to read the cards upside down or sideways. An ordinary piece of paper can serve this purpose. A kitchen item called a Lazy Susan works even better. When it is your turn, rotate the cards in play so that you can read them.

Playing the game is as easy as 1-2-3. Cards are matched in pairs.

When it is your turn:

- 1) Try to relate one of your cards with the ones in play.
- 2) Play your card NEXT TO the card you are trying to match, NOT ON TOP OF IT.
- 3) Draw a card.

Important!!! Ask the other players to explain their cards if you do not understand them! Part of the goal of the game is to understand and communicate with each other!

Before you can begin - deal each player seven cards face up. Turn the next card of the deck over to start the



game. The player who has a match for that card plays first.

Play goes clockwise.

You can relate to EITHER card in play. Play your card NEXT TO the one you are matching - NOT ON TOP OF IT! You will cover the card you are NOT matching with the one you are putting in play. That way the cards that are showing are the ones you are relating.

Once a card gets covered by another one, it is gone from play for the rest of the game.

If you cannot play a card on your turn you can pass. You can also ask the other players for help. Maybe they can see something in your cards that you do not.

Try to play out all of the cards and still have a match on the last one. The game ends when all of the cards have been played. In the end, all of the cards will have been played forming two piles of cards laying face up on the table.

The Game Level Two - Also Known as "Paradox"

Suggestion: Use something as a turntable so that players do not have to read the cards upside down or sideways. An ordinary piece of paper can serve this purpose. A lazy susan works even better. When it is your turn, rotate the cards in play so that you can read them.

Cards are matched in threes.

When it is your turn:

- 1) Try to relate one of your cards with the ones in play.
- 2) Play your card WITH the cards you are trying to match, NOT ON TOP OF THEM.
- 3) Draw a card.

Before you can begin - deal each player seven cards face up.

Turn the next card of the deck over to start the game. The player who has a match for that card plays first.

You will try to find a match to play the cards in three's instead of pairs. (Note: the first card played will make a pair. The next player tries to find a card related to BOTH of these cards and plays it as a third card.)

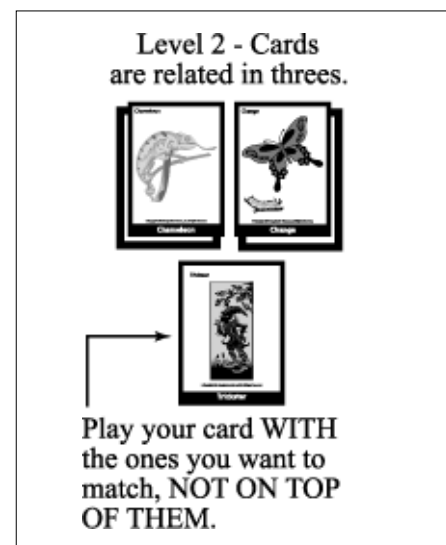
Important!! Ask the other players to explain their cards if you do not understand them! Part of the goal of the game is to understand and communicate with each other!

Play goes clockwise.

Play your card WITH the ones you can match - NOT ON TOP OF THEM! That way the cards that are showing will be the ones you are relating.

You can relate to ANY TWO cards in play. Cover up the card you are NOT relating to with the one you are putting in play.

Once a card gets covered by another one, it is gone from play for the rest of the game.



If you cannot play a card on your turn you can pass. You can also ask the other players for help. Maybe they can see something in your cards that you do not.

Try to play out all of the cards and still have a match on the last one. The game ends when all of the cards have been played. In the end, all of the cards will have been played forming three piles of cards laying face up on the table.

Variations to the game

- You can deal everyone's cards face up on the table, or face down so players can keep their hand hidden from their partners.
- If someone gets stuck or unable to play a card, they can ask the other players for help. Maybe there is something in their cards they do not see.
- If you get cards you don't like or don't understand, you may exchange them with another player or for new cards from the deck.
- You can deal as few as three cards to each player instead of seven. If there are more than 5 players, it can be better to deal five cards or less.

Part II - Asking a question from the cards

You can do this for someone else, or try it for yourself.

- 1) Decide on a question. The best questions to ask the cards are questions about yourself in some way. Try NOT TO ask "Yes or No" types of questions.
- 2) Have the person asking the question shuffle the cards.
- 3) Choose 3 cards from the deck. Do this by any method you feel to do. As examples, you can have the seeker pick three cards at random. You can deal the top three cards. You can have the seeker choose three numbers between one and 54 (the number of cards in the deck) and find those cards.
- 4) Read the cards to see what kind of answer you received.

Part III - Turning a game into a reading

When you try to answer a question with the cards or try in some other way to read meaning into them, it is sometimes called a *reading*. There are lots of ways the cards can be used for such a reading. One way this can be done is to turn the reading into a game you can play with a partner. There are several ways this can be done and this is only one example.

In this game, you will take turns reading the cards for each other. Shuffle the cards and split the deck into two even piles. Each player chooses one of those piles to interpret. The first player turns over their top card and tries to read it for the benefit of their partner. If you do not see any message in that card, deal another one next to it and see if the message becomes any more clear. If you still do not see the message yet, deal a third card and try to read that combination. Once you have read these cards for your partner, your turn of the game is over. Gather any cards you interpreted together in a single pile.



It may sound harder to relate cards in threes instead of pairs, but it is actually easier. Instead of only two cards to try to match, you will now have three. Cards related in threes will take one of two forms.

These cards (above) are related one to the next, and then that to the next. In this kind of match, two cards that may not seem to fit can be related indirectly through another card.

These cards (above) all seem directly related to each other.

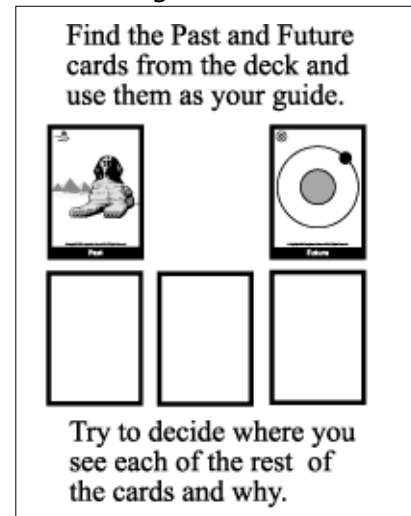
On your partner's turn, he or she will do the same for you and deal up to three cards face up and try to read a message from them for your benefit. Deal the cards one at a time and only continue dealing more cards if the message has not yet become clear. You can continue taking turns reading the cards like this

until you both feel satisfied that your reading feels complete, or you can work through the entire deck.

Part IV - Learning more

You can try this for yourself or guide a seeker through this task.

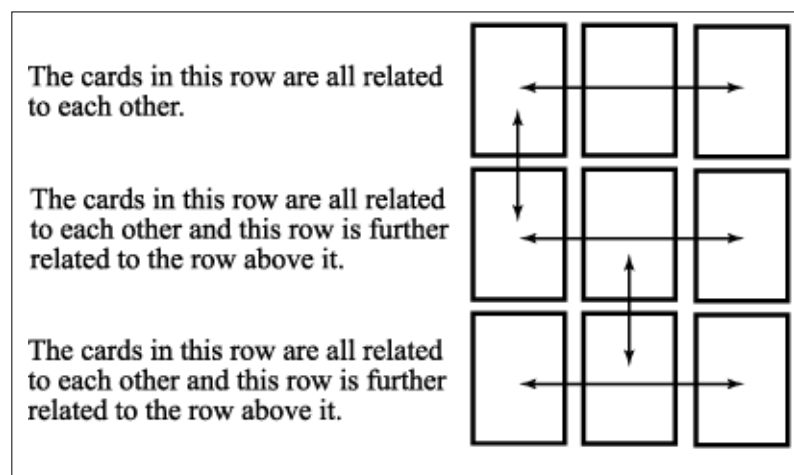
- 1) Find the Past and Future cards from the deck and arrange them as shown. The beginner's deck does not contain the Present card so just leave a space in the middle so that the cards form a picture of past, present and future as read from left to right.
- 2) Using the rest of the cards one at a time, decide (or ask the seeker) where each card fits in time - either past, present or future, and why.
- 3) Simply play the cards on top of each other in their respective categories.
- 4) If you find cards that don't fit with the others in this manner, give them a separate category and place them elsewhere in the arrangement. For example, you may find some cards fit in more than one place, all three places or none of these places.
- 5) If a seeker places a card in a way you don't understand or if their card looks like it might have deeper meaning, be sure to ask them to explain why it goes there.



Part V - Your reflection in the cards

You can try this for yourself or guide a seeker through this task.

- 1) Using as many of the cards as you can, try to arrange each of them so they fit with two other cards. Since there are 54 cards in the deck, you should end up with 18 sets of three.
- 2) After all of the cards are in groups of three, see if they have an order to them. Is there a story to be told? Does it have a starting place? Are any of the groups of cards related to other groups?



- 3) See if you can arrange all of the groups of three together so that one is related to the next, and that to the next, until they have all been used.
- 4) Now read your cards from beginning to end. Do they tell a story about you in some way?

To learn more about the cards and how they are used, please visit our website at www.thegameoftime.com. You can read or download the advanced instructions, updates and card interpretations for free! Also watch for the release of the book *Heal Yourself in Time* by David A. Roberts.