

NEIN! DOCH! OHH!



by
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*Do you have time
today? NO? Then
DO – before it ...
OH ... slips through
your fingers like
sand!*

*Four hourglasses
keep the rhythm
– invisible, like time itself. Only your
own sense of time will help you discover
whether your time is still precious ... or
already running out.*



Material

2 blue hourglasses (running time: 1 minute); 5 cups, 1 cardboard ring,
2 pink hourglasses (running time: 2 minutes); 50 time chips, 1 color die

Set up

- Place **10 time chips** in front of each player.



You won't need the remaining chips.

- Whoever "has time" right now takes the **die**.

*Play on a smooth surface
so that the cups and
hourglasses can slide easily.*

- Set up the **console** in the center like this:



a) Place the purple cup into the cardboard ring



b) Slide the cardboard ring upward along the cup

- ④ Place the **4 hourglasses** individually on **any 4 colored positions** of the console. Make sure that all the **sand is in the lower bulb** of each hourglass.



- ⑤ Turn all **hourglasses over** – ideally at the same time. Now the sand starts to run.



- ⑥ Place a **cup** over each hourglass and **start playing immediately!**



Gameplay

Whoever has the die performs the action described below and then immediately passes the die clockwise. In this way, you continue playing in turn – without delays – until the end of the game.

Goal of the game

Get rid of all time chips!

Turn

You **roll the die** and, in a split second, estimate whether **the hourglass placed at the rolled color of the console** has **already run out**.



Example:

Rolled red? Then estimate whether the hourglass under the cup at the red position of the console has already run out!

There are 2 possible ways to make your estimate:

I. Run out...?!

If you think the hourglass has already **run out**, immediately **lift** its cup. At **that moment...**

⌚ ... has the hourglass already **run out**?

→ Throw **2 of your time chips** into the console!

⌚ ... has the hourglass **not yet** run out?

→ All **other players** give you **1 time chip** – **unless** it is **their final one**. (A player can only lose their **final chip** during their **own turn**; otherwise, they must keep it.)



After that, turn the hourglass over, place its cup back on top, and **pass the die**.

2. Not yet run out?

If you think the hourglass has **not yet run out**, say **NO** and **pass the die**.

But here's the twist: if **other players believe** the hourglass has **already run out**, they can shout **DO!** (...and the next player does not roll the die just yet).

Whoever shouts **DO!** **immediately lifts the cup** from that hourglass. **Several** players may shout **DO!** – as long as the cup has not yet been lifted.

It may turn out that ...

⌚ your **NO** was **correct**, because the **hourglass is still running**. In that case, you **give 1 time chip** to each player who shouted **DO!**

⌚ the **DO!** was **correct**, because the **hourglass had already run out**. In that case, you **receive 1 time chip** from **each player** who shouted **DO!** – **unless it is their last one**.

After that, turn the hourglass over, place its cup back on top, and **pass the die**.

BUT what if...

⌚ ... there is **no cup** on the **rolled color**?

Then **move any cup of your choice** – with its hourglass underneath – to **that color's position**. Do not lift the cup. Pass the die.

⌚ ... you **rolled** the color **white**?

Then you may **choose** to either...

- say **NO** and pass the die. (No one may shout **DO!**)
or
- **lift any cup of your choice**. (All rules from section „**I. Run out...?!**“ apply.)

End of the Game

You win **immediately** when you get **rid of your last time token!** However, you can only lose your final token **during your own turn**, if ...

⌚ ... you reveal an **hourglass that has already run out**,
or

⌚ your opponents are **wrong** with their **DO!** (... because the hourglass is still running, just as you correctly claimed with your **NO**).

During **other players' turns**, you must always **keep your last token** – so you do not win (yet)!

At all times, the following applies: No stalling!

If, during your turn, the other players get the impression that you are hesitating or waiting, they may start a countdown: **“3–2–1– NO !”**

This means **you** have said **NO**. You may no longer lift a cup.

Your opponents may now shout **DO!** and reveal the hourglass.

If your opponents shout **DO!** but do not lift the cup immediately, then you may lift it yourself (and faster!).

Art.-N°.: **60 110 5215**

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2026 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1
D-90765 Fürth
service.zoch-verlag.de
zoch-verlag.com

