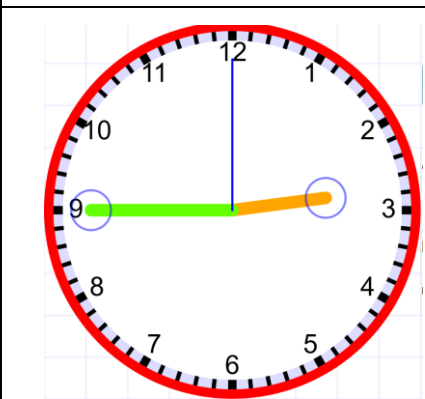
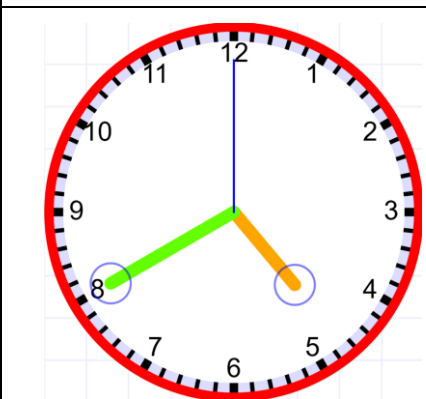
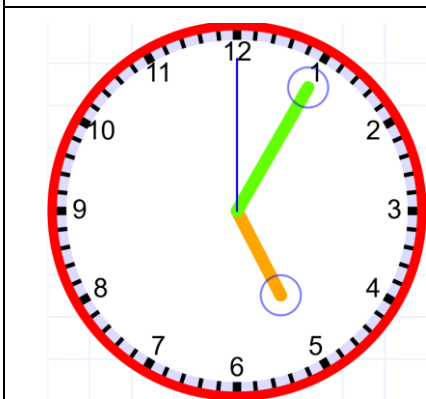
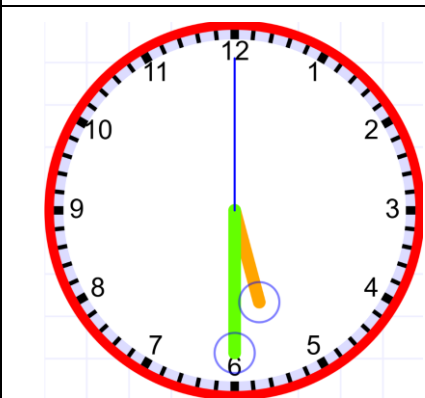
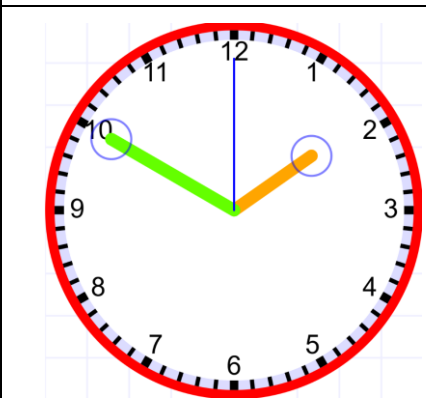
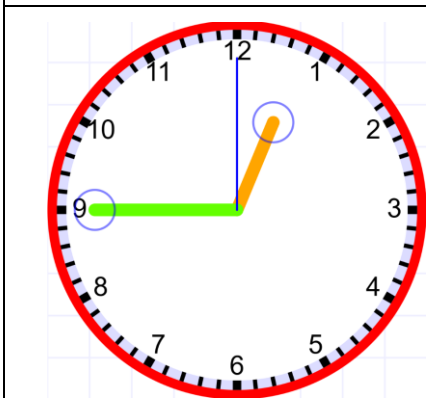
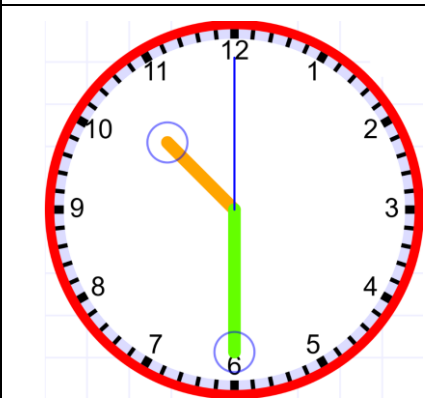
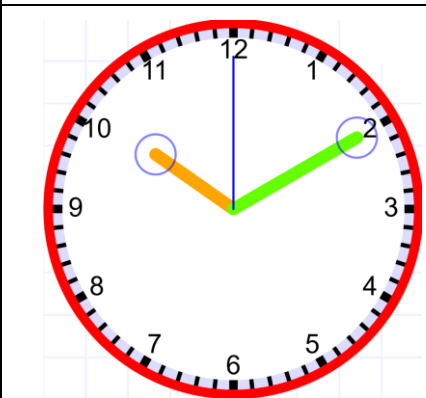
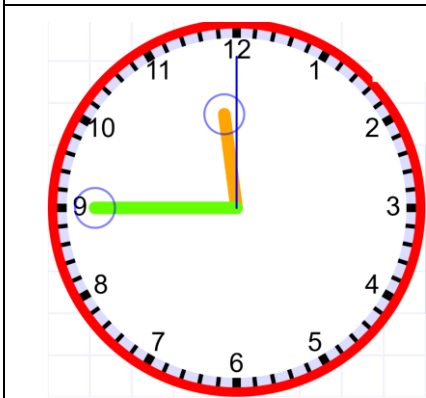
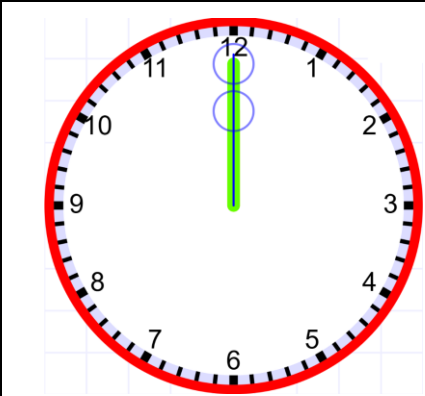
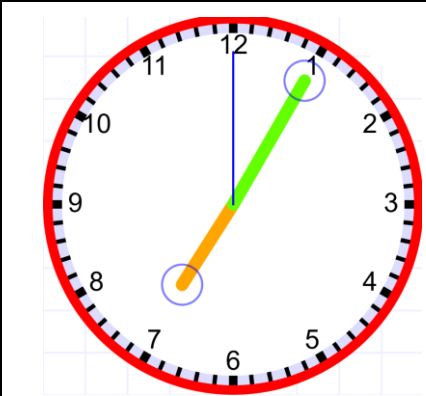
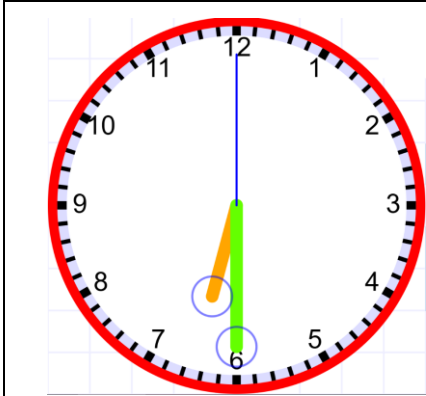
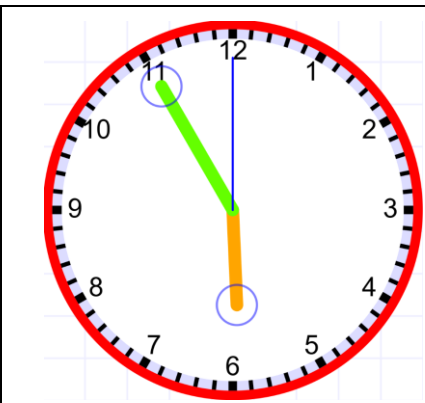
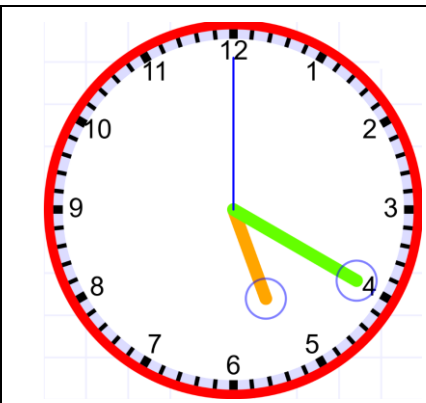
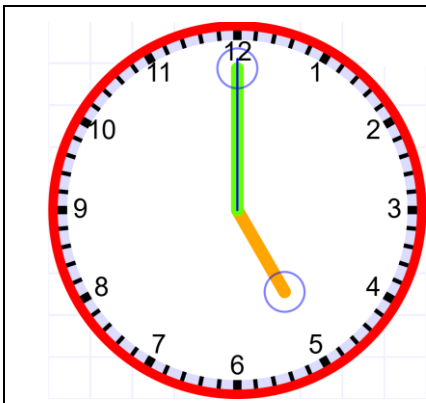
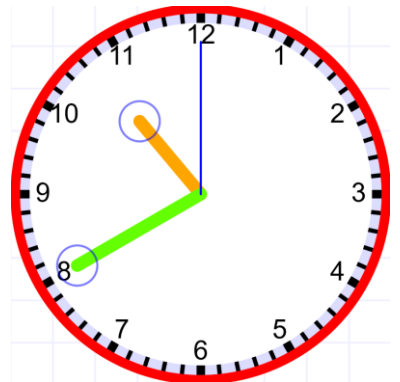
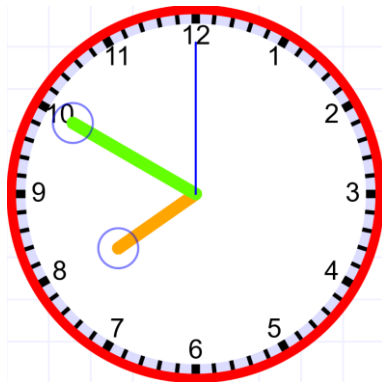
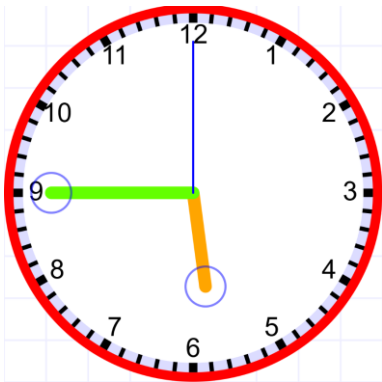
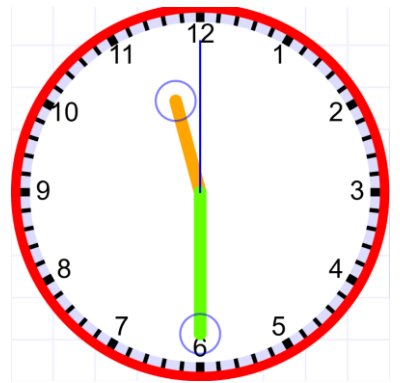
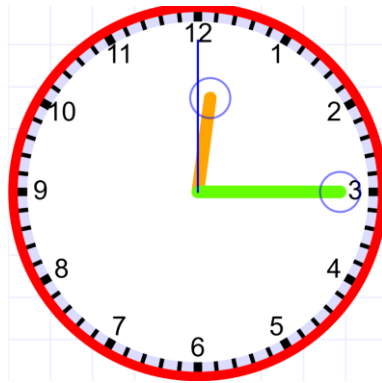
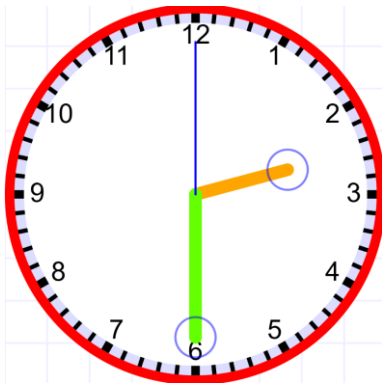
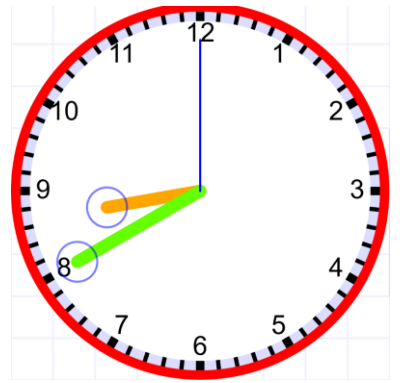
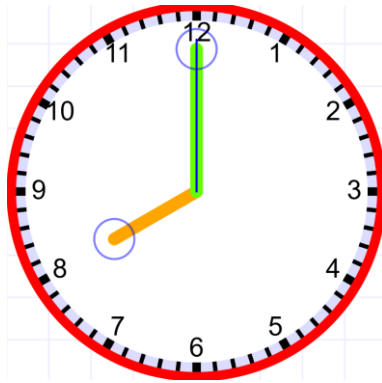
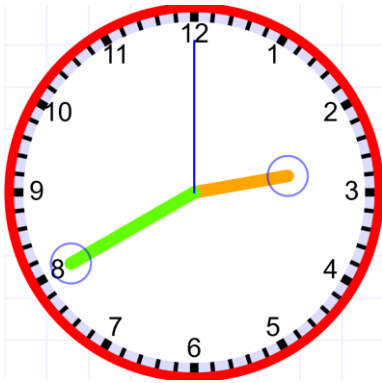
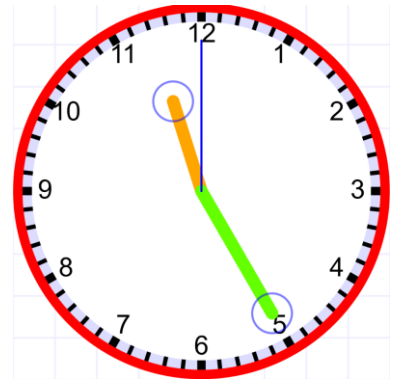
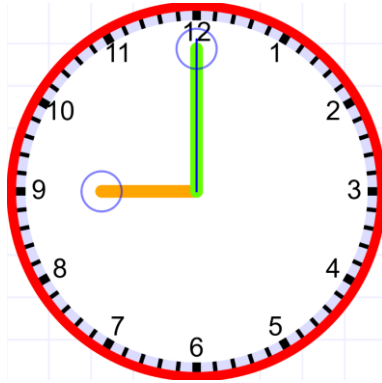
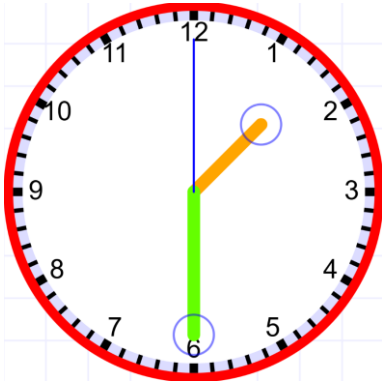
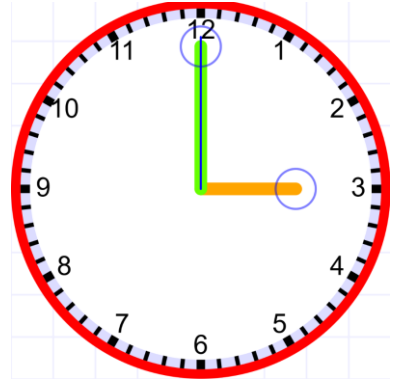
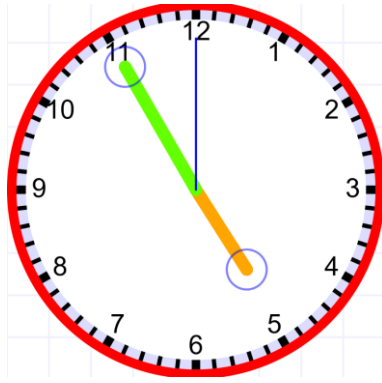
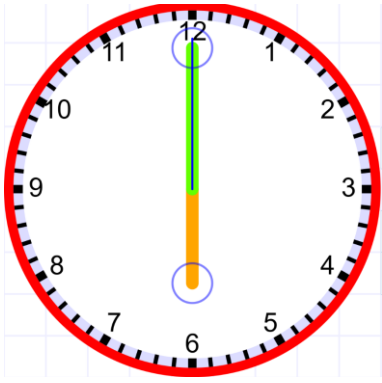




5:55 17:55	5:20 17:20	5:00 17:00
12:00 00:00	7:05 19:05	6:30 18:30
10:30 22:30	10:10 22:10	11:45 23:45
5:30 17:30	1:50 13:50	12:45 00:45
2:45 14:45	4:40 16:40	5:05 17:05



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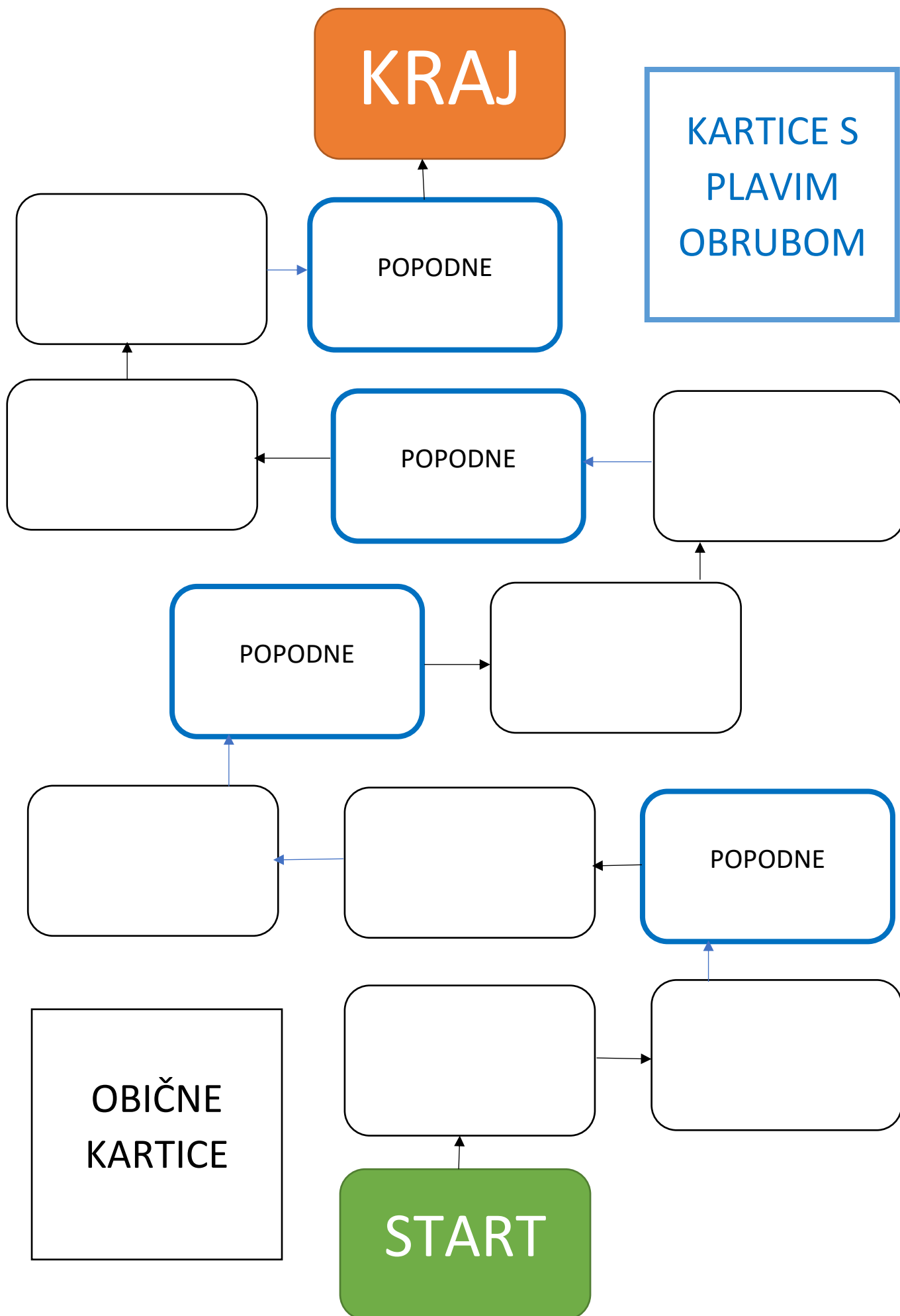
12:15

14:30

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19:50

17:45



Pravila igre

Svi igrači igraju u isto vrijeme. Ovisno o tome na kojem polju stoje, izvlače odgovarajuće kartice.

Početak igre: svi igrači stoje na polju START. Svi igrači namještaju vrijeme na micro:bitu koje pokazuje obična kartica (crni obrub). Igrač može ići na sljedeće polje tek kada je točno namjestio vrijeme.

Kada igrač stane na neko polje mora namjestiti sat na micro:bitu da pokazuje vrijeme zadano na kartici.

Ako igrač stoji **na običnom polju** mora na micro:bitu namjestiti da sat pokazuje točno vrijeme, nebitno je li prije ili poslije podne.

Ako igrač stoji **na plavom polju**, mora na micro:bitu namjestiti vrijeme tako da sat pokazuje popodnevno vrijeme.

Igrači imaju jednu minutu za namještanje svojih satova. Nakon toga stavljaju micro:bit na stol i okreću karticu kako bi provjerili svoje vrijeme. Ako je igrač točno namjestio vrijeme, pomiče se za jedno mjesto, a ako nije ostaje na mjestu.

Odigrane kartice stavljaju se na dno snopa kartica.