

Clacks: A Discworld Board Game is a puzzle game for 1 to 4 players, based on the "Clacks" semaphore messaging system — the fastest (non-magical) messaging system on the Discworld — featured in Sir Terry Pratchett's novel, *Going Postal*. Play against your friends and claim the title of Fastest Clacks Operator on the line, or play together as a team to win the race across the Discworld and prove that the Clacks messaging system is here to stay. Included are rules for player-versus-player games or a co-operative race game against the Post Office. **Clacks: A Discworld Board Game** is a "must have" game for fans of Terry Pratchett's Discworld novels!

Discworld is a comic fantasy book series written by the English author Terry Pratchett (1948–2015), set on the fictional Discworld, a flat disc balanced on the backs of four elephants which in turn stand on the back of a giant turtle, Great A'Tuin. The books frequently parody or take inspiration from J. R. R. Tolkien, Robert E. Howard, H.P. Lovecraft and William Shakespeare, as well as mythology, folklore and fairy tales. The series has sold more than 80 million books in 37 languages. Regarded as one of the most significant contemporary English-language satirists, Pratchett won numerous literary awards, including: The Carnegie Medal, Locus Awards, the Mythopoeic Award, ALA Notable Books for Children, ALA Best Books for Young Adults, Book Sense 76 Pick, Prometheus Award and the British Fantasy Award.

CONTENTS

- 1 Clacks Operator's' Manual
- 1 Playing board
- 16 Lamp tiles
- 1 Sheet of Lamp ON/OFF Stickers
- 36 Clacks Cards
- 12 Fault Report Cards
- 8 Incident Report Cards
- 8 Operator's Log Cards
- 48 Jacquards
- 4 Player pawns
- 2 Deep Dwarf markers
- 24 Transmit Markers
- 1 Ankh-Morpork Post Office Marker
- 1 Clacks Alphabet Card
- 1 Play Timer
- 1 Cloth Bag

HIGHLIGHTS

- 1 to 4 players
- 30 to 60 minute game time
- Ages 7+
- Terry Pratchett's Discworld
- Cooperative or competitive gameplay.
- Solo play
- Puzzle Game

CATAGORIES

Action Point Allowance, Competitive, Cooperative, Discworld, Novel-based, Pattern Recognition, Puzzle Game, Family Game, Solo, Take That