Algse mängu autor Merilin Kirbits. Originaalasukoht veebis http://kellaaeg.weebly.com/maumlngud.html. Mängu reeglite sõnastust on muudetud.

Leia paariline

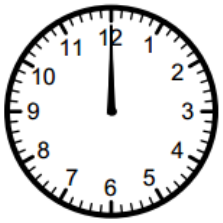
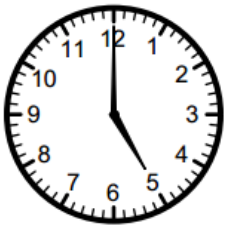
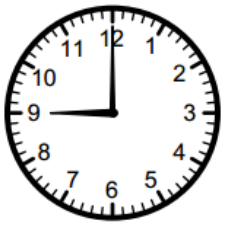
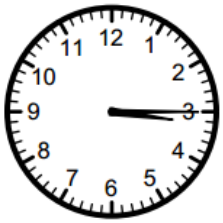
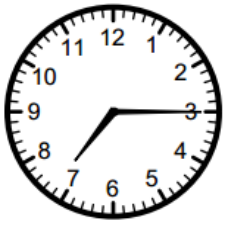
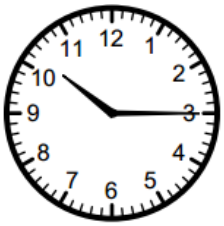
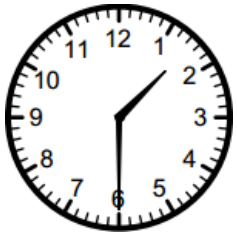
1. Prindi mängud välja.
2. Lõika sedelid lahti.
3. Mängimiseks läheb vaja vähemalt kaht inimest.
4. Korralda võistlused:
   - kes kõige kiiremini paarilised üles leiab, on võitja;
   - kes kõige kiiremini paneb kellaajad õigesse järjekorda, on võitja (alustades varaseimast, alustades hiliseimast, alustades kindlast kellaajast - näiteks 09.00).

Mänge on kokku kolm:

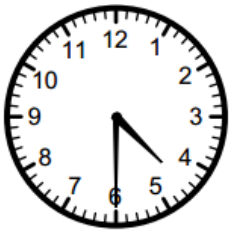
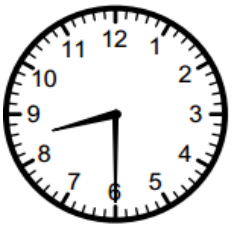
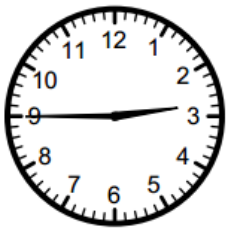
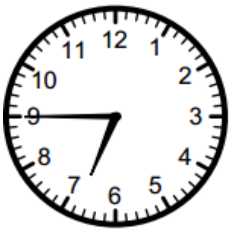
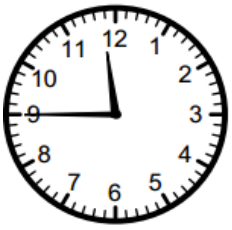
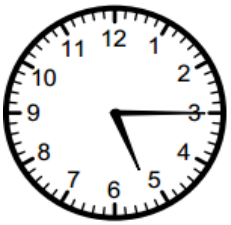
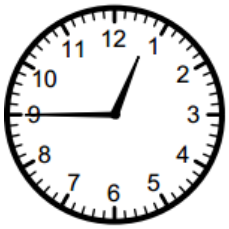
- mäng 1 – täistund ja pooltund, veerandtund ja kolmveerandtund;
- mäng 2 – kell 5 minutiliste vahedega;
- mäng 3 – teisendamine.

Et mängud segi ei läheks, võib need printida erinevat värvi paberile või panna ümbrikutesse.

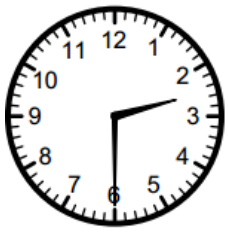
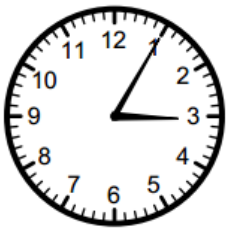
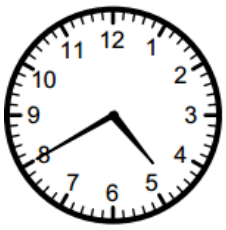
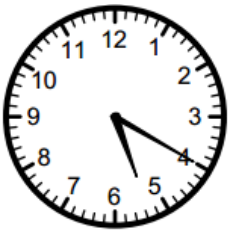
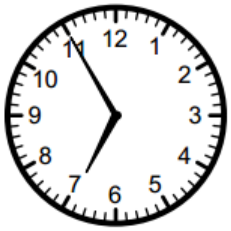
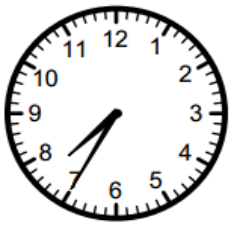
MÄNG 1 – täistund ja pooltund, veerandtund ja kolmveerandtund

	12:00	kaksteist
	17:00	viis
	09:00	üheksa
	03:15	veerand neli
	19:15	veerand kaheksa
	10:15	veerand üksteist
	13:30	pool kaks

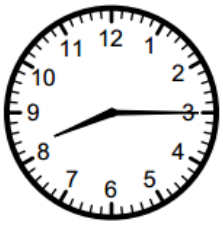
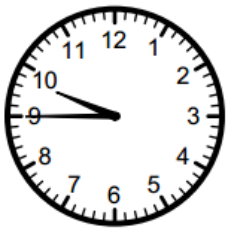
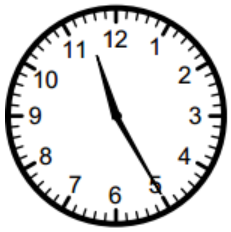
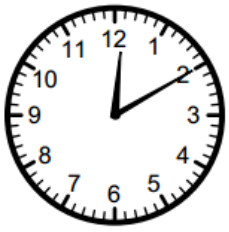
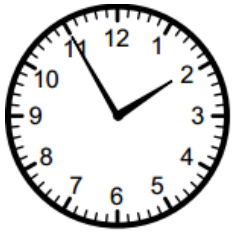
MÄNG 1 – täistund ja pooltund, veerandtund ja kolmveerandtund

	04:30	pool viis
	20:30	pool üheksa
	02:45	kolmveerand kolm
	18:45	kolmveerand seitse
	11:45	kolmveerand kaksteist
	05:15	veerand kuus
	00:45	kolmveerand üks

MÄNG 2 – kell viieminutiliste vahedega

	13:00	üks
	14:30	pool kolm
	03:05	viis minutit kolm läbi
	16:40	kahekümne minuti pärast viis
	17:20	kakskümmend minutit viis läbi
	06:55	viie minuti pärast seitse
	07:35	viis minutit pool kaheksa läbi

MÄNG 2 – kell viieminutiliste vahedega

	08:15	veerand üheksa
	21:45	kolmveerand kümme
	22:50	kümne minuti pärast üksteist
	11:25	viie minuti pärast pool kaksteist
	12:10	kümme minutit kaksteist läbi
	01:55	viie minuti pärast kaks
	23:05	viis minutit üksteist läbi

MÄNG 3 – teisendamine

1 h 15 min	75 min
1 h 5 min	65 min
1 h 30 min	90 min
3 h 20 min	200 min
2 h 40 min	160 min
1 h 55 min	115 min
1 h	60 min
1 min	60 s
1 öö päev	24 h

MÄNG 3 – teisendamine

1 min 52 s	112 s
2 min 15 s	135 s
1 min 30 s	90 s
1 min 45 s	105 s
1 öö päev 11 h	35 h
2 öö päeva 4 h	52 h
1 öö päev 8 h	32 h
1 öö päev 22 h	46 h
3 öö päeva	48 h