



# FIVE CROWNS INSTRUCTIONS



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Here's a video tutorial



## GOAL:

To be the player with the lowest score at the end of the 11th round by making your entire hand into books and/or runs.

## CARDS:

The game consists of two 58-card decks. Each deck has three Jokers and five suits: stars ★, hearts ♥, clubs ♣, spades ♠ and diamonds ♦. Each suit has eleven cards: 3 through 10, Jack, Queen and King.

## WILD CARDS:

Jokers are always wild cards. There are also rotating wild cards that change every round. The rotating wild cards are based on the number of cards dealt that round. So, when 3 cards are dealt, the 3s are wild, when 4 cards are dealt, the 4s are wild and so on until the last round when the Kings go wild.

## BOOKS:

A book consists of three or more cards of the same value regardless of suit. For example:

8♣ 8★ 8♠ OR K♠ K♦ K♥ K♥

Any card in a book can be replaced by a wild card. For example, if 8s are wild, a book could be:

8♠ Q♠ Q★ OR 8★ 9♦ 9♦ 9♥

You can have as many wild cards in a book as you wish and they can be adjacent to each other.

## RUNS:

A run consists of a sequence of three or more consecutive cards of the same suit. For example:

5♣ 6♣ 7♣ OR 9★ 10★ J★ Q★

Any card in a run can be replaced by a wild card. For example, if 7s are wild, a run could be:

9♦ 7♣ J♦ OR 6♦ 7★ 7♠ 9♦

You can have as many wild cards in a run as you wish and they can be adjacent to each other.

## DEAL:

1. Shuffle both decks of cards together.
2. In the first round deal 3 cards, one at a time, in a clockwise rotation, to each player.

*Each round, the number of cards dealt increases by one. In the second round deal 4 cards, in the third round deal 5 cards and so on until the last round when each player is dealt 13 cards.*

3. Place the remaining cards in the center of the table to make the draw pile and flip over the top card to start the discard pile.

## PLAY:

1. The player to the dealer's left goes first and play continues clockwise.
2. Start your turn by drawing a card from the draw pile OR picking up the top card from the discard pile. You can only take the top card.
3. Keep all of your books and/or runs in your hand until you are able to go out.
4. Complete your turn by discarding one card.
5. **Going Out:** Start your turn as normal, then lay down your entire hand in books and/or runs on the table in front of you before discarding your last card.

*You can only use the number of cards you were dealt to make your books and/or runs. You must have one card left to discard. Your discard can be a playable card.*

6. Once a player has gone out, all other players have one more turn. Start your last turn as normal, but lay down any books and/or runs you can before discarding. All unused cards will count toward your score.

*You are not allowed to play on another player's books and/or runs.*

7. The cards used in books and/or runs are not scored. Players add up only their unused cards. The scorekeeper records and tallies the scores.

8. **Card Values:** Each number card is worth its face value, Jacks are 11 points, Queens are 12, Kings are 13, Jokers are 50 and the current wild cards are 20 points.

9. The player to the dealer's left shuffles all of the cards and deals the next round.

*Remember to increase the number of cards dealt by one card and keep track of rotating wild cards!*

Play continues until the 11th round when each player is dealt 13 cards and the Kings go wild.

10. At the end of the game the player with the lowest score wins!

## HINTS:

1. Keep your options open. You can come from behind even in the last round; hence the slogan, *The game isn't over 'til the Kings go wild!*<sup>®</sup>
2. Whenever you are uncertain which card is wild, count the number of cards you were dealt, that number is wild for that round.
3. The rare occasions:
  - If you have a wild card in your hand that you can't use - you are allowed to discard it. This will save you points but may help the next player.
  - If all the cards in the draw pile are used, shuffle the discard pile to replenish the draw pile.
  - If there's a tie for the lowest score: have multiple winners OR deal a 6-card tie-breaking round for only the tied players to play.
4. Having a party? Combine two games and play with up to 14 people!

## Solitaire Instructions

**GOAL:** To close out each pile by making books and/or runs before the draw pile is depleted.

**DEAL:** Shuffle all cards together and deal 11 piles: 3 cards in the first pile, 4 in the second, 5 in the third and so on until you have 13 cards in the eleventh pile. Arrange each of the piles faceup in a way that you can see all of the cards. The remaining cards create your draw pile.

**WILD CARDS:** Jokers are always wild. The additional wild cards for each pile are different. They are based on the number of cards each pile was dealt. For example, the first pile has 3 cards, so 3s are wild for that pile.

**PLAY:** To begin, take the top card from the draw pile and decide which of the 11 piles you want to play it in. After adding it, discard one card from that pile. Discarded cards are not allowed to be used again. When all of the cards in a pile are successfully arranged into books and/or runs, it is closed and can be flipped over. Continue playing until all the piles are closed (you win) or the draw pile is depleted (try again).

### What's Your Next Play?

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## Zangle!

What's a Zangle? Twist, flip or spin your cards to make the shape on another card. Play together or challenge yourself with this brain-twisting shape-building game. With 3 ways to play, Zangle is visually challenging and addictively fun!

**Ages:** 6 to adult • **Players:** 1 to 6

## WordSpiel!

Be the first to get rid of all 10 of your cards by making words. Each turn, start your word with the last card played. Just like the name, *WordSpiel*, *Spiel* uses the S from *Words*. It's the word game...Where the END...is just the BEGINNING!®

**Ages:** 8 to adult • **Players:** 1 to 6

## KARMA

*What Goes Around...Comes Around!*®

Race to get rid of all of your cards by playing a card of equal or higher value. In this game there are multiple winners. You never really know who's going to lose until the very last card. The dramatic ending calls for an instant rematch!

**Ages:** 8 to adult • **Players:** 2 to 6

## SET

*The Family Game of Visual Perception*® This classic game has won 40 Best Game Awards! Race to find the most SETs! SET is challenging, fast and fun; exercise your brain while playing a game. It's a binge-worthy game of Triple Matching Mania.®

**Ages:** 6 to adult • **Players:** 1 or more

### SET® Junior

*Your very first SET game!* With this two-sided game board kids can start to play as young as 3! Match tiles to create SETs on one side, then race to find SETs on the other. Point chips make scoring fun!

**Ages:** 3 to adult • **Players:** 2 to 4

## FIVE CROWNS Junior

Kid-style rummy! Match all 5 cards in your hand to win a treasure chip. The player with the most treasure wins the game. The wild card rotates just like in the original Five Crowns game.

**Ages:** 5 to adult • **Players:** 2 to 6

## Quiddler®

*The SHORT Word Game*®

Winner of over 20 Best Game Awards! The challenge is to combine all the cards in your hand into words. The number of cards dealt changes each round.

*For the FUN of Words*®

**Ages:** 8 to adult • **Players:** 1 to 8

### Quiddler® Junior

FUN with words! A perfect game for witty word wizards and early readers alike. Each card contains a kid-sized word and colorful picture. Point chips make scoring fun and easy.

**Ages:** 6 to adult • **Players:** 2 to 6

[www.setgame.com](http://www.setgame.com)

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Contact us at: Customer Service, 1400 E. Inman Pkwy.,

Beloit, WI 53511 • [playmonster@playmonster.com](mailto:playmonster@playmonster.com)

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