

5 Crowns

Game Rules

AGES: 8 to adult

PLAYERS: 2 to 7

OBJECT: To obtain the lowest number of points after playing all eleven hands of the game.

The Deck:

The game consists of two 58 card decks. Each deck contains five suites:

stars , hearts , clubs , spades , diamonds 

Each suite has eleven cards: 3 through 10, Jack, Queen and King. Six Jokers are in the game.

The Deal:

Before each hand is dealt, all the cards (both decks) are shuffled together. In the first hand of the game three cards are dealt, one at a time, to the players. In each following hand, one additional card is dealt to each player; thus, the second hand has four cards, the third hand five cards, etc. In the last hand of the game each player has thirteen cards. After each deal, the remaining cards are placed in the center as a stockpile, and the top card is turned over to start the discard pile.

Card Values:

Each card is worth face value, with the

Kings = 13
Queens = 12
Jacks = 11
Jokers = 50

and the current wild card is equal to 20. The wild card changes from hand to hand, and for each hand, it is the card which is equal to the number of cards dealt in the hand. Thus, when three cards are dealt, the 3s are wild, when four cards are dealt,

the 4s are wild, and so on until the last hand when the Kings are wild. Jokers are always wild.

Runs:

A run consists of a sequence of three or more cards of the same suit - i.e.

5♣, 6♣, 7♣,

or

9★, 10★, J★, Q★.

Any card in a run can be replaced by any wild card regardless of the suit of the wild card. For example, in the fifth hand dealt, when 7s are wild, a run could be made from

9♦, 7♣, J♦

or

6♦, 7★, 7★, 9♦, etc.

You can have as many wild cards or Jokers in a run as possible (and they may be adjacent to each other). Jokers can replace any card.

Books:

A book consists of three or more cards of the same kind regardless of suit - i.e.

8♣, 8★, 8♠

or

K♠, K♦, K♥, K★

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

8♠, Q♠, Q★

You can have as many wild cards or Jokers in a book as you wish. Jokers can replace any card.

Going Out:

After drawing from the deck or picking up the top discard, if a player is able to arrange all the cards in his/her hand into books or runs with one card remaining, he/she lays the cards down and discards the one card to go out. The discard can be a

card that could have been played on the cards laid down.

The Play:

The player to the dealer's left goes first, and the play continues clockwise. Each turn starts with either drawing a card from the stockpile or picking the top discard. The turn is completed by discarding one card. One can only lay cards on the table when going out or, in turn, after a player has gone out. When a player is able to go out, the remaining players each have one last turn. Each remaining player, in turn, will either draw from the deck or pick up the top discard. The players will then lay down all their runs or books, discard one card, and count the cards remaining in their hands as points against them. No one can play on another player's books or runs. The value of the cards on the table does not matter--only cards remaining unused in the hand are counted. The scorekeeper records the points and keeps a running tally. The deal passes to the player on the dealer's left and the next hand is dealt. The number of cards dealt increases by one card each deal and the wild card changes as described above. Play continues until the eleventh hand when the kings are wild. Low score wins.

Notes:

1. Skill in seeing how to make books and runs from the cards in your hand can turn your luck around. You can come from behind in the last hand...hence our slogan "the game isn't over 'til the kings go wild!"
2. Whenever you are uncertain which card is wild count the number of cards in your hand, the wild card for that hand is the card which has value equal to the number of cards you have.
3. If a wild card is discarded, only the next player can pick it up. If it is not your turn keep quiet, it could be missed. As soon as the next player draws, that card is dead and no one can use it. This is the same for all discarded cards.
4. Since players have one chance to lay all cards down after someone goes out, keeping 3 kings, for example, is an advantage (since they constitute a book which can be put down), but having only 2 kings and no wild card is a disadvantage.
5. If you have only one wild card or a Joker and can't play it (this can happen in the beginning hands), you may wish to discard it. This will cut your losses (they are worth lots of points), but unfortunately be a good chance of helping your opponent.
6. In the last hand of a seven player game, if by chance all 25 cards in the stack are used, the discard pile should be reshuffled and used to replenish the stack. If you

wish to play with 8 people, you must reuse the discard pile during the last hand to replenish the stack. To play with more people you will need another deck.