

# Race to 65 — Phase Five Rules

*Major expansion: Difficulty Levels introduced.*

## Objective

Reach the target total—determined by the chosen difficulty—using flipped-down tiles.

## Components

- 2 Shut-the-Box trays (12 tiles each, numbered 1–12)
- 2 hourglasses (15-second timers)
- 2 calculators (for tracking totals)

## Setup

1. Each player sits with their own Shut-the-Box tray.
2. All tiles start flipped up (numbers visible).
3. Each player has a 15-second hourglass.
4. Each player has a calculator.
5. The youngest player begins.

**NEW: Choose a Difficulty Level before starting:**

### Easy Mode

- Target Total: 65
- No timer is used
- Slow-paced, beginner-friendly

### Medium Mode

- Target Total: 67
- 30-second timer per turn (timers required)
- Balanced challenge between speed and planning

### Hard Mode

- Target Total: 70
- 15-second timer per turn (timers required)
- Fast, competitive, and highly strategic

Gameplay (same as Phase Four, but updated for difficulty levels)

**Each turn requires flipping exactly TWO tiles.**

### **Turn Sequence**

1. The active player flips their hourglass only if playing Medium or Hard Mode.
2. During their turn, the player must flip exactly two tiles using any combination:
  - Flip one of their own, stating the number aloud.
  - Instruct their opponent to flip a tile, stating number and direction.
3. The same tile cannot be flipped twice within the same turn.
4. Turn ends immediately after both flips are completed.
5. Play alternates back and forth between players.

### **Tile Values**

- Only flipped-down tiles count toward your total.
- Flipped-up tiles are worth zero.
- Your score is the sum of all flipped-down tiles.

### **Timer Rule (updated for difficulty levels)**

- Easy Mode: No timer—players take unlimited time.
- Medium Mode: 30 seconds per turn (timers required).
- Hard Mode: 15 seconds per turn (timers required).

If the timer runs out before both flips are completed, the turn is forfeited.

### **Consecutive Tile Rule**

- A tile may not be flipped twice in a row by either player.
- Attempting this results in immediate loss of turn with no tiles flipped.

### **The Target Call (formerly “65 Call”)**

- A player may call out the target number at any moment (e.g., “65!”, “67!”, or “70!”).
- The game pauses and the caller’s total is checked.
  - If correct, they win instantly.
  - If incorrect, ALL their tiles reset to the up position and play resumes for the opponent.

### **Calculator Use**

- Players may use calculators at any time to track running totals, plan combinations, or check possibilities.
- Calculator totals are unofficial—tile totals alone determine victory.

## Notes & Tracking

Players may jot down notes if desired, but calculators are considered the main tool for score tracking.