

Race to 65 — Phase One Rules

Original prototype rules — the foundation of the game.

Objective

Be the first player to flip down tiles so their total equals exactly 65.

Components

- 2 Shut-the-Box trays (12 tiles each, numbered 1–12)
- 2 fifteen-second hourglasses
- Paper and pen for notes and scorekeeping

Setup

1. Each player starts with their own Shut-the-Box tray.
2. All twelve tiles begin flipped up (numbers visible).
3. Each player has a 15-second hourglass placed within reach.
4. Paper and pen are available for note-taking.
5. The youngest player begins.

Gameplay

Turn Structure

1. At the start of their turn, the active player flips their hourglass, beginning the 15-second countdown.
2. During those 15 seconds, the player must perform exactly one action:
 - Flip one of their own tiles (up → down or down → up) and say the number aloud,**or**
 - Tell their opponent which tile to flip, specifying the number and direction.
3. After the action is complete, the turn ends immediately.
4. The next player begins their turn by flipping their hourglass.

Tile Values

- Flipped-down tiles count toward the player's score.
- Flipped-up tiles have no value.
- A player's score = sum of their flipped-down tiles.

Timer Rule

- The player must complete their action before time runs out.
- If the timer empties before a move is made, the player loses their turn.

Consecutive Tile Rule

- A tile may not be flipped twice in a row.
- Example: If Player A tells Player B to flip tile 7 up, Player B may not flip tile 7 down on their next turn.
- Attempting this is an illegal move, and the player loses their turn immediately.

The “65” Call

- A player may shout “65!” at any time.
- The game immediately pauses.
- If the player’s flipped-down tiles total exactly 65, they win instantly.
- If incorrect, all their tiles are flipped back up, and the game continues.

Notes & Scorekeeping

Players may write anything they want during the game. Notes are private.