

Race to 65 — Phase Seven Rules

Final refinement phase — explicit win condition added.

Overview of Phase Seven

Phase Seven finalizes the win condition of Race to 65. This phase makes one major change: a player must explicitly call out the target number (e.g., “65!”, “67!”, or “70!”) in order to win. Reaching the total silently does not end the game. All other rules from Phase Six remain unchanged.

Objective

Be the first player to reach the chosen target number — but ONLY if they call it out.

Components

- 2 Shut-the-Box trays (12 tiles each)
- 2 hourglasses (used only in Medium/Hard)
- 2 calculators
- Optional notepads

Setup

1. Each player has a Shut-the-Box tray and calculator.
2. All tiles begin flipped up (numbers visible).
3. Hourglasses available for Medium/Hard modes only.
4. Determine starting player (typically youngest).

Select Difficulty Level:

Easy: Target = 65, no timer.

Medium: Target = 67, 30-second timer.

Hard: Target = 70, 15-second timer.

Gameplay

Each turn requires flipping exactly TWO tiles.

Turn Sequence

1. Flip the hourglass only in Medium/Hard modes.

2. Flip exactly two tiles using any combination:
 - Flip one of your own, stating the number aloud.
 - Instruct the opponent to flip a tile, stating number and direction.
3. The same tile cannot be flipped twice in a single turn.
4. Once both flips are done, the turn ends immediately.

Tile Values

- Flipped-down = worth their number.
- Flipped-up = 0.
- Score = total of flipped-down tiles.

Timer Rule

- Easy Mode: No timer.
- Medium Mode: 30 seconds per turn.
- Hard Mode: 15 seconds per turn.

If time expires before both flips are made, the turn is forfeited.

Consecutive Tile Rule

- A tile cannot be flipped two turns in a row by either player.
- Violations result in immediate loss of turn with no tiles flipped.

The Target Call (FINALIZED IN PHASE SEVEN)

- To win, a player **MUST** call out the target number (“65!”, “67!”, or “70!”).
- The game pauses immediately.

If correct:

- Player wins instantly.

If incorrect:

- ALL tiles on the caller’s board reset to the up position.
- Opponent continues play from their current board state.

Important:

Reaching the target silently does NOT win the game. A called total that is not exact is

penalized severely.

Calculator Use

Players may freely use calculators to check totals, test combinations, or plan strategy. Tile totals are the only official totals.

Notes & Tracking

Players may keep notes optionally, but calculators are the primary tracking tool.