

Race to 65 — Phase Six Rules

Structural improvement phase — rules reorganized for clarity and flow.

Overview of Phase Six

Phase Six focuses on improving the structure, readability, and instructional flow of the rules. No major gameplay mechanics change in this phase — instead, rules are rearranged for clarity, and wording is tightened to avoid ambiguity.

Key Improvements in Phase Six

- The Consecutive Tile Rule is moved to appear *after* Gameplay, so players learn flipping mechanics first.
- Difficulty selection is moved into Setup, creating a natural flow before gameplay begins.
- Timer language is standardized and clarified (timers used only in Medium & Hard modes).
- Language describing flip announcements is standardized (“state the number aloud”).
- Gameplay turn order is rewritten cleanly for readability.
- Redundant statements are removed; vague phrases replaced with precise wording.

Objective

Reach the chosen target total (65, 67, or 70 depending on difficulty) using flipped  down tiles.

Components

- 2 Shut-the-Box trays (12 tiles each)
- 2 hourglasses (used for Medium and Hard modes)
- 2 calculators
- Optional notepads

Setup

1. Each player has their own Shut-the-Box tray and calculator.
2. All tiles start flipped up (numbers visible).
3. Hourglasses are placed nearby (timers are used only in Medium & Hard).
4. Determine who goes first (traditionally the youngest player).

Choose a 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. The active player flips their hourglass only if playing Medium or Hard Mode.
2. During the turn, the player must flip exactly two tiles in any combination:
 - Flip one of their own tiles, stating the number aloud.
 - Instruct their opponent to flip a tile, stating number and direction.
3. The same tile cannot be flipped twice within a single turn.
4. After both flips, the turn ends immediately and passes to the opponent.

Tile Values

- Flipped-down tiles count toward the total.
- Flipped-up tiles count as zero.
- Score = sum of flipped-down tiles.

Timer Rule

- Easy Mode: No timer—players may take as long as they wish.
- Medium Mode: 30 seconds per turn.
- Hard Mode: 15 seconds per turn.

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

Consecutive Tile Rule (Relocated Here in Phase Six)

- A tile may not be flipped twice in a row by either player.
- If tile 8 was flipped on one turn, it cannot be flipped again on the very next turn.
- Penalty for violating this rule: immediate loss of turn with no tiles flipped.

The Target Call

- A player may call out the target number (“65!”, “67!”, or “70!”) at any time.
- The game immediately pauses.

- The caller's flipped-down tiles are counted:
 - If correct, they win instantly.
 - If incorrect, all their tiles reset to the up position and play resumes.

Calculator Use

Players may freely use calculators to track running totals, predict combinations, or plan strategy. Calculator totals are unofficial; tile totals determine all outcomes.

Notes & Tracking

Players may make written notes if they wish, but calculators are now considered the primary tracking method.