

Race to 65 — Phase Two Rules

Refined prototype rules — clarification-focused update.

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, stating the number and direction.
3. Once the action is completed, the turn ends immediately.
4. The next player begins their turn by flipping their hourglass.

Tile Values (Clarified)

- Only flipped-down tiles count toward the player's score.
- Flipped-up tiles have no value (worth 0).
- A player's score = sum of all flipped-down tiles.
- Tile values never change; only orientation (up/down) matters.

Timer Rule (Clarified)

- The player must complete their action before time runs out.
- If the hourglass empties before the action is completed, the turn is forfeited.
- No tiles are flipped when a turn is forfeited.

Consecutive Tile Rule (Clarified)

- A tile may not be flipped twice in a row by either player.
- 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.
- Illegal Move Penalty: The player immediately loses their turn, and no tiles are flipped.

The “65” Call

- A player may shout “65!” at any moment, even during the opponent’s turn.
- The game immediately pauses.
- If the caller’s flipped-down tiles total exactly 65, they win instantly.
- If incorrect, the caller resets all tiles to the up position and play resumes with the opponent.

Notes & Scorekeeping

Players may write down totals, combinations, or reminders. Notes are private and optional.