

FIVE CROWNS Junior[®]



**Match all your cards to
win the most treasure.**



Kids

AGE
5+

30 MINS

2-6
PLAYERS



WARNING:
CHOKING HAZARD - Small Parts.
Not for children under 3 yrs.

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ENTERPRISES, INC.



Contents:

5 large wild cards

50 playing cards

36 treasure chips

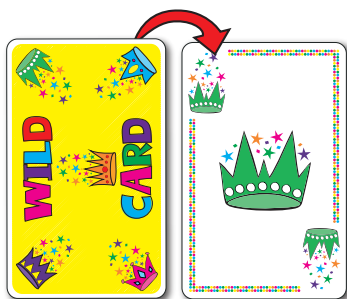
48 Robby chips

Players: 2 - 6

Ages: 5 +

The Game: FIVE CROWNS JUNIOR is a rummy-style game where players try to match all 5 cards in their hands by either color or number. There are 5 rounds in the game with different wild cards each round. The player with the most treasure chips at the end wins!

Wild Cards: The wild cards change each round. A wild card can be used as any number or color. There are five large wild cards that are used to show what is wild for that round. At the beginning of each round, flip over a large wild card to determine which cards are wild. All cards that match the large wild card **color AND have stars** are wild for that round.



Large Wild Cards



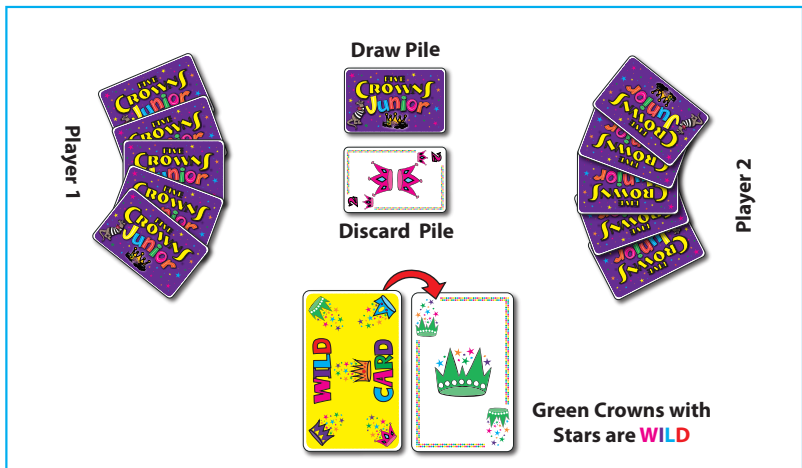
Wild



Not Wild

The Deal: Shuffle all playing cards before each round. Deal 5 cards to each player. Place the remaining cards face down to form a draw pile. Turn over the top card of the draw pile to begin a discard pile.

Then turn over one of the large wild cards to show what is going to be wild that round. The player to the dealer's left goes first.



The Play: On your turn draw the top card from the draw pile or the discard pile and complete your turn by discarding one card. The play continues clockwise with each player drawing and discarding one card until one player can go out by matching all 5 cards by either color or number.

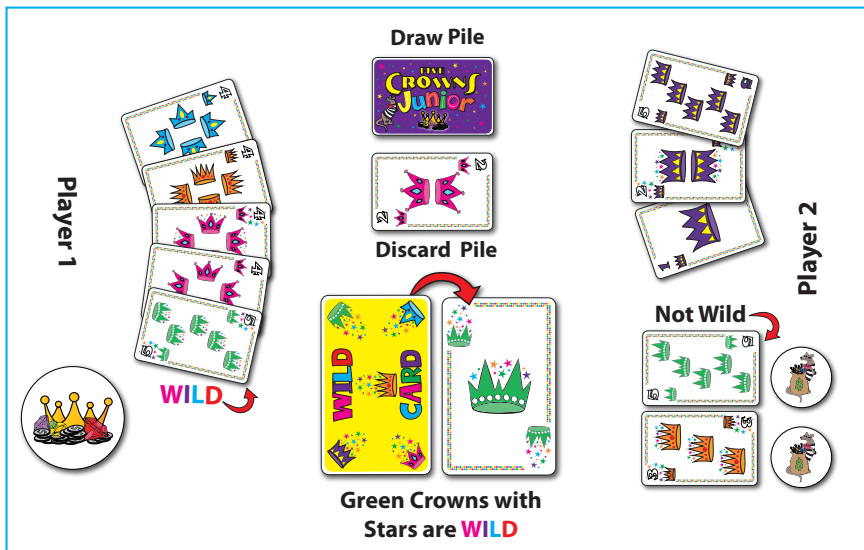
Going Out: The first player to match all 5 cards by color or number lays them down face up and discards. After the first player goes out, everyone else has one more turn and must lay down any allowable matches at the end of the turn. A minimum of 3 cards must match by either color or number to lay them down. You can only use your cards (not those of other players) to make matches.

Scoring: Players who are able to match all 5 cards receive a treasure chip. Players who cannot match all 5 cards get a Robby chip for each unmatched card. (See back page for scoring example.)

Beware! Robby, the packrat is trying to steal your treasure!



How To Score Example



Player 1 matches all five cards using one "wild card" and four "4 cards" earning one treasure chip.

Player 2 matches three "purple cards" and has two cards unmatched, earning two Robby chips.

Winning the Game: At the end of the fifth round the player with the most treasure chips wins. If there is a tie, the tied players compare Robby chips. The player with the fewest Robby chips wins the tie.

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