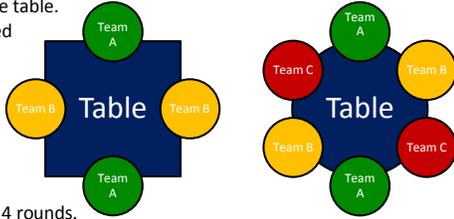


# 5 TO CLOSE

## Number of Players:

5 To Close is best played with 4, 6 or 8 players (in teams of two). Each player sits opposite their partner at the table.

5 To Close can also be played with 2, 3, 5, or 7 players with slightly different rules. See the end of this rules sheet for 2, 3, 5, or 7 player instructions.



## Object of the Game:

Score the most points after 4 rounds.

## How to Play:

Each player draws a card. The person with the letter closest to A is the dealer for the first round. If a player draws a special card (not a letter of the alphabet) then another card is drawn until a letter of the alphabet is drawn. The deck is shuffled and the dealer deals seven cards to each player starting with the person to their left. The remainder of the deck is placed face down in the center of the table (the draw pile). One card is turned over to begin a discard pile. The player to the left of the dealer starts. Each player does the following five steps on their turn:

1. One card is drawn from either the draw pile or from the top of the discard pile.
2. The player can play any number of cards from their hand. The player can add cards to any number of words that have been previously started, or can start new words or a combination of both. A team can only have five active words on the table at a time. Words that have been locked do not count as active words. If five active words are already on the table for a team, then no new words can be started until at least one of the active words is locked. Only one set of words is kept for each team. You and your partner will both be building on the same set of words. Each round one teammate is designated to keep the words for their team. The player who is not keeping the words passes the letters they desire to play to their partner to be played on the table when it is their turn.
3. The player then chooses if they would like to "lock" any words that have been played. Each round there is a minimum length that a word must be to be locked (see Minimum Cards in Word to Lock section). To lock a word it is simply turned over on the table face down. Once a word is locked it cannot be played on anymore. Only locked words receive points at the end of the round.
4. The player then discards one card (not needed if all their cards were played).
5. Finally, additional cards are drawn to bring the total number of cards in the player's hand back to seven. The next player should not draw until this is done.

## Special Cards:

**Wild** - This card can be used as any letter A-Z. When it is played, the player must declare what letter it will represent (which cannot be changed while the card remains a part of that word). After this card has been played on the table any other player, on their turn, can pick it up and replace it with the real letter that it was declared to represent (this only applies to unlocked words). There is no limit to the number of wild cards that can be used in a single word.

**Double** - This card doubles the point value of a word. For example, if this card is played on a 5-letter word, it would be worth 50 points. This only applies if the word is locked when the round ends. To play a double card, slide it under the top corner of a word. It cannot be moved once it has been played. At the end of a round any double cards which are not a part of locked word (whether in a player's hand or on the table as a part of an unlocked word) carries a 25 point penalty.

**Triple** - This card functions the same way as a double card, except that it triples the point value of the word rather than doubling it. A triple card that is not a part of an unlocked word at the end of a round carries a 35 point penalty.

**Freeze** - This card is played on an opposing team's word. It can only be played on unlocked words. It prevents the other team from adding to or locking the frozen word. To play a freeze card, lay it on top of the last letter of an opposing team's unlocked word. This card carries a 25 point penalty if it is in a player's hand at the end of a round (there is no penalty if it has been played on the table).

**Unfreeze** - This card is used to unfreeze a word or prevent a word from being frozen. It *cannot* be played on an opponent's word. To play this card on a word that has been frozen, show the card and then remove the freeze card from the table. Both of these cards are then placed at the bottom of the discard pile. Unfreeze cards *can* also be played on a word that has not yet been frozen (this will prevent that word from being frozen). If an opponent later plays a freeze card on a word that has an unfreeze card already played on it, both are taken off the table and put on the bottom of the discard pile and the word is not frozen.

## Scoring & Winning the Game:

Only words that are locked will receive points at the end of the round. A player may lock as many words as they want on a turn. The round is over when one team locks five words. At the end of the round all teams receive points for any of the words that they have locked. Points are awarded as follows for locked words:

Number of letters in locked word	Points
3	10
4	15
5	25
6	35
7	50
8	80
9	110
10	150
11 or more	150 + 50 points for every letter past 10 letters

Scores are tallied after each round. The highest team score after round four wins.

## Minimum Cards in Word to Lock:

Each round there is a minimum number of cards that a word must have to be locked. A word cannot be locked unless it has at least this many letters:

Round	Number of Letters Needed
1	3
2	4
3	5
4	6

## Other Rules:

1. There is a 25 point bonus for the team that goes out each round.
2. There is no penalty for unlocked words or for cards left in a player's hand at the end of a round (with the exception of the double, triple, & freeze cards).
3. Letters may only be added to the end of words (not the beginning/middle). Letters in words cannot be rearranged once they have been played.
4. If the draw pile runs out, the discard pile can be shuffled and reused.
5. A player may use their turn to discard all 7 cards and draw 7 new cards. All 7 cards must be discarded & no words can be locked by that player that turn.
6. Only words in a standard English dictionary can be played. Exceptions are: abbreviations, prefixes, suffixes, hyphenated words, and proper nouns.
7. "Table talk" is not allowed during game play. This includes any verbal or nonverbal communication that reveals the letters a player has, words they are trying to form, or whether or not words can be locked by their partner.
8. Only one double or triple card may be played on each word.
9. If a team has 5 active words on the table, they may choose to discard all 5 words and start fresh. A player can ask their partner if they would like to do this. This is the only form of table talk allowed. The player who chooses to do this may start new words on the turn that they discard all 5 active words.
10. A player may challenge the spelling of any word that their opponent plays. The word is looked up in a dictionary. If it is spelled incorrectly, the team that played it loses 50 points and the word is removed from the table. If it is spelled correctly, the challenging team loses 25 points. A player must challenge a word before the next player at the table begins their turn.

## Rules for 2, 3, 5, or 7 players:

5 To Close can also be played with 2, 3, 5 or 7 players. The only difference is that each player plays individually rather than with a partner.

## Picture of Game Play:

