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## **PlayMonster 4001**

# **PlayMonster Five Crowns Card Game Instruction Manual**

Model: 4001

## **INTRODUCTION**

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Welcome to Five Crowns, the award-winning rummy-style card game by PlayMonster. This game offers a unique twist on traditional rummy with the addition of a fifth suit, providing an engaging experience for 1 to 7 players, ages 8 and up. The objective is to be the player with the lowest score after 11 rounds.



Image: The Five Crowns game box, featuring five kings from the different suits (Clubs, Hearts, Spades, Diamonds, and Stars) and the game title. The box indicates it's for ages 8+, 1-7 players, and takes approximately 45 minutes to play.

## COMPONENTS

The Five Crowns game includes the following components:

- 116 Playing Cards (5 suits: Spades, Hearts, Clubs, Diamonds, Stars)
- Rulebook



**Includes 116 Cards and English/Spanish Instructions**

Image: The Five Crowns game box, two stacks of cards, and a score pad, illustrating the contents of the game set.

## SETUP

1. **Player Count:** Five Crowns can be played by 1 to 7 players.
2. **Shuffling:** Thoroughly shuffle all 116 playing cards.
3. **Dealer Selection:** The player who draws the highest card deals first. The deal passes to the left in subsequent rounds.
4. **Dealing Cards:**
  - **Round 1:** Deal 3 cards to each player.
  - **Subsequent Rounds:** In each of the 11 rounds, one additional card is dealt. For example, Round 2 deals 4 cards, Round 3 deals 5 cards, up to Round 11 which deals 13 cards.
5. **Wild Cards:** The wild card changes each round.
  - Round 1 (3 cards): 3s are wild.
  - Round 2 (4 cards): 4s are wild.
  - ...and so on, up to Round 11 (13 cards): Kings are wild.
6. **Draw and Discard Piles:** After dealing, place the remaining deck face down to form the draw pile. Turn the top card

of the draw pile face up to start the discard pile.



Image: An infographic highlighting key game features: suitable for ages 8 and up, 1-7 players, approximately 45 minutes per game, and the inclusion of a fifth suit (stars) alongside traditional suits.

## OPERATING (HOW TO PLAY)

### Game Objective

The goal of Five Crowns is to form combinations of cards (books and runs) in your hand and be the first player to "go out" by having only unmatchable cards left. The player with the lowest score at the end of 11 rounds wins the game.

### Turns

Play proceeds clockwise. On your turn, you must:

1. **Draw a Card:** Draw one card from either the draw pile or the top of the discard pile.
2. **Form Combinations:** Arrange your hand into books (three or more cards of the same rank) and runs (three or more

cards of the same suit in sequential order). Wild cards can be used to complete any book or run.

3. **Discard a Card:** Discard one card from your hand onto the discard pile.

## Going Out

A player "goes out" when they can form all cards in their hand into valid books and runs, leaving no unmatchable cards. This player discards one card and announces "I'm out!"

Once a player goes out, all other players get one last turn to try and improve their hand before scoring.



Image: A visual representation of the game's core mechanics, showing cards laid out and text indicating "11 Rounds," "Make the right combinations," "Watch your opponents scramble," and "The player with the lowest score wins!"

## Scoring

After the "go out" player discards and all other players have taken their last turn, scoring occurs. Players count the value of all cards remaining in their hand that are **not** part of a valid book or run.

- Jacks: 11 points

- Queens: 12 points
- Kings: 13 points
- Wild Cards: 20 points (if not used in a combination)
- All other cards: Face value

Record each player's score for the round. The game continues for 11 rounds. The player with the lowest total score at the end of 11 rounds is the winner.

## MAINTENANCE

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To ensure the longevity of your Five Crowns card game:

- Store cards in their original box or a suitable card case to prevent damage and loss.
- Keep cards away from liquids and direct sunlight.
- Handle cards with clean, dry hands to avoid soiling.
- If cards become slightly bent, gently flatten them under a heavy object for a period.

## TROUBLESHOOTING

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- **Missing Cards:** If you find cards missing, first thoroughly check the game box and playing area. If cards are permanently lost, replacement decks may be available from the manufacturer.
- **Rule Disputes:** In case of disagreement over rules, refer to this manual. For further clarification, consult the official PlayMonster website or contact customer support.
- **Difficulty Learning:** The game involves strategy and can take a few rounds to fully grasp. Encourage new players to focus on forming simple books and runs initially.

## SPECIFICATIONS

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Feature	Detail
Product Dimensions	6.5 x 1 x 5.5 inches
Item Weight	5.3 ounces
ASIN	B000001V35
Item Model Number	4001
Manufacturer Recommended Age	8 years and up
Language	English
Manufacturer	SET Enterprises Inc. (for PlayMonster)
Number of Players	1-7
Playing Time	Approximately 45 minutes

## WARRANTY AND SUPPORT

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For information regarding product warranty, please refer to the packaging or contact PlayMonster customer support directly. PlayMonster is committed to providing quality products and customer satisfaction.

For further assistance, questions, or to explore other PlayMonster products, please visit the official PlayMonster Store on Amazon.

