

Bonus Squares

- You can score a bonus if **any tile from the Cluster you played is played on a Bonus Square**. Bonus Squares used in previous turns do not count towards the score of your current turn.

+5 Adds 5 points to the score of the tile placed on it.

2X Doubles the score of an entire Cluster when a tile is placed on it.

+10 Adds 10 points to the score of the tile placed on it.

3X Triples the score of an entire Cluster when a tile is placed on it.

- When a tile is initially played in more than 1 Cluster, the bonus will be counted towards both Clusters.

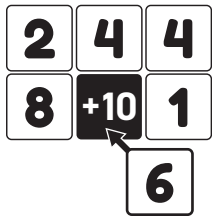
For example, if a tile is played on a **+10** Bonus Square,



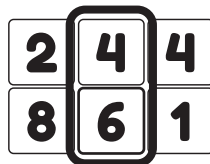
then 10 points are added to both the horizontal Cluster



as well as the vertical Cluster.



15 + 10



10 + 10

Winning the Game

- The game ends when:
 - All tiles have been drawn, and
 - All players have played all their tiles or passed their turn
- Any unused tiles are deducted from that player's score.
- The player with the highest score wins.



Scrambled 5's™

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Objective

To achieve the highest total score by playing groups of tiles that total multiples of 5.

Gameplay

- To determine the first player, each player draws one tile.
 - The highest number drawn determines the first player.
 - The tiles are returned to the draw pile.
- Each player draws **5 random tiles** and conceals them so only they can see.

During the first player's first turn, they may play up to 5 tiles in a straight line (horizontally or vertically):

- Start here:
 - One of the tiles must be played on the center square marked by Rocket Man.
 - The **sum** of all tiles played in a turn **must equal a multiple of 5** (5, 10, 15, etc).



$4 + 1 + 5 = 10$ ✓ $3 + 2 + 9 = 14$ ✗ (not allowed)

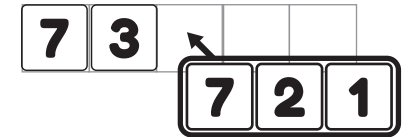
- Moving clockwise, each player plays **up to 5 consecutive tiles** vertically or horizontally off of an existing tile or set of tiles.
 - All tiles played in a single turn must make up a **Cluster** (touching tiles in a straight line).
 - There may never be more than **5 consecutive tiles** in a Cluster.
 - Clusters must **always equal a multiple of 5**.

$4 + 1 + 5 + 3 + 2 + 9 = 24$ ✗ (not allowed)

- After each turn, each player draws additional tiles to keep 5 concealed tiles at all times.
- If a player cannot make a play totaling a multiple of 5, they must pass.
- After each turn, a player scores points by adding up the **total values of all Clusters** created or added to in that turn:

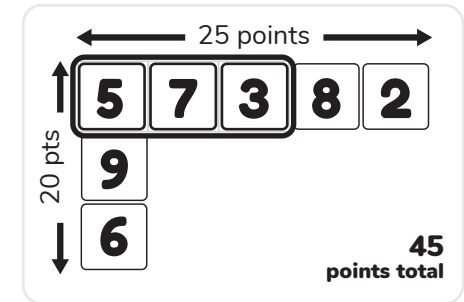
- If a player adds to an existing Cluster, they gain points equal to the total value of the entire Cluster, **including tiles previously played by other players**.

- For example, if a 7 and a 3 have been previously played, then a 7, 2, and 1 may be added to that Cluster for a score of 20.



- You may score in several directions if desired:

- For example, if you can add a 5, 7, and 3 to a Cluster of 2 and 8, and you can line up your 5 with another Cluster, you score the 25 points for your main cluster plus the value of the Cluster with the 5 is a part of.



- You can score points from as many Clusters as your turn allows.

Keep in mind: **Every** Cluster you make or add to must equal a multiple of 5 and must be no more than 5 tiles long.

