

Five Three Five rules summary

Note: see the rulebook for changes when only playing with two players.

Setup: There are an equal number of cards in groups of five (cards 1 to 5), three (cards 7 to 9), and five (cards 11 to 15).

1. If playing with 3-4 players, return one copy of each card to the game box.
2. See the table on page 2 of the rulebook to determine the number of cards to deal to each player and the number to set aside face down for that hand.

Game Play: On your turn, perform one of the following four actions.

Lead Action: Play one, two, or three cards to start the next trick.

If two or three cards, they must be a Set (of-a-kind) or a Run (consecutive numbers).

Overwrite Action: Play one, two, or three cards on top of the current trick that are of the same type (single card, Set, or Run), equal size, and greater strength:

- Sets – greater strength is a higher numbered Set (e.g., a pair of 7's on top of a pair of 2's)
- Runs – greater strength is a lower numbered Run (e.g., a 3-4-5 on top of a 11-12-13)

Overwrite cannot be used on a trick of four cards.

Variant – a one- or two-card trick can be overwritten with a larger trick (up to three total cards). Also, the type of trick can be changed with this larger trick.

Add Action: Play one, two, or three cards to expand the current trick, increasing its size.

If the trick is a single card, you must turn it into a Set or a Run.

The added cards don't need to be consecutive for a Run (e.g., a single 2 can be added to with a 1 and 3 to make it a 1-2-3 Run).

Pass Action: If you cannot or choose not to Overwrite or Add to the current trick, you may pass.

Once you pass, you cannot play more cards until the current trick clears.

End of the Trick: The current trick ends and is cleared once one of the following occurs:

- All but one player passes
- The trick is a Set of four cards in a 3-4 player game or five cards in a 5-6 player game (i.e., all cards of that number in the deck are in the trick)
- The trick is a Run of five cards
- One or more 8's have been played in an Overwrite or Add action (this is the Rule of 8's).

The last player to play a card into the cleared trick will Lead the next trick.

End of the Hand: When a player is out of cards, the other players take point chips equal to the point value of their cards in hand. The point value is the small number below the card number in the corners.

The player with the most points will shuffle and deal as per Step 2 of Setup and Lead the next trick.

If there is a tie for points, the tied player closest to the previous hand's Lead player, in clockwise order, will shuffle, deal, and Lead.

End of the Game: When one or more players has 20+ points at the end of a hand, the game ends.

The player with the fewest points wins. If there is a tie, the tied player holding the fewest cards from the last trick wins. If still tied, the tied players share the win.