



Five Wins Not that colour Rules

2 – 8 players

(Medium level) Fast way to play

Choose a player to deal the cards.
That person shuffles the whole pack and deals out
3 cards to each player face down.

The rest of the cards are placed in the centre,
“Centre cards pack.”

Each player then takes their 3 cards and are ready to
start play.

The player to the left of the dealer starts the game
by rolling the dice. The landed colour is not the
colour in play but the other two colours are in play.
The 2 colours are used to get a highest or lowest
number shown on the card, place value holder.



For Highest example:
■ Red + ▣ Highest
= Blue and Yellow = 21.



For Lowest example:
■ Blue - ▢ Lowest
= Red and Yellow = 13.

Without showing anyone, slide your selected card
into the middle of the table face down. Wait until all
players have done the same and say “Reveal!”
All players flip over their card to reveal who has the
overall winning result.

If 2 or more players have matching numbers on
these 2 colours, roll the colour dice again to select
another not in play colour. This is done until there is
1 winner of that round.

The winner collects all played cards in that round
and places them in the “Winning pile.”

All players will now have just 2 cards in their hands.
Before the dice is thrown by the winner, all players
need to pick up another card from the,
“Centre cards pack.”

Repeat this process until 1 person has 5 wins in their
“Winning pile.”

Five Wins Not that colour Layout

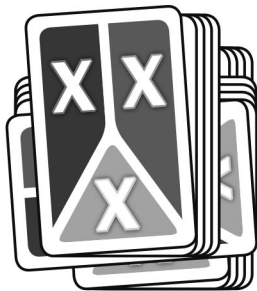


Centre cards pack

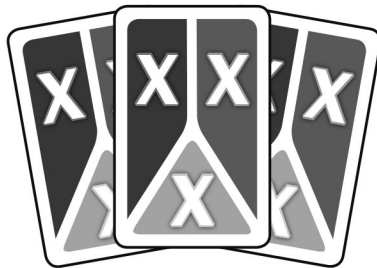


Card to play
placement
area.

Placed
face down
for reveal.



Players
Winning Pile
(each win piled 90° to last win
for easy win count up)



Cards in play

For more rules go to www.keycreations.co.uk