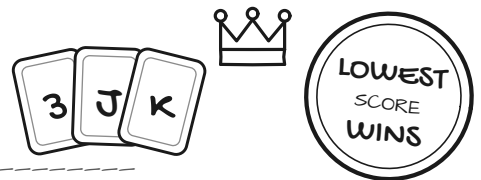


Five Crowns Score Sheet



Date _____ Game # _____ Played at _____

		Player 1		Player 2		Player 3		Player 4		Player 5		Player 6		Player 7	
round / wild	dealer	round	total	round	total	round	total	round	total	round	total	round	total	round	total
1	3 cards 3s wild														
2	4 cards 4s wild														
3	5 cards 5s wild														
4	6 cards 6s wild														
5	7 cards 7s wild														
6	8 cards 8s wild														
7	9 cards 9s wild														
8	10 cards 10s wild														
9	11 cards Jacks wild														
10	12 cards Queens wild														
11	13 cards Kings wild														
FINAL TOTAL															
		lowest wins		lowest wins		lowest wins		lowest wins		lowest wins		lowest wins		lowest wins	

Write each round's points on the left and the new total on the right. Going out scores 0. After round 11, circle the lowest total.

How to score a round

- Round 1 deals 3 cards, then one more each round up to 13. The wild rank matches the cards dealt. Jokers are always wild.
- Books are 3 or more of the same rank, any suit. Runs are 3 or more in a row in one suit. Use as many wilds as you like.
- Go out: lay your whole hand down in books and runs, then discard your last card. You score 0.
- Everyone else gets one more turn to lay down what they can. You can't add to other players' cards.
- Leftover cards: numbers at face value, J 11, Q 12, K 13, this round's wild 20, Joker 50.
- Stuck with a wild you can't use? You're allowed to discard it.

Example: round 4 (6 cards, 6s wild), stuck with an 8, a Queen, a 6 and a Joker: $8 + 12 + 20 + 50 = 90$.

Game end: after round 11 (Kings wild), the lowest total wins. Tied? Share the win, or the tied players play one 6-card round.



Skip the math. Doodle Score adds it up.

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