



CORE FIVE — OFFICIAL RULEBOOK

A Fast-Paced Science Card Game by Mindsy Sage

Ages 6–99 | 2–6 Players | 2 Minutes to Learn



INTRODUCTION

Welcome to **CORE FIVE**, the fast, strategic, and laugh-out-loud science card game that makes learning about the human body exciting! Race to collect matching organ cards, shout “**CORE 5!**”, and slap the center to win the round. With Classic and Bonus game modes, **CORE FIVE** is great for kids, families, classrooms, and anyone who loves fast-paced card games.



WHAT'S IN THE BOX

- 72 Organ Cards (multiple organs: brain, heart, lungs, stomach, etc.)
- 1 Center Slap Card
- Rule Book (this guide)



NUMBER OF PLAYERS

2–6 players



AGE RANGE

6–99

⌚ GAME LENGTH

Each round: **1–3 minutes**

Full game: **10–20 minutes**, depending on how many rounds you play

💡 OBJECTIVE

Be the first player to:

1. Collect the correct number of matching organ cards depending on your game mode,
2. Shout “**CORE 5!**” (or “**CORE 6!**” in Bonus Mode),
3. And slap the center card faster than everyone else.

The fastest and most accurate player earns the most points!

🃏 GAME SETUP

1. Shuffle the deck thoroughly.
2. Deal **6 cards** to each player.
3. Place the remaining deck in the center as the **Draw Pile**.
4. Leave space next to it for the **Discard Pile**.
5. Place the **CORE FIVE slap card** in the center where everyone can reach it.



HOW TO PLAY

Gameplay proceeds **clockwise**.

1. Start Your Turn

On your turn, you may choose to:

- **Draw 1 card** from the Draw Pile
- **OR**
- **Take 1 card** from the top of the Discard Pile

2. Manage Your Hand

After drawing or picking up a card, you must:

- **Discard 1 card** so that you always end your turn with **exactly 6 cards**.

If the **Draw Pile runs out**, reshuffle the Discard Pile to make a new Draw Pile.



GAME MODES

MODE 1 — Classic Mode (Recommended for Most Players)

Your goal:

Collect 5 cards of the same organ.

Once you have 5 matching organs in your hand, immediately shout:



“CORE 5!”

and slap the center card.

The first player to slap wins the round.

MODE 2 — Bonus Mode (Advanced Challenge)

Your goal:

Collect 6 cards of the same organ.

Once you have 6 matching organs, shout:

👉 “**CORE 6!**”

and slap the center card.

This mode is harder and creates more intense, competitive rounds.



SLAPPING RULES

Speed matters!

Once someone shouts “**CORE 5!**” or “**CORE 6!**”, all players must attempt to slap the center.

If you slap first BUT the declaring player did not have the correct set, no one earns 10 points—see scoring.

You may also end up with penalty points if you slap too early in certain variants.

Rule of thumb:

- ✓ Only slap when someone declares legitimately
- ✓ Or slap if you *believe* they’re legitimate (risk vs. reward!)



HOW TO WIN POINTS

After a player shouts and slaps:

1. Winner Points

- First player to slap after a correct declaration: **10 points**

2. Second Place

- Second player to slap correctly: **8 points**

3. All Other Players

- All remaining players who slap receive **1 point** each

4. Referee Role

The player who declared the win also acts as a referee to:

- Show their hand
- Confirm they had the correct set
- Ensure all slaps are counted fairly

5. Incorrect Declarations

If a player shouts “**CORE 5!**” or “**CORE 6!**” but does *not* have the right set:

- That player receives **0 points**
- The fastest correct slapper still receives **10 points**
- Everyone else scores normally



WINNING THE GAME

Play a single round or multiple rounds.

Add up your points after each round.

First player to reach:

- **50 points** (short game)
- **80 points** (standard)
- **100 points** (tournament)**
wins the game!

STRATEGY TIPS

- Don't keep too many different organ types—focus on 1 or 2 early.
- Watch what your opponents pick from the Discard Pile—you may guess what they're collecting.
- Use Bonus Mode for older kids, teens, and adults—it adds tension and strategy.
- Speed matters, but accuracy wins the round.



EDUCATIONAL BENEFITS

CORE FIVE teaches:

- Recognition of human organs
- Fast decision-making
- Memory skills
- Hand–eye coordination
- Strategic thinking

Perfect for classrooms, homeschoolers, and STEM programs.
