

Game rules

Fifty

Overview

In *Fifty*, discover a new take on Bingo for some truly epic games!

Choose your numbers and start counting from 1 to 50. The longer you count, the more points you score. But watch out: if you call out a number that another player chose, they take over the count!

Choose your numbers wisely to trick your opponents and count for as long as possible to win the game!

Components

10 Blocked tokens



1 pad of Player Grids



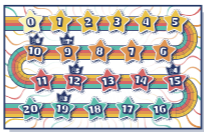
7 pencils



5 Danger cards
(for the variant
on page 11)



7 Score tracks



7 clear beads



Setup

1

Each player takes:
★ 1 Player grid;
★ 1 Score track;
★ 1 bead;
★ 1 pencil.

2

Each player
takes their
transparent
bead and puts it
on the 0 of their
Score track.

3

Place the 10
Blocked tokens
face down in the
center of the
table and mix
them well.

Gameplay

A game of *Fifty* is played over 4 rounds.
Each round is divided into 3 phases:

1 REVEAL!

2 CHOOSE!

3 COUNT!

1 REVEAL!

Depending on the number of players, randomly flip over a certain number of **Blocked** tokens, as shown below:



Number of players	3	4	5	6	7
Number of tokens to flip over	4	3	2	1	0

The numbers revealed are now **Blocked**, and cannot be chosen by any of the players for this round (see **CHOOSE!**).



★ 2 CHOOSE!

During this phase, each player secretly writes 5 numbers onto their Player Grid, on the line for the current round, according to the following rules:

- ★ The numbers chosen must be between 1 and 49.
- ★ They must be written from lowest to highest.
- ★ They cannot end in a Blocked number (the ones revealed in the previous phase). For example, if the number 2 is on one of the revealed Blocked tokens, then the players cannot write 2, 12, 22, 32, or 42.

Example:

							SCORE
1	4 ¹	15 ¹	26 ²	37 ¹	44 ¹		



During a 5-player game, 2 Blocked tokens are revealed. In this case, the players cannot write any numbers ending in 2 or 8. Sabin chooses to write, in ascending order: 4, 15, 26, 37, and 44.

Good luck Sabin!



★ 3 COUNT!

Pick a player, who begins counting out loud, starting with the number 1.

For now, no player moves their bead along their Score track.

As soon as a number is called out that one of the players has written down on their Grid, they must raise their hand and say **Got it!**, which interrupts the count.

There are two possible outcomes:

★ **If only one player raised their hand:** That player takes over the count, continuing from that number. For each new number they call out without being interrupted by another player, they move their bead forward 1 space on their Score track. When another player interrupts them, they still move their bead forward for that number.



★ **If several players raised their hand:** Those players cross off the number on their Player Grids, but the same player keeps counting. **None of the players move their bead along their Score track** (including the one who is still counting).

Each time the count resumes, it can be interrupted by any of the players if one of their numbers is called.



EXAMPLE OF THE START OF A ROUND

1, 2, 3, 4...

One of the players begins counting up from 1, without scoring any points.

GOT IT!

Sabin has the number 4 on his Grid. He interrupts the count, then takes over, resuming the count from 4. For each new number he calls out, he moves his bead 1 point along his Score track.

5, 6, 7...



GOT IT!

Theo and Yann both have the number 7: they each cross out the number on their Grids.

GOT IT!



8, 9...

Sabin resumes counting, but does not score any more points...

GOT IT!

Joelle has the number 9. She interrupts the count and takes over.

10, 11, 12...

She continues the count. For each new number she calls out, she moves her bead 1 point along her Score track.





GAINING A CROWN

Number of players	3	4	5	6	7
Victory points	19	15	12	10	9

As soon as your bead reaches the value shown in the table above, color in one of the crowns on your Grid. If you manage to color in a second crown during a later round, you immediately win the game!

The score needed to gain a crown for each player count is also shown on the Score tracks.

Example: In a 5-player game, you need 12 points to gain a crown.



As soon as the person counting reaches the number **50**, the round ends.

Move on to the *End of the Round* phase.



End of the Round

1 CALCULATE YOUR SCORE

Add the value your bead reached on your Score track to the bonus points shown in the upper right-hand corner of each space that has a crossed-out number. Write down your score for this round in the Score space of the corresponding line on your Grid.



Sabin had to cross out two of his numbers this round. He gets 2 victory points and 1 victory point for those numbers, which he adds to the 14 points on his Score track. In total, he has 17 points, which he writes in the Score space for the current round on his Grid.

2 SETTING UP THE NEXT ROUND

Flip the Blocked tokens that were revealed for this round back over and shuffle all the tokens together. Each player then puts their bead back on the 0 of their Score track. A new round can now begin, starting with the **REVEAL!** phase.

Once the 4th round has been played, ignore this step and move straight on to *End of the Game*.



End of the Game

The game can end in two ways:

AFTER 4 ROUNDS




Add up the scores you obtained for each of the 4 rounds. The player with the most victory points wins the game. In the case of a tie, the tied player with 1 crown wins the game. If more than one of the players has 1 crown, then they share the win.

If none of the tied players have a crown, then they all share the win.

IMMEDIATE VICTORY

If a player colors in their second crown, they immediately win the game!

Tips and clarifications

-  Try to make sure you pick at least one number in every ten. This will increase your chances at getting a long sequence.
-  Choosing the right numbers is crucial: who will dare to write 1 to start scoring more quickly? Should I write 2 to take over the count? Should I pick a number right before a Blocked number?
-  Should you pass 20 points on the Score track, put your bead back on 0 and continue scoring, while taking into account that you have 20 more points than what is shown by your bead.



Playing with 8 players or more

To play with more than 7 players, use multiple boxes of *Fifty*, and apply the following rules:

- 1 Play without the Blocked tokens.
- 2 When playing with more than 7 players, the number you count up to increases by 5 per player above 7:



- 3 During the **CHOOSE!** phase, write numbers between 1 and the one right before your maximum number. *Example: For a 10-player game, you can choose numbers between 1 and 64, as you will be counting up to 65.*
- 4 Even above 7 players, the number you need to reach on your Score track to gain a crown is still 9.

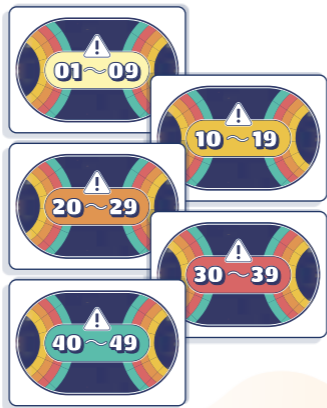





You can download additional Score tracks to print out at iellogames.com. The only other thing you'll need to give to your extra players is a Player Grid and something they can use as a transparent bead to track their score!

Organize the biggest game of *Fifty* in the world! Be sure to contact us to have your record registered!



Variant: Danger cards



-  During setup, shuffle the Danger cards to form a face-down deck.
-  During each **REVEAL!** phase, flip over 1 Danger card. Any numbers players pick which are between (or equal to) the 2 numbers shown on the card are in the Danger Zone.
-  During the **COUNT!** phase, if at least 2 players raise their hands for the same number which is in the Danger Zone, then they cross off not only that number, but its bonus score too (the number in the top right-hand corner of the Grid space). They do not score those bonus points at the end of the round.



Crédits

Designer:
JinWoo SEO

Project Manager:
Rémi MATHIEU

Graphic Designer:
Charlie METZ

Writer:
Rémi MATHIEU

Proofreader:
Xavier TAVERNE



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IELLO - 9, avenue des Érables, lot 341,
54180 Heillecourt,
France

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COMPANY

