

EN



FIVE!

RULES

*We do not stop playing because we grow old,
we grow old because we stop playing!*

Benjamin Franklin

A GIFT

This game was presented as a gift to those who have fled to Germany from their home countries. Such a gift was made possible thanks to the many large and small monetary donations from more than 300 benefactors.

Other individuals also participated in the development of FIVE! by giving their private and voluntary support. Their patience and dedication turned an idea into a reality.

My sincere thanks go to all of you!

Krastel in January 2016, Steffen Mühlhäuser



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Game materials: Weiß, Zandt | Production: Ludofact, Jettingen

Game ideas: Mühlhäuser (Five wins, Torris, Shell game)

Zeimet, Horn & Mühlhäuser (Number poker)

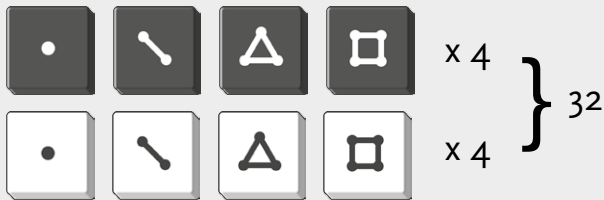
Classic game (Clear up)

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FIVE!

Five games for children and adults

The game components:



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FIVE WINS



Strategy game for 2 players from age 6

Object of the game

The object of the game is to be the first player to put five personal coloured pieces in a straight line, while at the same time preventing the opponent from achieving the same goal.

Preparation

Each player receives all 16 uni-colour game pieces. The pieces are flipped over so that the symbols are no longer visible. **Five Wins** is played using the unmarked sides of the game pieces. The first player is nominated.

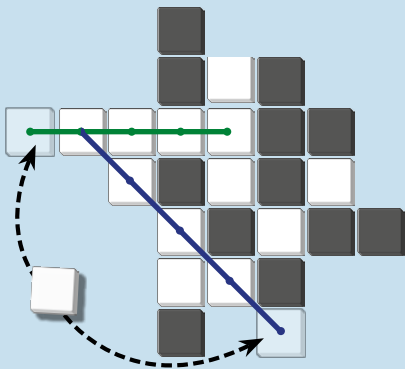
How to play

The player who starts places a piece in the middle of the game area. The fellow player puts one of his pieces next to the first piece. The players now take turns to place one more personal piece next to any other pieces that are already in position. A new piece must always be positioned so that it makes contact with at least one side of a piece in the game field. Not allowed: only corner to corner contact.

End

The winner of the match is the first player who succeeds in forming a continuous line of five pieces of his personal colour. The series can be arranged horizontally, vertically or diagonally. If the players have placed all their pieces without either of them succeeding in forming a line of five, the match continues with the follow-up game.

White takes a turn and can either form a **horizontal** or **diagonal** line of five.



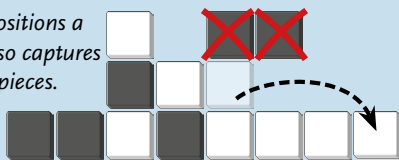
Follow-up game

The object of the game is unchanged. The player whose turn it is removes one of his pieces from the field and places it in a different position. Only pieces can be removed that are manoeuvrable, so at least one side must remain free (making no contact).

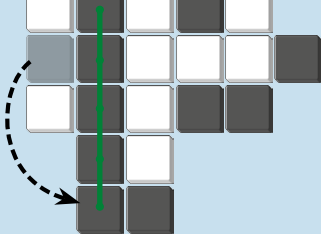
Capturing pieces

Game pieces that are disconnected by removing them from the field count as captured and can no longer be played. Pieces, which only make contact on one corner with the game field, count as already disconnected.

White repositions a piece and so captures two black pieces.



Black repositions a piece and wins with a **vertical** line of five.



TORRIS

Strategy game for 2 players age from 12



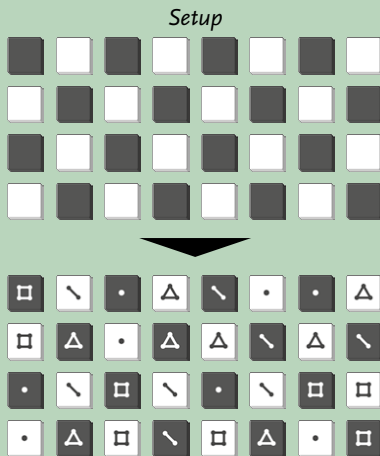
Object of the game

The black and white pieces are stacked to towers of different heights. The colour of a tower's **top** piece indicates which player the tower belongs to. The object of the game is to win as many towers as possible – the higher the better.

Preparation

The 32 game pieces are flipped over, so the markings face downwards and the pieces are shuffled blind. Then, they are arranged at a slight distance apart in a chessboard pattern to make a playing field of 4 rows, each with 8 positions. The field is placed at an angle between the players.

Then all the pieces are flipped over, so the markings face upwards. The first player is nominated.

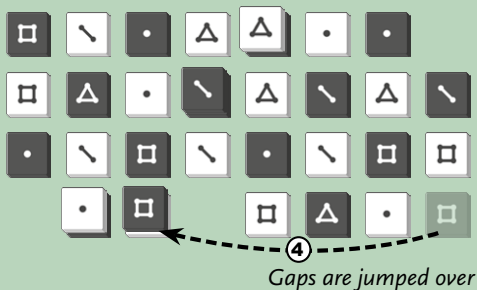
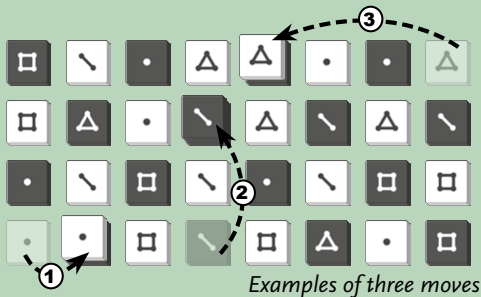


How to play

One player moves the white pieces, while the opponent moves the black pieces. The player whose turn it is moves one piece of his personal colour in a horizontal or vertical direction on top of another piece.

The marks on the moving piece show how many places it can move. Depending on the marking, one piece can move a distance of 1, 2, 3 or 4 places. The moving piece can be put on a personal or an opponent's piece.

Changing direction during a move is not allowed. Single gaps or bigger spaces in the field are jumped over and are **not** counted.



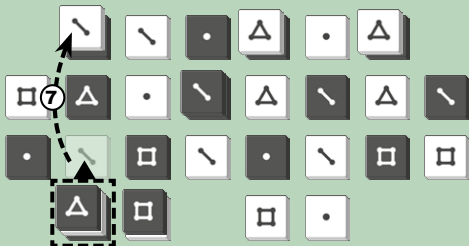
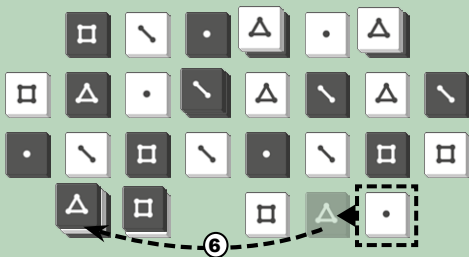
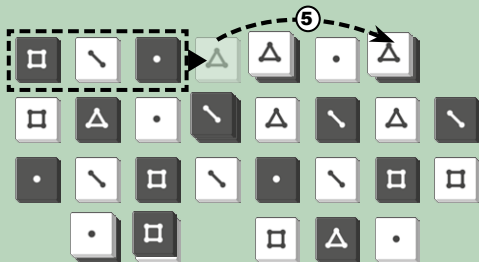
Climbing up

At the end of the move a piece must be in position at least **one** level higher than at the beginning of the move. A piece that is not able to climb cannot be moved. Only the piece **at the top** of a tower is ever moved.

During a match it is allowed to pick up any personal and opponent's pieces to look at the marking of the piece underneath.

Closing up

All pieces and towers, which are directly behind the moving piece, follow up in the same direction as the move, until the gap in the relevant row is closed again.



Blocked

If a player can no longer move, he must miss a turn. His fellow player continues to take his turn and moves his personal pieces in any random sequence. If the blocked player can move again because one of his pieces becomes free, or a tower has been formed on which he can climb up, the players make alternate moves again.

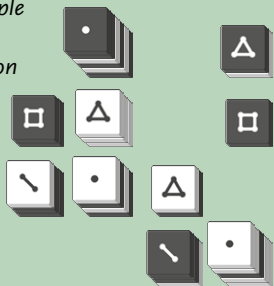
It is compulsory to make a move. As long as a player can move a piece of his personal colour, he **must** do so, even if this puts him at a disadvantage.

End and scores

If neither of the two players can move any more pieces, the match ends and scores are calculated.

Every tower earns its keeper points according to its height. A tower comprising 2 pieces counts for 2 points and a tower with 3 pieces counts for 3 points; a tower with 4 pieces counts for 4 points etc. A single piece counts for 1 point. The winner is the player with the most points. If both players have exactly the same points, the winner is the player who could create the highest individual tower.

*Example
End
position*



Calculation

The diagram shows a black tower of height 6, composed of a stack of 3 black squares, a black triangle, and a black square. Below the tower, the calculation is shown: $6 + 3 + 2 + 2 + 1 = 14$.

The diagram shows a white tower of height 5, composed of a stack of 2 white squares, a white triangle, a white triangle, and a white square. Below the tower, the calculation is shown: $5 + 4 + 3 + 3 + 2 + 1 = 18$.

SHELL GAME

Memory game for 2–4 players from age 6



Object of the game

The object of the game is to take notice and remove as many pieces as possible from fellow players – and by sleight of hand to avoid losing any personal pieces.

Preparation

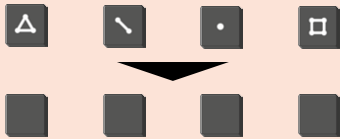
Each player receives 8 game pieces of a single colour.
(Two sets with symbols point, line, triangle and square.)

The first player is nominated.

How to play

The players take turns. The first player (called **“mover”** below) places four of his pieces with point, line, triangle and square symbols in a straight series in front of him.

The sequence of the symbols can be chosen freely. The gaps between the pieces in position should be big enough for at least one more piece to fit into the space.



The fellow players (called **“seekers”** below) memorize the exact position of the symbols. After 10–20 seconds the mover flips over the four pieces. Then, he is allowed to move pieces three times in succession.

The following rules now apply:

- It is only allowed to move a single piece with one hand; the mover’s other hand is under the table.
- One piece is allowed to be moved between two other pieces or left or right next to the arranged sequence.

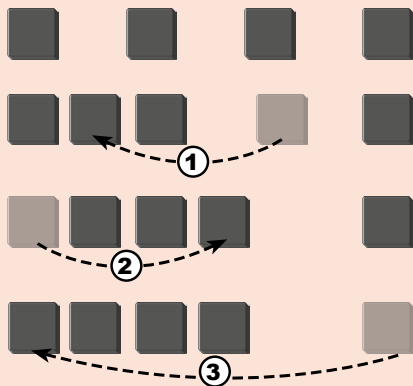
- The moving process is not allowed to be done too quickly and must be clearly visible to all spectators.

When the moving process has ended, the mover asks the neighbour to his left for the position of one of the four symbols. The person in question flips over a piece. If the required symbol is displayed on it, he is allowed to keep the piece and set it aside next to him. If another symbol emerges, the piece goes to the mover. Now, the mover asks the next seeker (in a clockwise direction) for a symbol that hasn't been found yet. The seeker who must then find the third piece has an opportunity of a double win. If he guesses correctly, he receives the last two pieces. If he guesses incorrectly, the mover is allowed to keep both pieces.

When the pieces have been distributed, the next player places four pieces and takes over the role of the mover. The others must pay good attention as seekers. The first search round is over when every player has taken a turn as mover. In the second search round, every player again places four pieces. During the moving process, however, now four instead of three pieces are moved.

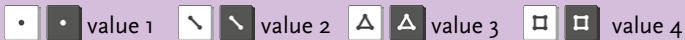
End

When every player has twice taken a turn as the mover, the match ends. The winner is the player who can show the most pieces.



NUMBER POKER

Bluff game for 2–4 players from age 9



Object of the game

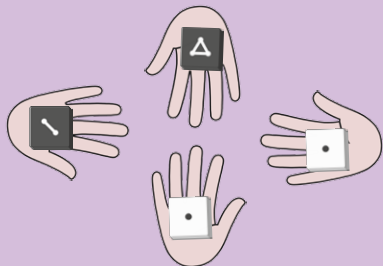
The object of the game is to capture as many pieces as possible by playing a clever game of bluff.

Preparation

Each player receives 8 game pieces of the same colour. (Two sets with values of 1, 2, 3 and 4).

How to play

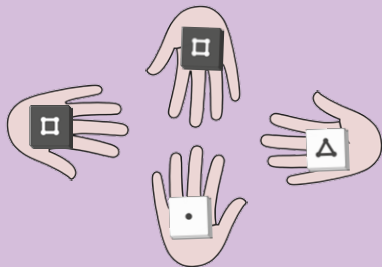
In secret (e.g. under the table) the players choose one of their eight pieces and keep this concealed in a closed hand. When everybody has chosen, the players simultaneously open their hands above the table. The player who reveals the highest number value is allowed to keep the piece. He places the winning piece next to him on the table. The other players lose their pieces which are totally set aside and are now excluded from the match. (Example A)



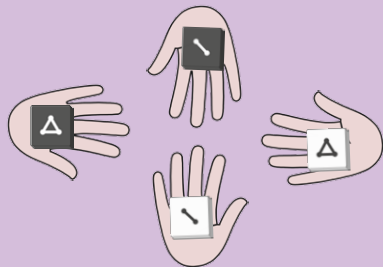
Example A: The player who showed the piece with a value of 3 wins the round. The other players lose their pieces.

If two or three players showed the highest value, the values cancel each other out and the players lose their pieces. In this case, the player who showed the second highest value is allowed to keep his piece. (Example B)

It is possible that all players lose their pieces in a single round. (Example C)



Example B: Both players showing the number 4 cancel out their values and lose their pieces. The player who shows the value 3 wins the round.

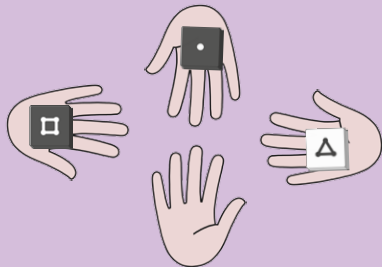


Example C: There is no winner in this round.

Empty hand

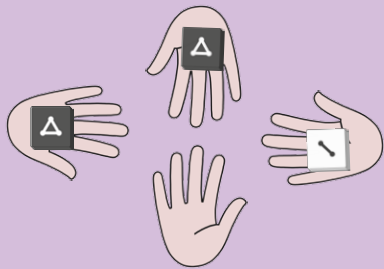
Once during each match every player is allowed to show an empty hand. Whoever shows the empty hand is allowed to claim one of the other revealed pieces and to put this as a winning piece next to him on the table. The player is free to choose which of the revealed pieces he claims.

The remaining pieces now determine who is the runner-up in the match. In this case there are several possibilities.



Example D: The empty hand claims the piece with the value of 4. The player, who showed the number 3, is allowed to keep his piece as the runner-up. The 1-value piece is withdrawn.

Example E: The empty hand claims the piece with the value of 2. Both players showing the numbers 3 cancel each other out and lose their pieces. In this case only the empty hand wins a piece.



If two or more empty hands are shown simultaneously, they cancel each other out and the effect is null.

End

The match ends when all the pieces have been played. The winner is the player who has claimed the most pieces. If two or more players have collected the same number of pieces, they each add together the scores of the pieces that they won. The winner is the player with the highest number of points. If the players have the same number of points, the match ends in a draw.

CLEAR UP

Puzzle game for one player from age 8



Object of the game

The object of the game is to remove all pieces – except for one – from the game field by skilfully jumping over them.

Preparation

All game pieces are flipped over so that the symbols are no longer visible.

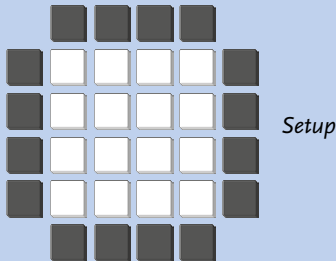
Clear up is played with the unmarked sides of the pieces.

The sixteen white pieces are arranged slightly apart to create a 4 x 4 field.

A single row of black pieces is added to the four sides of the white quadrangle.

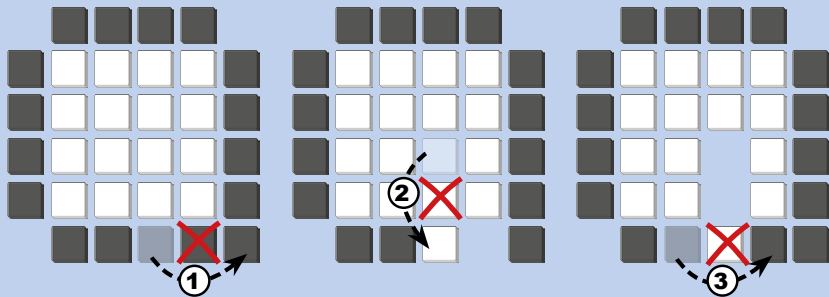
This creates a square game field where the four corner fields remain free.

The different colours of the pieces are not relevant for the game.



How to play

For every move the player must use any random piece to jump over another piece onto the free space behind it. The piece jumped over is removed from the game field. Only horizontal and vertical jumps are allowed. Pieces that can no longer jump over any other pieces are unmovable and remain in the field.



A sequence of three jumps

End

Anyone who succeeds in removing one piece after the other from the field, until only a single piece remains has solved the puzzle. If two or more pieces are left over, the solution is to try again.