

# HOW TO PLAY QUINTO THE GAME OF FIVES

## OBJECT OF THE GAME

Each player, in turn, plays from one to five tiles in a row, either rank or file, with at least one adjacent to a previously played tile. The face numbers on the tiles must total the red Multile number or a multiple of it in all directions (just as a crossword puzzle must make sense in all directions). Each player scores the total of the face numbers in rows he has completed. High scorer wins.

## SETUP

Red Multiles are placed face down on table and mixed. Each player draws one; player drawing "5" or number closest to "5" will start. Multile "5" is placed in center of playing board, remaining Multiles are returned to storage box.

Player chosen to keep score writes Multile number and players' names on Score-sheet. Scores are recorded at the end of each player's turn.

Playing tiles (brown) are clustered face down around playing board. Each player draws five and stands them in a row so other players cannot see the numbers.

## PLAY

First player places from one to five of his tiles in a straight line, either rank (across) or file (down). One of these tiles must be adjacent to the red Multile, and the face numbers must total 5 or a multiple of 5 (10, 15, etc.). Rows may never consist of more than five tiles; to play five tiles, a player must be able to score in two directions (see SAMPLE GAME below). After playing his tiles and reporting his score, player draws so that he once again has a total of five tiles before him.

As play rotates clockwise, other players do the same—placing at least one of their

tiles adjacent to a previously played tile. The numbers on the tiles must total 5 or a multiple of 5 in all directions.

No row may contain more than five tiles. A short row (less than five tiles) may be extended by any player. If a player adds a zero (0) tile to a short row, he will score the total of that row (see SAMPLE GAME). A player who cannot play the proper tiles loses a turn.

## SCORING

Each player scores the total of the face numbers in all rows in which his tiles have been placed. Although he must play his tiles in *only one direction* in one turn, he will discover it is possible to score in several directions at once (see SAMPLE GAME).

When *all* of the playable tiles have been used, scores are totaled and any unplayed tiles are subtracted from the holder's score. Player with the highest score wins!

## VARIATIONS

**QUINTO-PLUS:** After determining starting player, one of the four Multiles (numbered 6 through 9) is blindly drawn and placed in center of playing board. The face numbers in each row must total this Multile number or multiples thereof. No row may contain more than five tiles regardless of Multile number.

**SMALL-FRY VARIATION:** Although Quinto is designed for adults and children able to handle their "tables of fives," it may be played by younger children using 2, 3 or 4 as the Multile number. Playing tiles numbered 2, 3 and 4 are selected and placed face down on table; one is drawn and placed in center of playing board. This becomes the Multile number for the game and is written at the top of the Scoresheet as a reminder for players. The game is played in the usual manner using the selected number and its multiples.

## A SAMPLE GAME: EIGHT CONSECUTIVE PLAYS to help you score

Play is started with at least one tile adjacent to Multile "5." Player scores 35.

Player scores 25.

"Double Play":  
Player scores  
 $20 + 10 = 30$ .

All five tiles  
played to score  
in two directions.  
Player scores  
 $20 + 30 = 50$ .

Player scores 20.

Zero tile added  
to short row.  
Player scores  
20.

Player scores  
 $30 + 10 = 40$ .

"Triple Play":  
Player scores  
 $15 + 15 + 25 = 55$ .