

HOW TO PLAY

QUINTO

THE GAME OF FIVES

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OBJECT OF THE GAME

Each player, in turn, tries to play from one to five tiles in a row either horizontally or vertically, but not diagonally. At least one of the tiles played must be adjacent to a previously played tile already on the board. The face numbers on the tiles must total 5 or any multiple of 5 in all directions the same way a crossword puzzle must make sense in all directions. Each player scores the total of the face numbers in rows and/or columns that he has completed. High score wins.

SETUP

Place all tiles facing down on the table in a cluster near the playing board. Draw one tile each to decide who goes first. The player with the highest number starts.. Play rotates clockwise. Return those tiles face down in the cluster and shuffle them. Each person draws five tiles and situates the tiles so other players cannot see them.

Choose a score keeper or keep your own running score.

PLAY

First player: place from one to five of your tiles in a straight line, either horizontally (across) or vertically (down). One of these played tiles must be placed on the center square of the board. The face numbers on the tiles must total 5 or a multiple of 5 (10, 15, 20, etc...). After playing, draw as many tiles as you played so you always have five tiles before you.

Other players: Do the same as the first player, placing one of your tiles adjacent to one of the previously played tiles. The tiles must total 5 or a multiple of 5 in all directions.

(see SCORING).

A short row or column (less than 5 tiles) may be extended by another player. However, a row or column can never contain more than 5 adjacent tiles. If you cannot make a play, you end your turn and the next player takes his turn.

SCORING

Your score is the same as the total of the face numbers in all the rows and columns you have completed.. Although you must play all your tiles in only one direction in one turn, you will discover that it is possible in several directions at once. (see SAMPLE GAME).

When all of the playable tiles have been used, the game is over. Players must subtract the total of any un-played tiles in their hand from their total score. The player with the highest score wins..

SAMPLE GAME

In this sample game, we will show seven consecutive plays.

	9					
	7					
	9					
	6					
	9					

Player one starts with a tile on the center square.
Scores 40 points.

	9	6	3	4	3	
	7					
	9					
	6					
	9					

Player scores 25 points.

		2				
		9				
	9	6	3	4	3	
	7	3				
	9					
	6					
	9					

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

		2	7	7	4	
		9				
	9	6	3	4	3	
	7	3				
	9					
	6					
	9					

Player scores 20.

		2	7	7	4	
		9				
	9	6	3	4	3	
	7	3			2	
	9				4	
	6				4	
	9				7	

Player scores 20.

		2	7	7	4	
		9		6		
	9	6	3	4	3	
	7	3		8	2	
	9				4	
	6				4	
	9				7	

"Double Play", Player scores $25 + 10 = 35$

		2	7	7	4	
		9	0	6		
	9	6	3	4	3	
	7	3	5	8	2	
	9				4	
	6				4	
	9				7	

"Triple Play", Player scores $15 + 15 + 25 = 55$

Notice that no row or column contains more than five adjacent tiles.

When all tiles have been played, subtract the total of the number tiles in your hand from your overall score.

High score wins.