

Five Straight®

The Fascinating
Five-In-A-Row
Game

ABOUT THE GAME & NUMBER OF PLAYERS

Five Straight, an exciting pegboard strategy game, has captivated players since it first appeared in 1968.

Five Straight may be played by 2, 4, 6 or 8 players equally divided into two opposing teams or 3, 6, or 9 players equally divided into three opposing teams. It is especially exciting to play the game with three teams of two.

OBJECT OF THE GAME

The object is to be the first player or team to successfully place five pegs in adjacent squares in a straight line, vertically, horizontally or diagonally.

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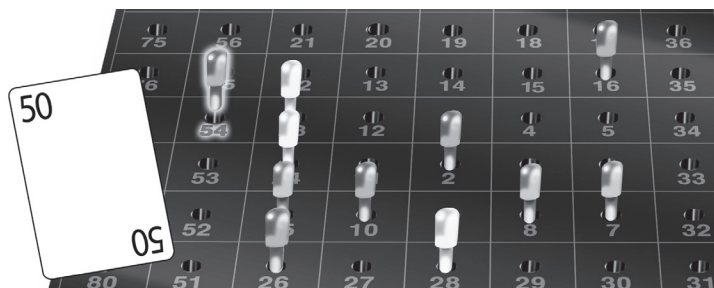
- 1 plastic gameboard (pegboard) with numbers 0-99
- 3 sets of colored pegs
- 1 deck of Five Straight cards

SETUP

- Players of each team sit next to players of the opposing team.
- Distribute the pegs among the players, with each team using a different color peg.
- Place the gameboard in the center of the table.

HOW TO PLAY

- Select a dealer. The dealer shuffles the deck well and deals four cards, facedown, to each player. The remainder of the deck is placed face down near the gameboard.
- Players may look at their own cards, but should be careful not to show their cards to any other player. The player to the left of the dealer makes the first play. He must play a card face up on the table and put a peg in a square having the same or higher number than the number on the card. For example: The player plays the number 50 card and chooses to place a peg in the number 54 square.



NOTE: A peg may never be placed in a square having a lower number than that of the card played.

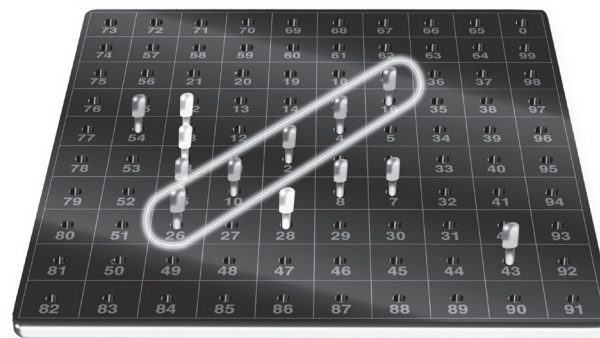
- Play continues clockwise around the table until it returns to the first player. The first player now has the option of playing a card and placing a peg as he did previously, or picking a card from the deck and adding it to his hand. If a player chooses to pick a card, that ends his turn (he does not also place a peg on that turn).

A turn consists of either:

1. Playing a card from hand and placing a peg in the gameboard, OR
2. Picking a card from the deck and adding it to your hand. All players have the option of picking a card from the deck when they hold less than four cards in hand. *When a player holds the maximum of four cards, he must play a card and place a peg.* Obviously, if a player holds no cards, he must pick a card from the deck.

WINNING

The winner is the first player or team to complete a five-in-a-row of their colored pegs in adjacent squares. Rows can be in a vertical, horizontal or diagonal line. The game ends immediately when the fifth peg (for the five-in-a-row) is placed.



IMPORTANT NOTES

1. Once a card is played it may not be put back into play, but must remain face up in front of the player who played it.
2. There is a strategy in deciding if a player should play a card and place a peg or draw another card and end his turn. After you've played the game a few times you will find it's never a good idea to be low on cards in your hand (fewer cards = fewer possible plays).
3. Dead cards are possible. For example: If a player holds card number 92 and all of the numbers 92 through 99 on the gameboard have already been filled with pegs, 92 is a "dead" card because it cannot be played. Don't reveal dead cards. However, if a player comes to hold four dead cards in hand, he is out of the game.
4. Players should refrain from comments or signals that aid their partners and distract their opponents.
5. The low numbered cards are the most valuable, both offensively and defensively. It is wise to save low cards for important moves later in the game.

5ive Straight[®] Cinco En Línea

Estrategia del juego de tablero "Cinco en Línea"

EQUIPO

- 1 Tablero perforado
- 1 Baraja de 5ive Straight (Cinco En Línea)
- 3 Juegos de marcadores

PARA JUGAR

5ive Straight (Cinco en Línea) puede jugarse con 2,4,6, o 8 jugadores divididos en dos grupos opuestos; 3, 6, o 9 jugadores divididos en tres grupos. (Los juegos de tres grupos opuestos con dos jugadores cada uno, son particularmente emocionantes.)

PARA GANAR

El juego no termina hasta que un equipo completa cinco marcadores en cuadros juntos en forma de línea recta, ya sea verticalmente, horizontalmente o diagonalmente.

PARA EMPEZAR

Jugadores de cada equipo se sientan junto a los jugadores del equipo opuesto. Los marcadores son distribuidos entre los jugadores, cada equipo recibe un color diferente. El tablero perforado se coloca al centro de una mesa y el cajero (seleccionado por los jugadores de la manera mas practica) baraja y corta la baraja y entrega 4 cartas a cada jugador. El resto de la baraja se coloca cara abajo, junto al tablero. Los jugadores pueden ver sus propias cartas pero no

permitirán que otros jugadores las vean. El jugador a la izquierda del cajero juego primero. El jugador debe poner su primer carta abierta (de cara) sobre la mesa y colocar un marcador en el cuadro del mismo o mas alto numero que la carta contiene. (El marcador no puede ser colocado en un cuadro que contenga un numero menor que el de la carta jugada.) El juego continua a mano derecha alrededor de la mesa hasta que retoma al primer jugador. El primer jugador ahora tiene la opción de jugar una de sus cartas y colocar un marcador mas de la manera anterior, o sacar una carta mas de la baraja.

PARA MOVERSE

Un turno consiste en cualquiera de los siguientes: 1) jugar una carta y colocar un marcador o 2) tomar uno carta de la baraja. Todos los jugadores tiene esta opción siempre y cuando no tengan mas de 4 cartas. Cuando un jugador tiene un máximo de cuatro cartas tiene que jugar una de las cartas y colocar un marcador. Obviamente, si el jugador no tiene cartas, el tiene que tomar una de la baraja.

NOTAS

Una vez que una carta ha sido jugada no puede volver a jugarse, pero debe seguir abierta enfrente del jugador que la saco. Es posible tener cartas muertas. Por ejemplo: si un jugador tiene una carta numero 92 y todos los números del 92 al 99 han sido usados con un marcador, la carta 92 se considera muerta. El siguiente jugador tiene la carta numero 99; es otra carta muerta. No se revelen las cartas muertas. Si un jugador llega a tener 4 cartas muertas, se le considerara fuera del juego y todo el juego habrá terminado. Los jugadores deberán evitar comentarios o señales para ayudar a otros miembros de su equipo o a distraer a sus oponentes.

ESTRATEGIA RECOMENDADA

Las cartas con números bajos son las mas valiosas, en la ofensiva como en la defensiva. El juego defensivo consiste en bloquear al equipo opuesto y no permitirle que logre colocar cinco marcadores en línea. (El cero es la carta mas baja de la baraja.)

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