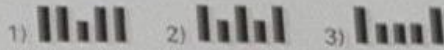


FIVEPLAY™

Object: To be first to make any one of three "five-in-a-row" patterns forming a straight line with pieces of your color.

Winning Patterns:



Players may use any combination of barrels and hollow barrels of their color in a winning pattern. To win, a pattern must be in a consecutive straight line—either vertically, horizontally, or diagonally.

Equipment: 49-hole game board and 36 playing pieces.

Set Up: Place the board lengthwise between the two players. The raised section of the board closest to each player serves as that player's starting block. Place all 18 green pegs and barrels in one starting block in front of the green player; place all 18 yellow pegs and barrels in the other starting block.

General Movement: The youngest player goes first. Players take turns placing one piece of their color on the board. Players may not move their opponents' pieces. Each hole on the board can hold both pegs and barrels.

Moving Pieces: Each turn, players may place one of their: 1) pegs or barrels (either hollow or solid) into a vacant hole; 2) pegs into a hollow barrel that their opponent has already played; 3) hollow barrels around a peg that their opponent has already played.

Sharing Spaces: Players may share spaces—one with a peg and the other with a hollow barrel—without negating either piece (e.g., a yellow peg inside a hollow green barrel counts as a peg for the yellow player and a barrel for the green player).

Repositioning Pegs and Barrels: Players may reposition pieces already on the board if they've already played all of their pieces of that type. Before repositioning a barrel, a player must play all 8 barrels (e.g., the green player may reposition a green barrel once all 4 green barrels and all 4 green hollow barrels are in play, even if green pegs are still in the starting block). Players may reposition their pegs once all 10 of their pegs are in play.

Prohibited Moves: Players may not: 1) play one of their own pegs and one of their own hollow barrels in the same hole; 2) remove a piece from the board once it has been played, although they may reposition pieces; 3) forfeit a turn—each player must move on every turn.

Winning the Game: The first player to form any one of the three winning patterns with their pegs and barrels wins the game. Although a winning pattern may be formed independently of the opponent's pieces, most winning patterns are the result of placing one or more pieces in or around the opponent's pieces.

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