

# QUINTET

## **Object of game:**

To be the last player left on the board after all your opponent's tokens have been captured.

## **Equipment:**

Gameboard, 2 dice and 15 playing tokens, 3 x 5 kinds.

## **Background of the game:**

Quintet is a game of survival. The five sectors of the Quintet board reflect the five sectors of inhabitants in a futuristic civilization portrayed in Quintet. The film is set in a time of advanced technology within a city founded entirely upon the concept of five: five sectors, five levels in each sector, a population of five million.

As in the film, each player participates with a distinctive token:

- Redstone (Paul Newman), the mushroom-shaped token;
- Grigor (Fernando Rey), the starfish;
- Christopher (Vittorio Gassman), the scalloped cross;
- Ambrosia (Bibi Andersson), the red amulet; and
- Deuca (Nina van Pallandt), the ice crystal.

Because the Quintet players in the film exist at a time in the future the earth and its inhabitants are near total devastation from a new ice age, they live in constant presence of death. People all around them are freezing to death every day, and it is just a matter of time before death will strike each one of

them. So why wait passively for death to strike? The Quintet player lives to challenge and taunt death.

In the film Quintet, the most daring of the players expand their board game rivalry to compete with each other at a level of reality: the game's capturing order becomes a real-life killing order. The game becomes so real that in order to win the players must kill or be killed.

In the film, successful Quintet players are forced to look out solely for themselves. They form alliances which are broken when they are no longer self-serving. As the capturing order changes, friendships and loyalties change. All of life, particularly mankind's feelings and motivations for survival, is contained in the game of Quintet. For the true Quintet player, life becomes a game, and the game is all there is to life.

The Quintet game described here is, of course, a non-lethal version of the one in the film. Nevertheless, the ingredients of intrigue, plotting and deceit remain to make it a thrilling contest for every player. But remember, when you play to cheat death, be prepared for death to cheat you!

### **Get Ready:**

Each player sits in front of one of the five sides of the Game board and chooses three matching playing Tokens. Each player rolls the dice, and the one who achieves the highest number plays first and decides the Capturing Order. In case of a tie, the first one to roll the highest number plays first.

## **Capturing Order:**


The first player sets up the Capturing Order by placing one of each player's Tokens in the middle of the Game board. These Tokens in the killing circle remain untouched until the matching Tokens are captured and are out of the game. They serve only as visual reminders of the Capturing Order.

The Capturing Order follows the arrows. The player can capture the piece ahead but in turn can be captured by the piece behind.

## **Strategy Points:**

**ALLIANCE:** Alliances happen when two neutral Tokens occupy the same space. Neutral Tokens cannot capture each other, and hence do not immediately precede or follow each other in the Capturing Order. Alliances protect both players since no other tokens can land on that space and must pass it.

**BARRICADE:** A Barricade is formed when both of a player's Tokens occupy the same space. No other Token can land on that space or pass it.

**SAFETY SPACE:** The spaces marked with a  are Safety Spaces. If you roll a six on one die, you may either move six spaces or enter the nearest Safety space. If you roll double sixes, you may move both Tokens into Safety Spaces if you still have both Tokens. If you roll six and another number, and you have only one Token left and you wish to move into safety, you must move the other number first.

You can remain in SAFETY as long as you roll a six or you can use the numbers you roll with your other Token.

## Let's Play Quintet:

1. ROLLING ON. The high roller rolls again and puts his two remaining Tokens in the correct spaces on his side of the board.

Example: If a player rolls a four on one dice and a three on another, he places one Token on space three directly in front and the other Token on space four. If a player rolls double numbers, he places both Tokens in the same room, setting up a barricade.

This is 'rolling on'. Play continues until all players have 'rolled on'.

2. To continue, the first player rolls again. He may move either piece the total number shown on the dice or he may split up his move and move one Token the number shown on one dice and the other Token the number shown on the other die. MOVES MAY BE TAKEN IN EITHER DIRECTION. When a player rolls double fives, they complete their moves and get an additional turn.

Example: If a player rolls a five and a four, they may move one Token five spaces in one direction and then move the same Token four spaces in the opposite direction if they wish.

3. There can never be more than two Tokens on any space at any time.

4. During each player's turn, he tries to capture one or both Tokens of the player directly after him in the capturing circle. NOT NECESSARILY IN THE ORDER IN WHICH PLAYERS ARE SEATED AROUND THE BOARD. You capture a Token by landing on that Token's space at the end of the move.

5. Each time a player's Token is captured, the captured piece is removed from the board. After a player loses both pieces, he is out of the game and his Token is removed from the Capturing Circle. IMPORTANT: At this time there is a new capturing order.

6. If a player has only one piece remaining, he must move according to the numbers of both dice with the one piece (see rule 2.).

7. If a correct move lands a player on a space occupied by the Token that is trying to capture you, you are captured and your piece is removed from the board.

8. ALLIANCES can turn into captures! If a new Capturing Order happens and an old neutral piece that is sharing a space with you can now capture you, you are captured.

9. If a player is trapped between two BARRICADES and cannot move the full amount shown on the dice, he must forfeit that move.

10. If a player has a BARRICADE on one side and moving the other direction would make him land on someone who wants to capture him, he is captured!

## **Getting Out of Safety:**

11. Whenever a player has a piece in SAFETY and he wants to move out of SAFETY, he must move out according to the numbers on the dice.

Example: A player has one piece left which is in SAFETY and he rolls five and four. The player must move out of SAFETY to space five or four nearest that SAFETY. He may then take the other number in either direction.

12.. Example: A player has a space in SAFETY and he must move out. If the only correct moves causes him to end his turn on a space occupied by a Token that wants to capture him, he is captured!

13. Example: A player has only one Token left and it is in SAFETY. If that player rolls a six and a four, he must go to space four on that side before returning to SAFETY. If space four is occupied by a Token that wants to capture him, he is not captured since he did not end his turn on that space.

14. IN THE CASE OF ROLLING DOUBLE SIXES: When a player has two Tokens and one Token is in SAFETY, one six may be used for that Token to remain in SAFETY. Then the second six is used by the second Token to move six spaces or to go into SAFETY. When a player has only one remaining Token or both Tokens in SAFETY, it/they must remain in SAFETY.

Got that? Cool. So let's play...