

FiveLines ファイブラインズ

iii 2-5 ⌚ 5min

This is a game played while listening to the music.
Play a card according to the rhythm of the music.

All players cooperate to get a high score. When all the cards are played, calculate the score. You can talk freely while playing, but don't forget to keep the rhythm. Probably you don't have enough time to discuss.

Components

32 Cards, 1 Pawn, 1 ScorePad (100sheets)



Download Site

Preparation

Download the sound source from the following site and make it playable.

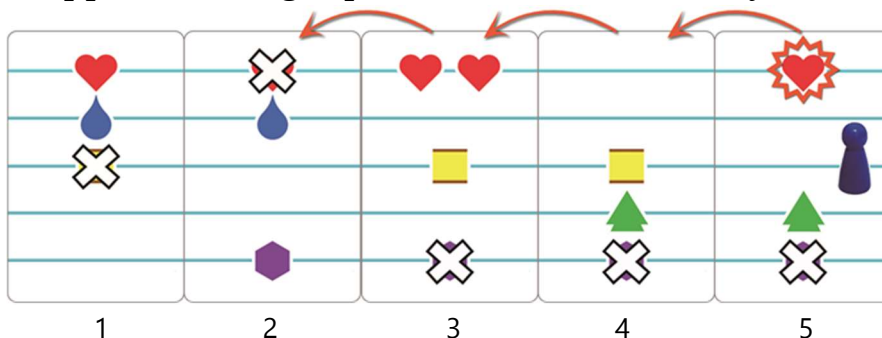
https://boardgame.web-saito.net/fivelines/download_en.html

➤ If you don't have a play music environment, you can play with clapping or singing a song.

How to Play

- 1) Shuffle all cards and deal **4 cards** to each player (don't look at the cards still now).
Place the remaining cards in the center as a draw pile. The person with the best sense of rhythm is the start player. Play the sound source.
- 2) When the music starts, all players see their hands and the game begins.
- 3) From the start player clockwise, choose and play a card. you have to match the rhythm of the music when you play the card. Don't be too early or late.
Then, draw a card from the pile if not empty. line up the played cards in order in a horizontal row. When you reach the end of the table (or at a suitable number), make a next line. They are considered to be connected in a row.
- 4) The game ends when all cards are played.
- 5) **Scoring:**

Look at the cards in order from the first one. Place a pawn on the card and move it to the next card. If there is a **scoring mark** 🌟 on the card, while counting the symbols on the same line, go back until the **cross out mark** ✖ appears. And get points the numbers of symbols.

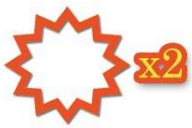


Scoring
Mark



CrossOut
Mark

e.g.1) There is a red scoring mark on the 5th card. Counting the red symbols going back, one on the 5th card, none on the 4th card, two on the 3rd card, the CrossOut mark on the 2nd card, so it's the end. Get a total of 3 points.
There is one in the 1st card, but this is not counted before CrossOut Mark.




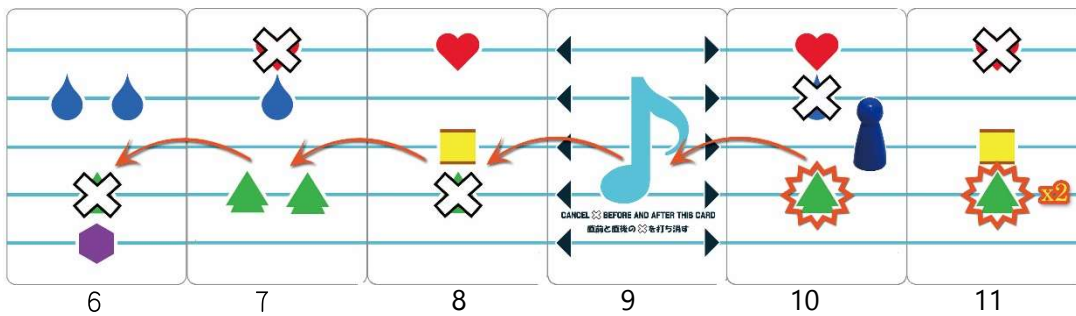
Double Score Mark

You get a score that is twice the number of symbols.



Cancel Card

Counter the adjacent cross out  marks before and after this card.



e.g.2) The 10th card has a green scoring mark and the 11th card has a double green scoring mark. Count the green symbols going back from the 10th card. One on the 10th card, none on the 9th, the cross out mark on the 8th. Normally, it ends here, but the 9th is a “cancel card”, the adjacent cross out mark on the 8th (and 10th also) is cancelled, and the further symbols are counted. So count two on the 7th, and you get 3 points in total. Next, move the pawn to the 11th card, there is a green double scoring mark. Count in the same way, there are 4 symbols and get 8 points (doubled by 4).

Finally, add up all the scores. If you get 100pts, you are excellent! Be proud of if you get 110pts. If 120pts, you are geniuses. 130pts may be dangerous. If you keep the score sheet without throwing it away, it will be the target for the next play.

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It may be difficult to understand the timing of the first shot. It is a good idea to listen to the introductory part once with everyone and check the timing.

I could not play one card ...

Even if you have not noticed that your turn has come, or if you have been thinking deep and you could not play the card, please continue without stopping. The turn that could not be played is treated as being skipped. Once the music has finished, you can no longer play cards. The game ends with one card in hand remaining.

Tips: If you don't have environment for playing music, you can play with clapping and singing. For example, I think Queen's “We will rock you” is good to play.

You can also play with 6 or more players by splitting into two teams and playing alternately to compete for scores.

Contact:

https://boardgame.web-saito.net/fivelines/index_en.html



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Ba. TAYLOR (SUNNY BIRD)

Key. YURIKA (Neues Sanssouci)

Dr. MOBRA (HIHI)

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