Somewhere, the game has begun

Quintet

Pray to win
Play to live

QUINTET: A Game for six players the object of which is to be the last player left alive by killing everyone else. During the course of the game, a player may make ALLIANCES as they become convenient, but, ultimately everyone will become your enemy unless they are killed before they have the chance.

EQUIPMENT: A pentagonal board divided into five SECTORS, a KILLING CIRCLE, and the CENTER. Each SECTOR is divided into five ROOMS and one LIMBO. Each of the six players has three gamepieces usually fashioned to his or her own personality. A pair of dice are used.

SIXTH MAN: The most powerful position in the game. The SIXTH MAN is the player rolling the highest number in the first round. Sitting out the first half of QUINTET, called the FRONTGAME, SIXTH MAN determines the KILLING ORDER for the other five players. Moving around the table during the FRONTGAME, SIXTH MAN advises the players, points out mistakes, and creates diversions keeping in mind that he will face the winner in the second half of QUINTET, the duel called ENDGAME. It is the goal of the SIXTH MAN to promote the survival of the weakest player in the FRONTGAME, so that he may have an easy kill in the ENDGAME.

KILLING ORDER: Determined by the SIXTH MAN, each player is given a victim, the only player he may kill. After each kill, the KILLING ORDER is changed. The order is represented in a circle composed of one of each of the five player’s gamepieces arranged by the SIXTH MAN in the KILLING CIRCLE. The order is read clockwise.

PLAY: The game commences with the first player, the one who rolled the second highest number on the initial round. The player rolls the dice and moves in either direction the correct number of rooms according to the two numbers rolled. Player may move one piece the total of both dice or may split the throw and move one piece according to one die and the other according to the other die. The player’s third gamepiece stays in the KILLING CIRCLE representing its place in the KILLING ORDER. Play passes clockwise until all five players have rolled on.

KILLING: If a correct move enables a player to enter a room occupied by his victim, the victim’s piece is removed from the board. If the victim still has another piece in play, he is still alive and may continue playing. If there is no other piece left, the player is killed, the appropriate piece is removed from the KILLING CIRCLE leaving a new KILLING ORDER.

ALLIANCE: Two players who, by the arrangement of the KILLING ORDER, are not victims to one another, may occupy the same room forming an ALLIANCE. This coupling protects each while they are in the same room from their respective killers. However, an ALLIANCE may suddenly turn into a KILLING if a play creates a new KILLING ORDER.

LIMBO: The only safe place on the board. When a player rolls a 6, not in total, but on one or both of the die, he may move one piece to LIMBO. Player must leave LIMBO on his first move.

"QUINTET" The survivor, facing the SIXTH MAN in the ENDGAME, rolls double fives and achieves the perfect kill. He says "Quintet." This can only occur in the ENDGAME and can only be rolled by the survivor of the FRONTGAME. All other 5-5 rolls are handled in the normal way.