

# The Fifth Element

An Original Game from Gaya - The Art Of Thinking

Strategy game for two players, ages 10 and up.

## Content:

A wooden board

20 double-sided pins (game pieces), 10 for each player

## Objective:

To create a row of five pins of the same color, in a straight or diagonal line.

The row can be either red or blue color, and can be on either side of the board.

(Each player can create 5 red color pins line or blue color line, and each player can create the line on his side of the board or his opponent side )

## Preparations:

1. The opponents must sit across from one another with the empty board between them.

Assemble the board as shown.

2. The pins are then divided between the opponents in the following order:

Player 1 receives:

5 red/red pins

4 red/blue pins

One blue/blue pin

Player 2 receives the opposite:

5 blue/blue pins

4 blue/red pins

One red/red pin



## Process of the game:

1. The starting player is chosen by a draw.

2. In each turn, the player has two optional moves: either placing a new pin in the board, or flipping one of the existing pins (regardless of which player originally placed that pin)

The player can put the piece where ever he likes on the game board.

**Remember** -the pieces you are placing. Once the piece is in the board , you will see only one color , and your opponent will see only the other color (the color on his side.) Your opponent can not know what is on the other side (unless he chose to flip the piece on his turn)

Flipping a pin can cause dramatic changes for the two player's strategy.

3. The players try to create a row of 5 identical colors , in either their side or the opponent's side of the board. If a player successfully creates a row in her/his own side, the player declares it to the opponent and reveals the row.

If a player believes she/he successfully created a row on the other side of the board (the opponent's side), the player must declare it, and ask the opponent to reveal it.

If a declaration of a row on the other side of the board proves to be mistaken, the declaring player then loses the game.

**GAYA**  
The Art of Thinking

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