

QUINTET

5 cards | 4 turns | 1 star

★ Kaya Miyano



10+



3-7

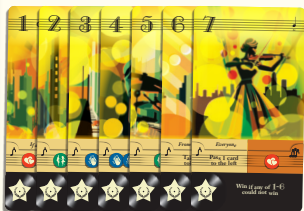


15'

QUINTET is a strategic card game where players compete by assembling their own performance team. Each turn, every player plays one card, and the winner is determined by the last card left in their hand at the end. In an ever-changing and unpredictable situation, your “ad-lib” strategy is the key to victory!

Game Components

49 Basic Character Cards
(1-7, 7 of each)



35 Alternate Character Cards
(2, 3, 4, 5, 7, 7 of each)



30 Green Tokens



30 Red Tokens



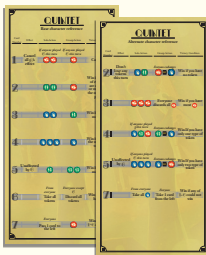
30 Blue Tokens



9 Victory Discs

7 Character Reference Cards

Front



Back

Game Setup(4 to 7 players)

- 1 Each player receives 7 Basic Character Cards – one of each type (cards without the  icon next to the number).
- 2 Each player also receives 1 Character Reference Card.
- 3 Separate all tokens and Victory Discs by type and place them within easy reach of all players.
- 4 Each player secretly chooses 2 cards they will not use this round and discards them face down.
Note: Discarded cards must not be revealed to other players.
- 5 Gather all discarded cards, shuffle them well, and place them face up in the center of the table, sorted by type.



III Game Play

The game is played over several rounds. When any player has collected 2 or more Victory Discs, the game ends, and the player with the most Victory Discs wins.

Each round proceeds in the following order:

- 1 Each player chooses 1 card from their hand and places it face down. Once all players have made their choice, reveal the cards simultaneously.
- 2 Each player performs their card's actions in order of the numbers shown in the upper-left corner of the cards (from 1 to 7). If only one player has played a given number, they perform a Solo Action; if two or more players have played the same number, they perform a Group Action.
- 3 Place the used cards face up in the center of the table, sorted by type.
- 4 This sequence constitutes 'one turn', and it is repeated a total of 4 times – until each player has only 1 card remaining in their hand.

IV End of Round

- 1 All players simultaneously reveal the last card remaining in their hand.
- 2 If the revealed card meets that player's victory condition, the player wins the round.
Note: Multiple players can win the round simultaneously.
- 3 If multiple players win, each of those players gains 1 Victory Disc. If only one player wins, that player gains 2 Victory Discs instead.
- 4 If no player has 2 or more Victory Discs yet, start the next round.
- 5 If one or more players have 2 or more Victory Discs, the game immediately ends. The player with the most Victory Discs is the winner. In case of a tie the tied players share the victory.

V Variant Rules

{Card Drafting}

You can apply the card-drafting rule to enjoy a more strategic game. The setup rules are modified as follows:

(**1** - **3**: Follow the standard setup rules as usual.)

- 4** Each player selects 1 card from their 7 cards and places it face down in front of them.
- 5** Pass the remaining 6 cards to the player on your left.
- 6** Repeat this process until each player has chosen 5 cards. It is possible to choose multiple cards of the same number.
- 7** Gather the remaining 2 cards from each player without revealing them. Shuffle them together and place them face up in the center of the table, sorted by type.

{Alternate Character Cards}

You can use 5 types of Alternate Character Cards to make the game even more unpredictable. During setup, you may replace any Basic Character Cards of a chosen number with the Alternate Character Cards of the same number.

Note: You cannot use both the Basic and Alternate Character Cards of the same number at the same time.

Tip: We recommend replacing only 1 or 2 types of cards with Alternate Character Cards each game.

Recommended
Combinations:

A Replace the **3** Card

B Replace the **2** and **4** Cards

C Replace the **5** and **7** Cards

{3-Player Rules}

In a 3-player game, a dummy player participates as the fourth player. The dummy player does not take part in card drafting. After receiving 7 cards they randomly discard 2 cards. During the game, they randomly play 1 card from their remaining 5 cards each turn. The dummy player can gain or lose tokens just like the other players. However, even if the card remaining at the end of the round meets the victory condition, the dummy player does not gain any Victory Discs.

Basic Character Cards

1

Turn Effect Cancel the effects of all 6 cards played this turn.

Solo Action If at least one player played a 6 card this turn, gain  . If no 6 card was played, nothing happens.

Group Action If at least one player played a 6 card this turn, gain . If no 6 card was played, nothing happens.

Round Victory Condition None. You cannot win with a 1 card.



2

Turn Effect None.

Solo Action Gain  .

Group Action Gain .

Round Victory Condition If the total number of  held by all players is equal to or greater than the number of players, you win.



3

Turn Effect None.

Solo Action Gain  .

Group Action Gain .

Round Victory Condition If you have the most  among all players, you win.



4

Turn Effect None.

Solo Action Gain   .

Group Action Gain .

Round Victory Condition If you have the most tokens among all players, you win.



5

Turn Effect You cannot lose or discard tokens due to any 6 card effects this turn.

Solo Action Gain .

Group Action Gain  .

Round Victory Condition If you have the most  among all players, you win.



6

Turn Effect None.

Solo Action Take all tokens from all players.

Group Action All players except those who played a 6 card discard all of their tokens.

Round Victory Condition If no player has any , you win.



7

Turn Effect None.

Solo Action Each player chooses 1 card from their hand and passes it to the player on their left. This action is performed simultaneously by all players.

Group Action Gain .

Round Victory Condition If none of the players who played a 1 - 6 card meet their victory condition, you win.



Alternate Character Cards



Turn Effect You cannot lose or discard tokens this turn.

Solo Action Gain  and .

Group Action All players exchange all of their  for .

Round Victory Condition If you have no tokens, you win.



Turn Effect None.

Solo Action Gain   .

Group Action All players discard all of their .

Round Victory Condition If you have the most  among all players, you win.



Turn Effect None.

Solo Action If at least one player played a 1 card this turn, gain  , and . If no 1 card was played, nothing happens.

Group Action All players exchange all of their  for .

Round Victory Condition If you have tokens of exactly one color among  , and , you win.



5

Turn Effect You cannot lose or discard tokens due to any 6 card effects this turn.

Solo Action If at least one player played a 6 card this turn, gain   . If no 6 card was played, nothing happens.

Group Action All players exchange all of their  for .

Round Victory Condition If you have tokens of exactly two color among , , and , you win.



7

Turn Effect None.

Solo Action Take all  from all players.

Group Action Each player randomly takes 1 card from the player on their left. This action is performed simultaneously by all players.

Round Victory Condition If none of the players who played a 1 - 6 card meet their victory condition, you win.



Credits

Game Design Kaya Miyano

Artwork Ian Parovel

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