



board game : the five parties

The pawns are represented by angels and movement on the game mat is done using a roll of 3 dice with a combination of 1,2 or 3 of the dice.

This game is played with 2,3,4,5 or 6 players and it is possible to make alliances before the start of the game.

This game is based on victory tokens called juries.

Each player starts with 5 jurors and one juror is placed on the fifth square.

This box five is also an A and C box.

The goal is to cross the starting line, therefore from square one to square 1, with no jurors.

If an angel comes across a square where there are jurors or a juror, he is obliged to take them.

If there are no more tokens on square five, once an angel passes or lands on the starting square then a sworn token is given.

If the angel rolls a triple 5 then he loses a juror who finds himself off the game board.

There are 2 types of card and a specific box.

map

Improvement: Represented the image by an A. Card that can be kept.

1/The token removed from another angel is found on the space of the losing angel.

2/Allows you to block the path of another angel.

3/Passe-Pont allows you to pass one or two bridges using one or two cards, the bridge does not count as a square.

4/Dummy, with this card the kidnapping of a juror is doubled but remains on the square.

Luck: Represented in the image by a C.

1/replay, to play directly or to keep

2/Loss of an angel juror off the board.

3/Move back, the card is played before I roll the dice, and the angel has the freedom to move back or forward.

Box

loss of a juror outside the game board. Represented in the image by an E.

The loss of a juror is also done with a roll of 3 dice and hits all targets forward and backward.

The proportions for the cards:

batches of 20 cards

for A 1*10 2*3 3*4 4*3

for C 1*8 2*5 3*7