

## FIFTH GEAR™

2-4 players ages 8+

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Item No. 4400

### CONTENTS:

**Platform, 25 Gears:** 1- white, 6 of each color: red, blue, yellow, green, **25 Tokens:** 24 Numbered, 1 Gear Token, **2 Dice:** 12-sided (black)

**OBJECT OF THE GAME:** Be the first to interlock five of your color gears and the white gear together.

**OVERVIEW:** Players roll the dice and place their gears on the numbered column(s) matching the number(s) they have rolled in an attempt to get five of their color gears interlocked with the white gear. Players who have all six of their gears on the platform are **GEARED UP** and receive special privileges. But beware; players can kick opponents' gears off columns and replace them with their own! The game is a perfect ratio of strategy and luck geared to get you thinking: where to place, who to block and when to interlock!

### SET UP:

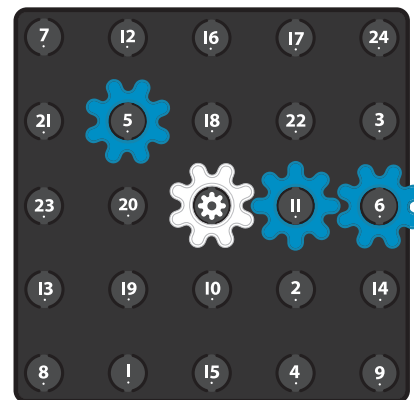
- Select six gears of the same color.
- Randomly place one token on each column.
- Place white gear on matching gear column.

*NOTE: Beginners can place the gear token and white gear on the center column for a quick and easier game.*

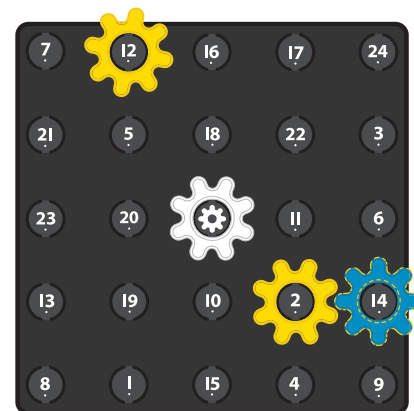


**PLAY:** Youngest player goes first and play passes to the left. In turn, each player rolls BOTH 12-sided dice and has the option to use both numbers rolled or use the sum of the numbers rolled for a PLACE and/or REPLACE gear move. Players however must move whenever possible unless they have all six of their gears on the platform. (See **GEARED UP**)

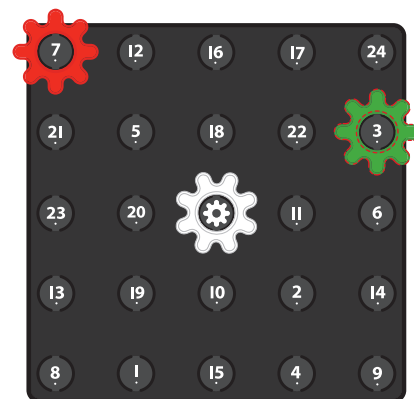
**PLACE:** The two numbers rolled allow a player to: place two of their gears, one on each matching column number **-OR-** place one of their gears on the column number equal to the sum of the numbers rolled. For example, Blue rolls: 5, 6. They can place **two** of their gears: one on column #5 and one on column #6 **OR** place **one** of their gears on column #11.



**REPLACE:** If a player rolls a number(s) that matches an occupied column (*not their own gear*), the player can replace the opponent(s) gear with their gear(s). Players **cannot** replace two gears of the same color (player) in a single turn. For example, Yellow has rolled a 12 & 2. They can place two of their gears one on the #12 and one on the #2 column **OR** use the sum of their roll to bump the Blue gear off the #14 column and replace it with their yellow gear.

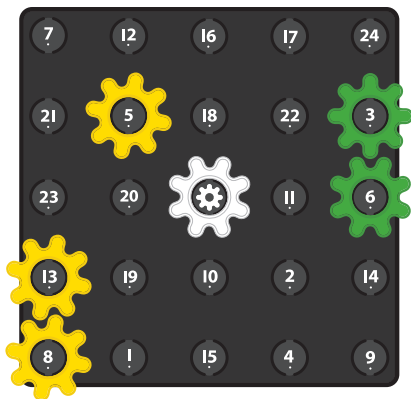


**COMBO:** It's possible to make both a PLACE and REPLACE move in a single turn. For example, Red rolls a 7 & 3. The #7 column is open, so they PLACE their gear on the #7 column, and REPLACE the Green opponent's gear on the #3 column with their own gear.

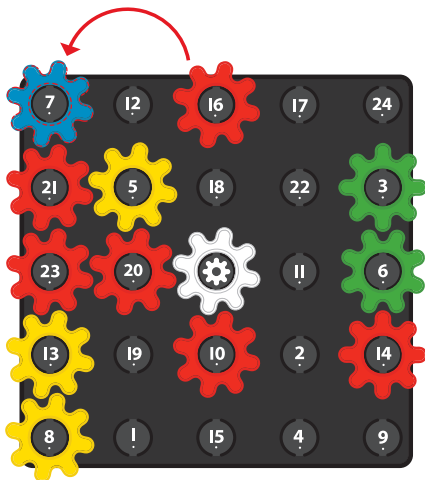


**DOUBLES:** If a player rolls doubles, then only one gear can be moved. For example, Green rolls a 3 & 3. Their only options are place or replace on column #3 OR #6.

**YOUR ON IT:** It's possible for a player to roll and have NO movement option at all. For example, Yellow rolls an 8 & 5, they already occupy the #8, #5 AND #13 columns; resulting in no movement options.



**GEARED UP:** When a player gets **all six** of their color gears on the platform they are no longer required to move and have the option to: use one, both or none of the dice they have rolled. The other benefit of having all six gears on the platform is it allows the player to pick and choose which of their gears to move. For example, Red has all six of their gears on the platform and rolls a 7 & 3. In this scenario Red only has two options: replace the Green gear on #3 or replace the Blue gear on #7. Red doesn't have the option to use the sum of their roll since they are already on the #10 column. Red decides to move their gear from column #16 and bump Blue's gear off column #7.



This happens to be a winning move for Red because column #7 interlocks five Red gears and the white gear together, **BONUS!**  
**NOTE:** When a player has less than six gears on the platform, (i.e., getting bumped), they immediately revert back to regular play.

It is possible to have a single turn be half regular play and half GEARED UP moving privileges. For example, a player has five gears on the platform at the beginning of their turn, they roll a 5 & 8 and place their sixth gear on the #5 column they are now GEARED UP and can exercise their privileges accordingly.

## GEARED UP Example Roll: 5 & 9

- A: Place/Replace one gear on the #5 column and one on the #9 column. *(Replace rules still apply: Players cannot replace two gears of the same color in a single turn.)*
- B: Place/Replace one gear on the #14 column
- C: Place/Replace **ONLY** one gear: on the #5 column OR the #9 column ignoring either number rolled.  
*(This is usually done when a player likes their current gear placement and moving a particular gear would not be in their benefit.)*
- D: Place/Replace **NO** gear(s) and forfeit turn.

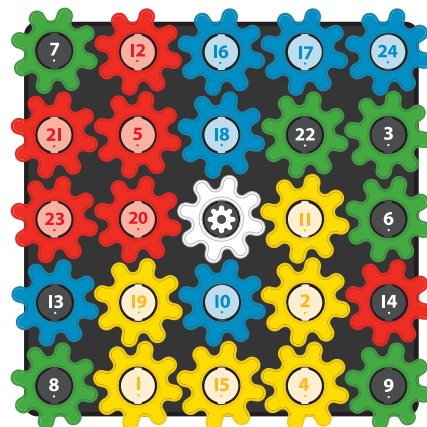
**WINNING:** The first player to interlock five or more of their color gears and the white gear together is declared the winner!

In this example we have three different winners!

Red has won with 5 of their gears! (12, 5, 21, 23, 20, white gear)

Blue has won with 5 of their gears! (24, 17, 16, 18, white gear, 10)

Yellow has won with 6 of their gears! (19, 1, 15, 4, 2, 11, white gear)



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