

EN

5 ou MOINS

HOW TO PLAY

RULES VIDEO



5 ou MOINS



GENERAL INFORMATION



68 playing cards ranging from -1 to 14

2 x



5 x



2 x



5 x



} power cards



5 to 10 minutes per round
20 to 30 minutes per game



2 to 6 players



from age 10

OBJECTIVE OF THE GAME

The game **5 ou Moins** (meaning **"5 or Less"** in English) is played over several rounds and ends when a player reaches or exceeds 100 points. **The winner of the game is the player with the fewest points.**

ROUND OVERVIEW

At the start of each round, every player gets **5 cards, which are placed face down**. Your objective for the round is **to be the first player to have a total card value of 5 or less**.

Once you have reached 5 or less, you **say “5 or less”** (in French, players say “5 ou moins”) and bet on being the one with the lowest score. If you do, you win the round! Your score for that round is 0, while the other players must tally the total value of their cards.

ROUND SETUP

First, each player receives 5 cards that are placed face down in front of them. The cards are forming a **pyramid** with 3 cards at the bottom and 2 cards on top. This is **their deck**.



The remaining cards form the **draw pile**. Place the draw pile in the centre of the table at an equal distance from each player (to avoid giving anyone an advantage).



Before the round begins, **the players look at the 3 cards that form the base of their deck**. Once done, they put them back face down in the same order. They can't change their position.

START OF A ROUND

Once the round begins, everyone needs to **keep their cards face down** and they can't have a look at them.



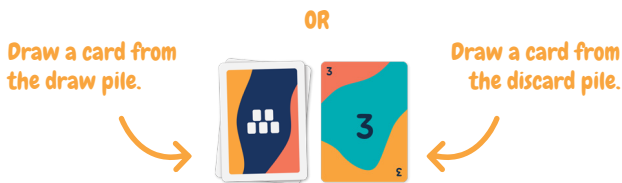
To start the round, the first player creates **the discard pile** by taking a card from the draw pile and placing it face up next to it. The player who created the discard pile can then start their turn.

Once the first player has finished their turn, the round continues **in a clockwise direction**.

Note: As soon as the round begins, any player may discard one of their cards at any time, as long as it matches the value of the top card on the discard pile. This action, reserved for the quickest player to discard, is called the “quick discard” (*see details on p. 6*).

COURSE OF A ROUND

When it is their turn, the player can take the card from the top of the discard pile or, if they are not interested, draw a card.



DRAW A CARD FROM THE DRAW PILE

If the player chooses to draw a card from the draw pile, they look at it and **decide whether to keep it in their deck or discard it.**

To keep the card they just drew, **the player must swap it with one of the cards in their deck.** They then place the card from their deck, face up, on the discard pile.

Note: When you discard one of your cards, do it quickly so that everyone can see the value of that card at the same time. This prevents anyone from gaining an unfair advantage in case several players are in a position to perform a quick discard.



Alex's Advice



"In general, I prioritise swapping cards I don't know. This allows me to get to know the cards of my deck faster and gives me more chance to do a quick discard."

DRAW A CARD FROM THE DISCARD PILE

If the player chooses to take the card from the top of the discard pile, **they must swap it with one of their own cards.** The player, then, places the discarded card face up on the discard pile.



Mathilde's trick



"If there's a low card on the discard pile, I'd prefer to take it rather than gamble on a card from the draw pile."

Note: When playing with 2 players. It is not possible to take any power cards from the discard pile. This is to avoid a situation in which the 2 players constantly redraw each other's power cards.

FOCUS ON THE POWER CARDS

To make it easier for the first few games, you can choose to ignore the powers. In this case, just treat the power cards like any other card in the game and ignore their icons.



The power cards are intended to **slow down the other players** or **help you reach 5 or less faster**.

To activate a power card, the card must be played from the player's deck. A power is never activated if the card is discarded directly from the draw pile. The player must first place the power card in their deck.

Note: The player can choose not to activate the power if they do not wish to use it.



Terrie's trick



"If the card at the top of the discard pile is a power card, I choose to draw it and put it in my deck. This will allow me to play the action later."
(Only when you play with 3 or more players).

The 4 types of power cards



Card 8: Player A takes the first card from the draw pile without looking at it and swaps it with a card from the deck of another player of their choice. They then place the other player's card under the draw pile.



Card 10: Player A takes a card from their deck and swaps it with a card from the deck of another player of their choice, without looking at it. This action allows a player to steal a card from another player.



Card 12: Player A takes a card from the deck and adds it to the deck of another player of their choice, without looking at it.



Card 14: Player A takes a card from their deck and adds it to the deck of another player of their choice, without looking at it. As a result, player A now has one fewer card in their deck.

Already forgotten the powers? Don't panic, the **icons** speak for themselves.



: a card from the draw pile



: a card from my deck



: the deck of another player



: I swap



: I add

To help you: You can use the “cheat sheet” cards that list the different powers.

Reminder: Before placing a new card in your deck, take the time to memorise it! Once a card has been placed in your deck, you cannot look at it or move it. Otherwise, you will receive a penalty card.



FOCUS ON THE QUICK DISCARD

At any time, a player can discard one of their cards.

To perform a quick discard, they must have a card in their deck with the same value as the one on the top of the discard pile.

Note: A player can perform a quick discard even if they were the one who just discarded the last card.



Greg's strategy



“I use the quick discard as much as possible to reduce the number of cards I need to memorise, it also helps me reach 5 or less faster.”

Only the first player to discard a card of the same value can do so. Here, **speed is key!**

Important: When a player does a quick discard, the discarded card is **linked to the card below it**. The player who has to draw after a quick discard cannot take a card from the discard pile.



Specific situations:

- **Case of a player who isn't fast enough:** A player who tries to discard a card of the same value but isn't the first must take back their card.
- **Case of a player who makes a mistake:** A player who discards a wrong card must take it back and draw an additional card from the draw pile as a penalty. They add the penalty card to their deck without looking at it.
- **Case of a player who discards a power card on top of another power card:** The power of a power card is blocked when the same power card is placed on top of it. The card used to block the power is also deactivated. If a player has started to use the power before the quick discard, they can finish using it. You must therefore be quick to activate the power to avoid being blocked by a quick discard.



Clément's special move



"I rely on my speed! I try to gather similar cards in my deck. That way, when I discard one card, I can do a quick discard to get rid of the second similar card right after. In that way, I end up with fewer cards in my deck."

WHEN IT'S NOT YOUR TURN

Even when it's not your turn, **the game of 5 ou Moins requires you to be active:**

- **Remember** all your cards
- Stay alert to do **quick discards**



Emilie's technique



"I remember the smallest cards that other players put in their deck to make the most of the stealing power of card 10."

END OF A ROUND

At the end of a player's turn, **if the player believes that the total value of their cards is 5 or less, they can say, "5 or less."**

But it's not over yet! The game doesn't end immediately. All the other players get one final turn and have an opportunity to also say, **"5 or less."**

Once a player has said, "5 or less," their deck is locked and protected from the other players' actions. This means that:

- The player can no longer perform quick discards with their cards.
- The other players can no longer attack that player's deck with power cards.



The first player to say **"5 or less"** is not necessarily the winner. Indeed, **it's the player with the fewest points and who said "5 or less" that wins the round.**

Note: A player who has 5 points or less than that, but didn't say **"5 or less"** cannot win the round.

SCORING

One player has said “5 or less”:

- The player who has a score of 5 or less wins the round and tallies 0 point. The other players must count the total value of the cards remaining in their deck.
- If the player was wrong and has more than 5, they double the total value of their cards. The other players tally 0 point.

Situations when multiple players have said “5 or less”:

- The player with the fewest points who said “5 or less” wins and tallies 0 point. Players who said “5 or less” but have more points than the winner must double their tally. The other players tally the total value of their cards.
- If there are multiple players who have the same total value, they all win and tally 0 point.
- If all the players who said “5 or less” were wrong, they all double the total value of their cards. The other players tally 0 point.

Note: A player who wins with a negative score, such as -1 or -2, tallies their negative score.

END OF THE GAME

The game ends when one player reaches or exceeds 100 points. The winner is the player with the lowest total tally.

If you want to play a quick game without keeping score, that's also possible!

Before starting, choose how many rounds you want to play. We recommend playing three or five rounds for shorter games. The player who wins the most rounds is the overall winner.

STILL HAVE QUESTIONS?

Find the answers in our frequently asked questions (FAQ):



LET'S STAY IN TOUCH

Don't hesitate to share your thoughts and ideas about the game at any time. We're always happy to hear from you! You can send us your messages at hello@gamelia.net

5 ou MOINS

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And so, begins a wildly unexpected adventure. Welcome to 5 ou Moins!

Everything started with a game called “El Mexican”, brought from Mexico by Sarah’s cousin. Similar games are known in other regions by names like Dutch or Tamalou.

We loved playing that game with family and friends, but no one could ever agree on the rules. So, we began exploring new ways to make a game that’s even more fun and exciting to play, and that’s how 5 ou Moins was born!



We hope you’ll be obsessed with it too!



Sarah

We wanted a game that’s dynamic, one that relies on your strategy rules, not on your luck (because no one likes leaving their fate up to chance). 5 ou Moins is a game you’ll want to play again and again—whether it’s just two of you or a full table.

Once the cards hit the table, you’re in. The world outside fades, and you’re absorbed in the game. It’s the perfect way to unplug and just have fun.



Gueric