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5 MINUTAS more



HOW TO
PLAY



Deep in the jungle, a group of sloths gather under the light of the full moon to celebrate the great feast of dreams. During this celebration, they will compete in an intense nap in which these dreamers will find three types of energy.

Only those who manage to master them through the different stages of the dream cycle can aspire to become the next Sleep Master

...





OBJECTIVE

In 5 Minutes you will play on the role of a sloth trying to get as much blue energy as possible.

If the game is very tight, it will be important that you also conserve pink and yellow energy.

COMPONENTS

1 Die

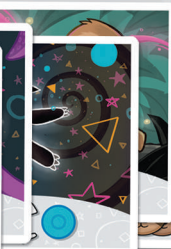


4 Cards

'5 More Minutes'

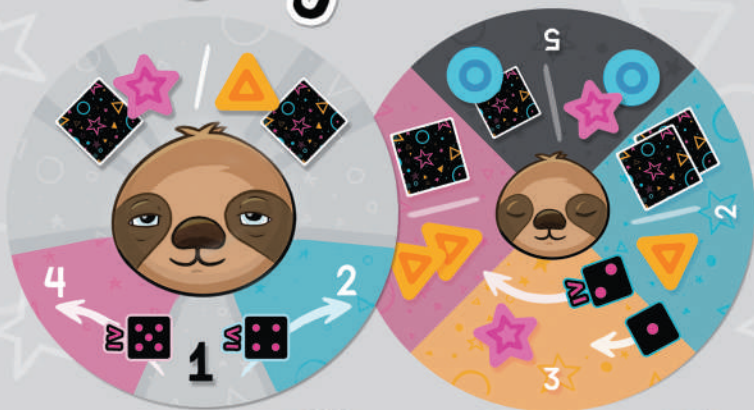


3 Special Cards



28 Dream Cards

6 Cyclecards



63 Energy Chips

33x

9x

21x



Blue chips - They are the Victory Points.

Make sure the other players don't see the value of your blue chips!

Pink chips - They are used to modify the value of the dice.

We can discard X pink chips to add or subtract that number from the marked by the die in any of our rolls.

Yellow chips - Used to pay the cost of Dream Cards

PREPARATION

0. Remove from the deck:

2 *Alarm Clock* cards if you are 6 players

2 *Alarm Clock* cards and 1 *5 More Minutes* card if you are 5 players

1 *Alarm Clock* card and 2 *5 More Minutes* cards if you are 4 players

3 *5 More Minutes* cards if you are 2 or 3 players

1. Shuffle the deck and place it in a place accessible to all.

2. Place the Energy chips next to the deck.

Make sure the number side of the blue energy chips is facing down.

3. Each player takes a Cyclecard and places it in front of him with the stage 1 facing up.

Example for 3 players

Used and
discarded
cards



Game deck



HOW TO PLAY

All sloths start at stage 1.

The player who has been awake the longest begins to play.

The game continues in a clockwise direction.

Your turn has up to 4 phases:

A. Receive a bonus

B. Play Dream Cards - *Optional*

C. Advance from sleep stage

Once you pass stage 1, you will advance through stages 2, 3, 4 and 5 and you will not return to stage 1 unless a card indicates so.

D. Check game end

You will find each of the phases of the turn in detail in next pages.



If you have any questions, you prefer to learn to play with a video or want to know everything about 5 More Minutes ...
... scan the QR code or visit our website!

www.tembogames.com



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A-Receive Bonus

Receive a bonus corresponding to the stage indicated on your Cyclecard.
If there are 2 possible bonuses, you must choose one.
The bonuses for each of the sleep stages are as follows:

Stage 1: Falling asleep

Bonus A: Receive 1 card and 1 pink chip
Bonus B: Receive 1 card and 1 yellow chip



Stage 2: Light dream

Bonus A: Receive 2 dream cards
Bonus B: Receive 1 yellow chip



Stage 3: Transition to deep dream

Bonus A: Receive 1 pink chip



Stage 4: Deep dream

Bonus A: Receive 2 yellow chips
Bonus B: Receive 1 dream card



Stage 5: REM dream

Bonus A: Receive 1 blue chip and 1 card
Bonus B: Receive 1 blue chip and 1 pink chip



* If there are no cards left in the dream card deck, shuffle the used cards and place them facing down again within everyone's reach.

** If there are no yellow or pink chips available in the center of the table, receive them from another player at your choice.

B-Play Cards

When you play *Dream Cards* you can manage to control your dream, alter the rest of the players, new cards and even energy chips.

You can play as many Dream Cards as you want, as long as you pay their cost with yellow chips.

At the end of this phase, if you have more than 3 cards in your hand, you must discard until you have 3.

Cost:

2 yellow chips



Find out how all the Dream Cards work on the back cover of this manual.

C-Advance stage

Advance stage by moving your cyclecard. Do it one way or another depending on the stage you are in:

- If you are in stage 1, roll the die.

If the result is 4 or less, flip your cyclecard over and place it with stage 2 in front of you.

If the result is 5 or more, flip your cyclecard over and place it with stage 4 in front of you.

- If you are in stage 2, roll the die.

If the result is 1, proceed to stage 3.

If the result is 2 or more, advance to stage 4.

- If you are in stage 3, advance your cyclecard to stage 4.

- If you are in stage 4, advance your cyclecard to stage 5.

- If you are in stage 5, advance your cyclecard to stage 2.

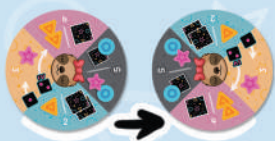


Place your cyclecard so that you wait for your next turn with the next stage to play in front of you, as indicated in the example on the next page.

EXAMPLE

Sara starts the turn in stage 2:

- A. Sara chooses to receive 2 dream cards
- B. Sara plays a Snoring card.
Dani rolls the die successfully and avoids going back to stage 1.
- C. Sara rolls the die.
She rolls a 1, but spends a pink chip that adds 1 to the die.
Move her cyclecard to stage 4



Dani starts his turn in stage 4:

- A. Dani chooses to receive 2 yellow tokens
- B. Dani plays a Recurring Dream card.
Dani plays a Lucid Dream card
- C. Dani moves his cyclecard to stage 5



Sara starts her turn at stage 4:

- A. Sara chooses to receive 1 card.
- B. Sara does not play cards.
- C. Sara ends her turn by moving her cyclecard to stage 5.



Dani starts his turn at stage 5:

- A. Dani receives a blue chip and a card.
The card is Alarm clock so
Sara and Dani go to stage 1.
- B. Dani plays a Coffee card.
- C. Dani rolls the die.
He rolls a 2 and moves his cyclecard to stage 2



Sara loses her turn due to the Coffee card.



D-Check Game end

If you have 3 or more blue pieces you must roll the die.

If the result is 6 the game ends. Otherwise the game continues.

Remember that you can use the pink chips to add or subtract value from the die.

In 2 or 3 player games, roll the final die with 4 or more blue chips.



All the players turn over the blue energy chips that you have collected during the game and add up the points. The player with the most points is proclaimed Sleep Master!

In the event of a tie, the one with the most pink tokens wins the game.

If the tie continues, the one with the most yellow tokens wins.

In the unlikely event that the tie persists, play 5 more minutes.



VARIANTS

Rookie dreamers

We recommend that you play 5 More Minutes without the Special Cards, as they can complicate the first few games. Add them when you already control the game mechanics.

Expert dreamers

Increase speed at the start of the game by dealing two dream cards to each player during preparation.

In the event that you get a special card in this initial deal, exchange it for another one and shuffle the deck again.

Nightmare in the jungle

A sloth wakes up scared.

His cry of fright may have interrupted the sleep of others ...

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When you receive a blue chip of value 2 with a dark background you must show it to the rest of the players - whether it comes from the center of the table or from another player.

Your turn ends and you begin your next turn at stage 1.

The other players will also return to stage 1 unless they roll a 4 or more on a die roll.



PLEASANT SLEEP

Take a blue chip from the center of the table.



SLEEP PARALYSIS

Force another player to return to stage 1



DREAM EATER

Pick a card from another player's hand



DREAM CONTROL

You can play the next two cards of your turn for free.



RECURRING DREAM

Draw a discarded card at your choice.



5 MORE MINUTES

Anytime

Avoid returning to stage 1



HALLUCINATIONS

Trade 1 blue chip with another player. If you don't have blue chips, you give a yellow or a pink one. If you don't have chips, you give nothing.



LUCID DREAM

Draw 3 cards, add two to your hand and discard the other one.



EXPLODING HEAD

Force another player to return to stage 1, unless he manage to get at least a 5 on a die roll



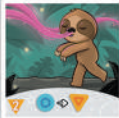
SNORING

Force the other players to return to stage 1, unless they manage to get at least a 5 on a die roll.



COFFEE

All players which are at stage 1 lose their next turn. Except the player who plays this card.



SLEEPWALKER

Force another player to change a blue chip for its value in yellow ones.



ALARM CLOCK

ALL players return to stage 1.



SLEEP MASTER

ALL players choose to receive a pink chip, a yellow one or a card.

If you add these cards to your hand, you have to play them immediately.