

pent-up

A strategy game for 2 players by
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INTRODUCTION

Pent-Up is a tile-stacking game that uses pentomino-shaped tiles. A **pentomino** is a piece composed of five congruent squares, connected along their edges. There are 12 different pentominoes.

Players alternate turns placing one of their tiles according to some simple rules, trying to get the most of their pieces on the topmost layers when the game ends.

Note that some of the tiles are not symmetric, and can be placed either side up.

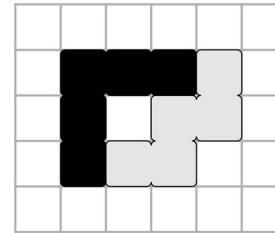
If you like this game try also **COUNTERPLAYS**, **SEVEN**, and **STACK-22**.

EQUIPMENT

12 black pentominoes, 12 'ice' pentominoes, bag, box.

HOW TO PLAY

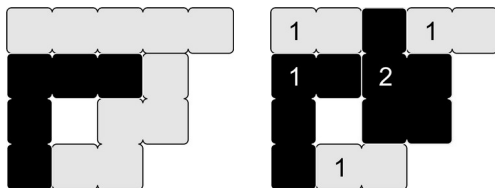
White starts by placing a white tile on the playing surface. Black then places a black tile adjacent to it so that it fits within an imaginary orthogonal grid.



Example of opening (imaginary grid drawn in light grey)

From now on, players alternate turns placing **any** tile of their colour according to the following rules:

- The tile must be aligned with the orthogonal grid.
- The tile must be placed either on the table and adjacent to a piece already on the table, or atop at least 2 tiles, regardless of their colour.
- The tile must lie flat, with every square directly supported, either by the table or by a lower tile.
- The tile must be placed on the **highest** level on which it can be placed legally. Players tend to forget this rule!



Example: White places the 1x5 piece on Level 1. Black then chooses his 'P-shaped' piece, and places it on Level 2, for it is mandatory to do so. Level heights are indicated with numbers for clarity. (Black had more places to play the 'b'. Can you find them?) Notice that there was only 1 black pentomino that could have been placed on Level 1. Do you know which one?

GAME END

The game ends when all tiles have been placed. The player with the most tiles on the highest level wins (so, if the stack is 5 levels high, look at Level 5). In case of a tie, the 2nd-highest level, then the 3rd-highest level, and so on.

STRATEGIES

Rule 'd' (mandatory placement on the topmost level) is the key for winning the game. Force your opponent to place 2 adjacent tiles on the topmost level, so you can place one of yours on top of them. But be careful: Timing is important. If you force a placement too soon or too late, you will lose the game!

MISÈRE VARIANT

Play as usual, but the player with most tiles on the **lowest** level wins.

PUZZLES

1. Can you reach the 6th level placing the tiles according to the rules?
2. For this puzzle, ignore the mandatory stacking rule. Pick any black tile. Fully surround it with the lowest number of white tiles possible (all edges of the black tile must be touching white tiles). Can you then fully surround the white tiles with the remaining black tiles?

THE 'SWISS' VARIANT

Players must agree on the use of this variant before the game starts.

This variant includes one extra rule:

- After placing your **+** tile, you **must** place another tile if any remaining.