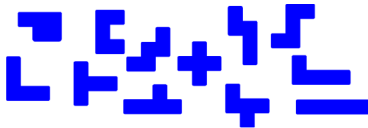


PENTACTIC

A board game for 1 to 6 players by
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INTRODUCTION

A **pentomino** is a piece composed of five congruent squares, connected along their edges. There are 12 different pentominoes.



In **PENTACTIC** players try to place all their pentominoes on their boards while dropping stones on the opponents' boards to prevent them from doing the same.

There are 4 types of gameplay:

1. Solo play (1 player): You'll need 1 PENTACTIC set.
2. Basic play (2 players): You'll need 1 PENTACTIC set.
3. Duel (2 players): You'll need 2 PENTACTIC sets.
4. Multiplayer (3-6 players): You'll need as many PENTACTIC sets as players.

It is recommended to use different colored sets in 'Duel' and 'Multiplayer' if possible.

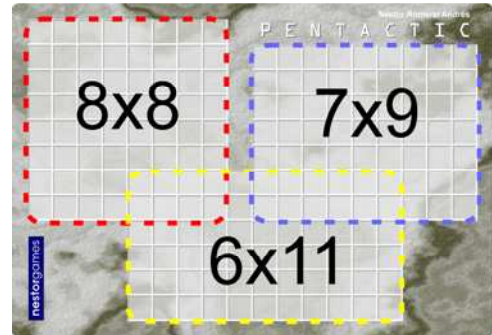
COMPONENTS

A **PENTACTIC** set includes:

- 12 same-colored pentominoes.
- 8 same-colored counters (but not of the color of the pentominoes)
- A board with 3 grids (8x8, 9x7, 11x6).
- A carrying case.
- This rule sheet

BASIC RULES

Place the board before the players and select the grid you want to use (8x8, 9x7 or 11x6).



The grids are a bit overlapped, so they all fit into the pad.

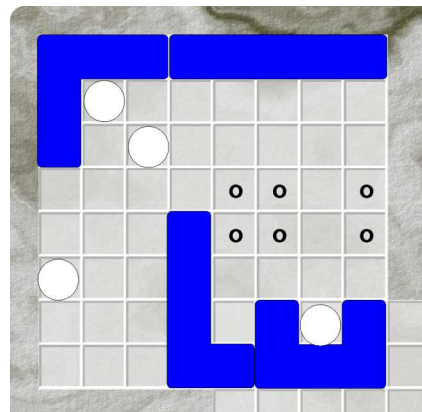
In the basic game, 2 matches are played. In the first match, one player uses the pentominoes and the other uses the counters. In the second match the roles are reversed. Both matches are played on the same grid.

Players take their pieces (one takes the pentominoes and the other takes the counters). The 'counters' player picks up one of the pentominoes and discards it. It won't be used during this match. In the second match (roles reversed) you cannot discard the same pentomino.

Players take alternate turns during the match, starting on the 'counters' player.

On his turn, the 'counters' player must do one of these two things:

- Place a counter on a free space on the board, so that no 2 counters are placed on the same row or column.
- Pass, if he cannot make a legal placement.



Legal placements for a new counter (8x8 board)

On his turn, the '**pentominoes**' player must place 1 pentomino on the board so that it fits in the grid and without overlapping other pieces (counters or pentominoes).

The game ends when the 'pentominoes' player cannot make a legal move.

Then the 'pentominoes' player calculates his score by **subtracting** the number of pentominoes left (not played) minus the number of counters left (not played). This score may be negative.

The player with the **lowest** score after the 2 matches wins. Ties are possible.

Example:

Match 1:

Player A (counters) vs. Player B (pentominoes).

3 pentominoes – 1 counter = 2 points for B

Match 2:

Player A (pentominoes) vs. Player B (counters).

2 pentominoes – 2 counters = 0 points for A

A wins the game!

DUEL RULES

In 'duel' mode, both matches are played at the same time with 2 boards (one for each player). So each player uses pentominoes on his board, and counters on the opponent's.

Each player removes a pentomino from the opponent and discards it. Determine randomly who does this first.

The game is played in turns. Every turn has 2 phases:

1. '**Counter**' phase: Each player **legally** places a counter on the opponents' board, or passes.
2. '**Pentomino**' phase: Each player **legally** places a pentomino on his board or passes.

When none of the players can legally place a pentomino, the game ends.

To calculate your score, **sum up your** number of counters and **your** number of pieces.

The player with the **lowest** score wins the duel. Ties are possible.

MULTIPLAYER (3-6 players)

In multiplayer mode, each player needs one **PENTACTIC** set.

It plays like in 'duel' mode, but with the following rules:

A starting player is determined randomly (player A).

The game plays in anticlockwise order.

Starting with A, each player discards **one** pentomino from any other player **that still has 12 pentominoes**. At the end of this phase, every player must have 11 pentominoes.

Then the game is played in turns with 2 phases (like in 'duel'):

1. '**Counter**' phase: Each player **legally** places **one** of his counters on **any one** of the opponents' boards or passes. Several players may place a counter on the same board!
2. '**Pentomino**' phase: Each player **legally** places a pentomino on his own board or passes.

When none of the players can legally place a pentomino, the game ends.

To calculate your score, sum up YOUR number of counters left and YOUR number of pentominoes left.

The player with the lowest score wins the game. Ties are possible.

SOLO PLAY

Choose one of the grids and randomly drop some stones on any spaces according to this table:

- 8x8 grid: 4 stones.
- 9x7 grid: 3 stones.
- 11x6 grid: 6 stones.

Now try to place all your pentominoes legally on the board.

Have fun!