

RULES OF THE GAME - 1 & 2 PLAYERS

MATERIAL:

12 pentaminos, 5 small red pieces and 3 small maroon pieces, 1 game board, 1 slider to define the chosen playing area on the board. Game instructions: 6 grids to produce the Slams (pages 4 to 9), 2D and 3D pattern (pages 10 to 13), 1 two-players chequered board (last page).

OUR JARGON:

A pentamino is a figure formed by 5 juxtaposed squares with at least one common side. Each of the 12 proposed pentaminos therefore covers exactly 5 spaces on the game board.

A PENTA is a group of several pentaminos which perfectly fills the rectangle bounded by the positioning of the slider. (see PENTAS on the back of the box).

Very important: The pentaminos don't have a right side or wrong side. They can be placed in any direction on the board, except for pentamino 1, which must be placed horizontally (page 2).

RULES FOR 1 PLAYER

A) VERY SIMPLE: for young children age 3 and over:

Using all the pieces, the 12 pentaminos (big pieces of different shapes and colours), the 5 small red pieces and the 3 small maroon pieces, you must completely fill the rectangle defined by the positioning of the slider.

- E.g.: 1) Position the slider on the board between the numbers 9 and 10.
2) Place as many pentaminos as possible.
3) Finish filling the rectangle with the small red and maroon pieces.



B) SIMPLE: for children age 4 and over:

Use the 12 pentaminos with either the 5 small red pieces or the 3 small maroon pieces.

- E.g.: 1) Position the slider on the board between the numbers 10 and 11.
2) Place as many pentaminos as possible.
3) Finish filling the rectangle, using only the small pieces you have chosen (either red or maroon).



C) DIFFICULT: for children age 5 and over:

Use only the 12 pentaminos (the small red and maroon pieces are not used) and try to find as many PENTAS 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 as possible.

- E.g.: 1) Position the slider on the board between the numbers 4 and 5 and make as many PENTAS 4 as possible by finding 4 pentaminos among the 12 that can be assembled.
2) Follow the same procedure to make as many PENTAS 5, 6, 7, etc. as possible.

The more pentaminos you use, the harder the game gets.

D) VERY DIFFICULT: for children age 6 and over.

THE LITTLE SLAM: make 42 PENTAS on the grid (page 4).

Position the slider on the board between the numbers 3 and 4. Use the 3 pentaminos indicated on the grid in the PENTA 3 column of line "A" (pentaminos 2, 3 and 10) and make PENTA 3.

Then move the slider one notch, positioned between numbers 4 and 5.

Add pentamino 6 indicated in column 4 of line "A", to the 3 pentaminos already used, and make PENTA 4 with these 4 pieces.

Continue in the same way, each time adding the pentamino indicated in the next column until you make

PENTA 8 of line "A".

Follow the same procedure for the entire series "A to G".

When you have finished these 7 series, you will have made 42 PENTAS and completed THE SMALL SLAM.

E) SUPER DIFFICULT: for children age 8 and over.

THE SLAM: Make 118 PENTAS, using the grid (page 5 and 6).

F) RULES FOR 1 PLAYER: for adults or young geniuses

Follow the same procedure to make:

- the 96 PENTAS OF THE GRAND SLAM grid (page 7)
- the 84 PENTAS OF THE SUPER SLAM grid (page 8)
- the 160 PENTAS OF THE CHALLENGE grid (page 9)

500 PENTAS to find among the 36057 possible combinations, whatever you age.

OTHER POSSIBLE WAYS TO PLAY:

Reproduce the different examples suggested (see pages 11, 12 and 13).

Create other figures (geometric shapes, animals and others).

KATAMINO can also be used as a construction set.

Teach yourself to make the 3D figures suggested (page 10) and try to find new ones.

Alone or with an opponent, have fun balancing as many pentaminos as possible.

RULES FOR 2 PLAYERS

QUICK GAME:

Use all the pieces, except for pentaminos 1 and 12.

One of the 2 players chooses 1 maroon rectangle, 1 maroon square and 2 red squares from the small pieces.

The other player chooses 1 maroon rectangle and 3 red squares from the small pieces.

Then both players choose 1 pentamino at a time in turn until each has 5.

Position the slider on the board between the numbers 6 and 7. Each player must fill the rectangle on his/her side of the board as quickly as possible with all of his/her pieces.

STRATEGIC GAME:

Use only the 12 pentaminos and the two-players chequered board (last page).

The 12 pentaminos are placed next to the game board. The players draw to see who goes first. The first player chooses a pentamino and places it anywhere on the board. The other player does the same, and so on ...

The last player to place a pentamino on the board wins.

VARIANT: The players divide up the 12 pentaminos between themselves before beginning to play. They each choose a pentamino until each player has 6, or one player takes all the EVEN pentaminos and the other all the ODD ones.

The game can begin and is played as explained above.

To store your Katamino, see the "Storing the game" diagram (page 2).