

RULES OF THE GAME

Winomino terms : a Pentamino is a shape made up of 5 joined cubes with at least one shared side. There are 6 Pentaminos (the bigger pieces in different shapes and colours) in the game, each covering 5 squares of the board.

A Pentamini is a shape formed by only 1, 2, 3 or 4 cubes. There are 10 Pentaminis in the game.

A Penta is a set of several Pentaminis or Pentaminos which perfectly fills the playing area formed by placing the divider.

See the back of the box for examples of Pentas

RULES OF THE GAME FOR 2 PLAYERS

There are six EASY «yellow outline» cards numbered 1 – 6, six MEDIUM «blue outline» cards numbered 7 – 12, and six DIFFICULT «red outline» cards numbered 13 – 18.

IMPORTANT: the Penta cards come in pairs; the background and the outline have the same colour and the same number.

Example of a game

Decide on which level of difficulty to play (easy, medium or difficult) then gather the six corresponding cards.

One player picks a card at random from these six cards, and chooses one of the 2 colours on the card.

The other player must take the other card of the pair (see fig. 1, both players have card no.4 with the «yellow outline»).

Both players face each other on either side of the board and take the pieces shown on their respective cards from the pile on the table.

One player places the divider on the board between numbers 3 and 4, the other between 9 and 10.

The game begins: the first to complete their Penta 3 scores a point.

Play proceeds. The player who came in second chooses a Pentamino from the pile on the table and gives it to their opponent, who then does the same (see fig. 2, one player gives the purple Pentamino to the other who gives them the pink one in return).

Each player moves the divider up a notch and on the time signal starts their Penta 4 with all the pieces they have. The first to finish scores 1 point.

The game continues in the same way with Penta 5 (see fig.3: blue and yellow Pentaminos) and Penta 6 (see fig.4: orange and brown Pentaminos).

Please note that to complete Penta 6, only one divider is placed, between numbers 6 and 7.

The player who scores the most points wins the first set.

For the «return match», each player turns their card over and plays with the pieces shown on the other side.

For the «decider», both players exchange their cards and choose the same side.

See fig.1, the 2 cards chosen are the 2 blue cards with the «yellow outline», but any cards can be chosen: 2 green cards with the «yellow outline», 2 orange cards with the «red outline», 2 purple cards with the «blue outline», etc.

With 18 cards, there are 900 different Pentas to solve.

SOLITAIRE PLAY

Playing without cards

1) Position the divider on the board between numbers 3 and 4; solve as many Penta 3s as possible by finding the Pentaminis and Pentaminos which can be put together.

Move the divider successively up the board and complete as many Pentas 4, 5, 6, 7, 8, 9, 10, 11 and 12 as possible.

The more pieces used, the greater the level of difficulty. There are hundreds of thousands of combinations.

2) Young players can also copy the examples shown and create other shapes for themselves (such as animals and geometric shapes) on a flat surface.

Playing with cards

Choose a card at random: (for example: the red card with the «blue outline»).

From amongst all the pieces on the table, select only those shown on the card. Position the divider between numbers 4 and 5 and solve the Penta 4.

Next, move the divider up a notch and choose a Pentamino from the table. With all the pieces you have, solve the Penta 5.

N.B., the Pentaminos are all made of 5 cubes, so they are the bigger pieces in different colours and shapes.

Continue in the same way until there are no more Pentaminos left.

Playing in 3D:

«Winomino» is also a game of dexterity and construction which can be played in two ways:

- build the 3D shapes pictured from figure pages 4&5, and try to make new ones;
- balance as many pieces as possible on top of each other: the last player to place a piece without making the tower fall is the winner. See pages 6&7.

