

This is a challenging game for two, three or four players, which embodies all of the fascination of space and shape inherent in the twelve possible pentomino shapes provided for each player.

A pentomino is one of twelve possible shapes, all different, which result when five equal squares are joined together. In order to form a pentomino at least one side of each of the five squares must join a side of at least one other square.

When this game is played by four persons, the entire board is used. When three persons play, any two of the dark areas must be eliminated from play. If only two persons participate, only the lighter center grid is used.

*We will be glad to answer inquiries concerning these rules.
Parker Brothers, Inc., P.O. Box 900, Salem, Mass.*



**Rules for Parker Brothers
PENTOMINO GAME**

UNIVERSE®

Parker Brothers trademark for its pentomino game equipment.

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RULES

THE EQUIPMENT:

The equipment consists of the board and four sets of pentomino pieces, each set of a different color and each set consisting of twelve different shapes. The shapes in each set of pieces are identical. Pieces may be placed on the board either side up.

HOW TO BEGIN:

Each player places his complete set of pentomino pieces flat on the table in front of him and plays in accordance with the following rules.

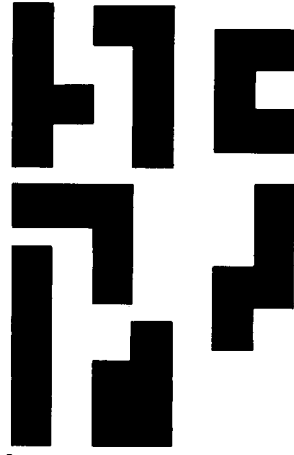
1. White starts by placing one piece anywhere on the board. Other players follow in turn. All pieces played must fit exactly on the squares on the board. They may, but need not, touch or fit pieces previously played.

2. A player may not place a piece on the board so that it leaves an area of less than five vacant squares within the area formed by other pieces already played or by pieces and the outside perimeter of the board. However, a player may play onto an open area of five spaces provided that he has the piece of the proper shape to cover exactly all five spaces. (See Field A in diagram below.) In this diagram only the part of the board used in the two-handed game is shown.

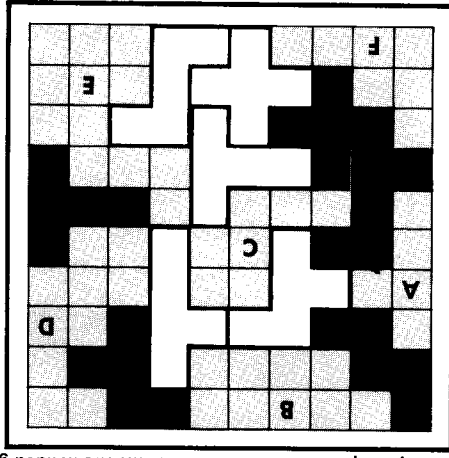
The diagram illustrates Rule 2. A game for two players is in progress; each player has played five pieces and there are still six areas on the board, or "fields," that have not been played in:

FIELD A. Five vacant squares: one piece may be played. Notice that only red can play here; white has already used this piece.

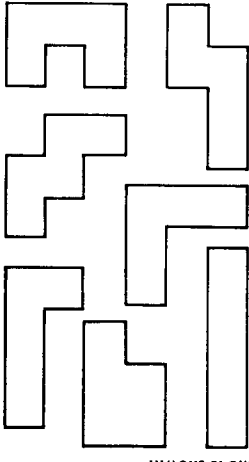
FIELD B. Nine vacant squares: no piece may be



Red pieces not yet played.



Gray areas are not yet played in.



White pieces not yet played.

In this diagram only the part of the board used in the two-handed game is shown.

Whenever one of your opponents plays a piece that you have not yet played, try to reserve a five space field in the shape of that piece for yourself. By doing this you insure yourself of an "extra play" at the end of the game. Of course, your opponents will be trying to reserve exclusive fields for their pieces and will be trying to prevent you from reserving such fields.

STRATEGY:

Keep in mind that the object of this game is to play on the board is the winner. 4. The player who places the last pentomino piece on the board. There is not room for all the pieces pieces together. There is not room for all the pieces on the board.

3. If a player cannot play any of his pieces, he is eliminated from the game. Other players continue to play as long as they can fit any of their pieces on the board in accordance with the rules.

FIELD F. Seven vacant squares—as in Field C—and again a "dead" field.

FIELD E. Twelve vacant squares: one piece may be played. You cannot play two pieces in this field because after one piece is played there remain only seven vacant squares: the field is then "dead."

FIELD D. Ten vacant squares: two pieces may be played. Do you see which two?

FIELD C. Seven vacant squares: another "dead field"—no piece may be played here because a piece placed in this field leaves only two vacant squares.

It would leave on the board an area of less than five vacant squares. This is a "dead" field.

played here since any play would violate Rule 2.