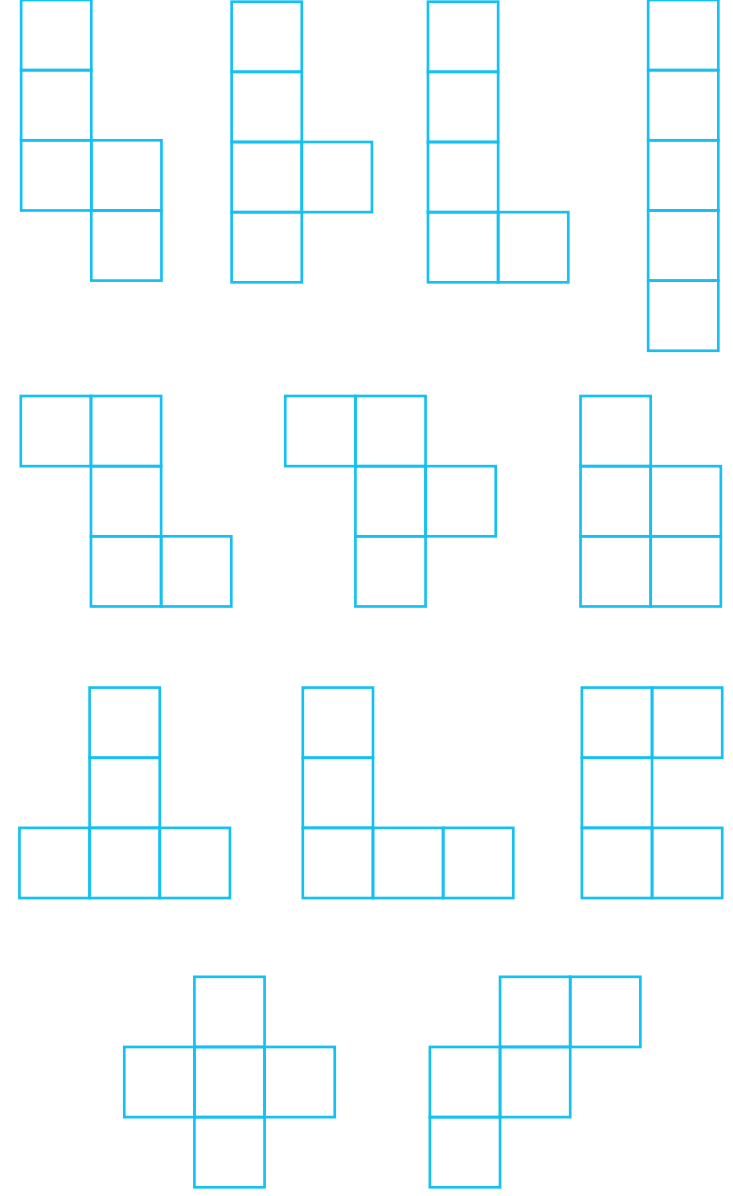
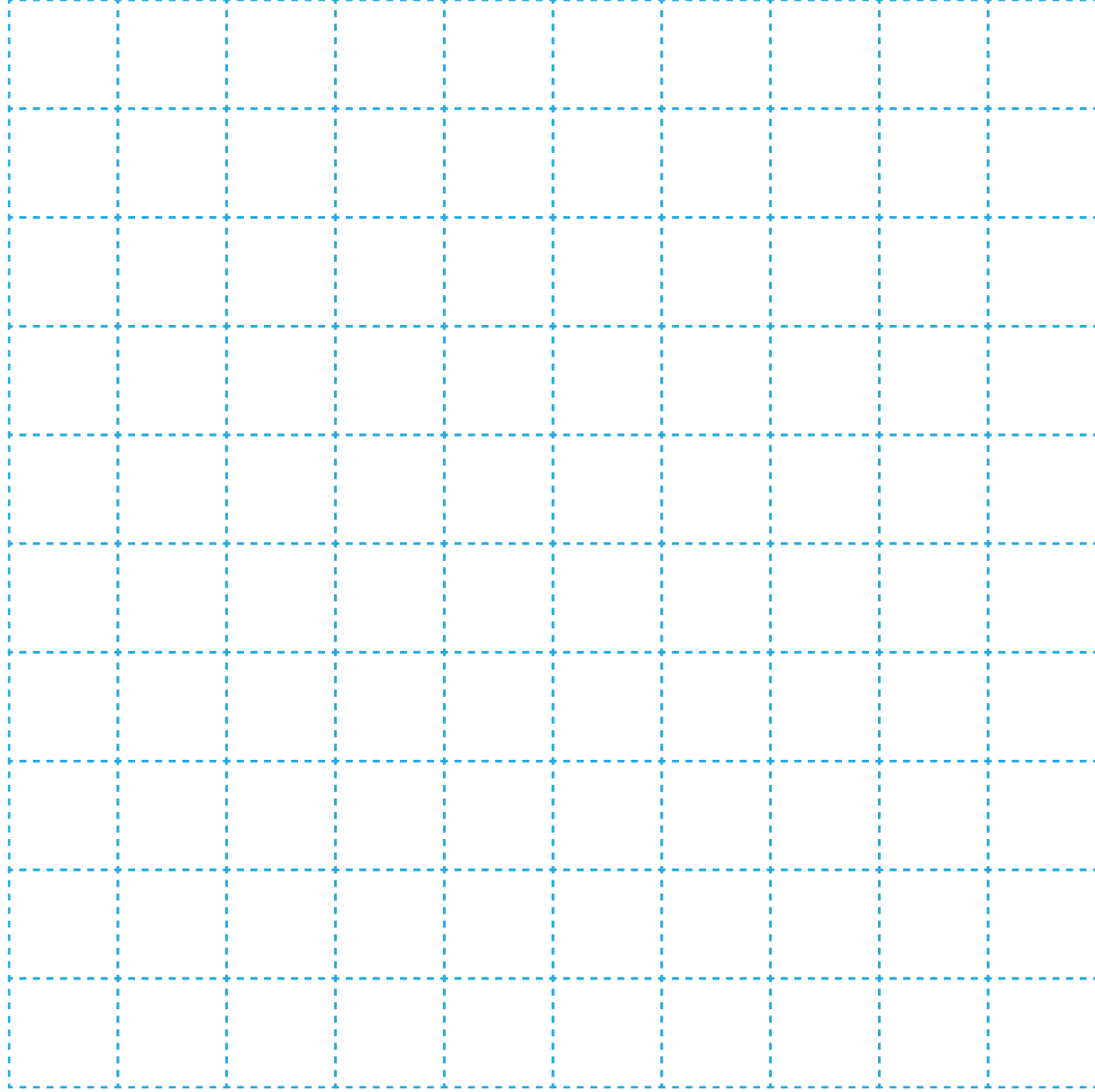


# Pentwall

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Pentwall

# Pentwall

Game Design: Kanare Kato

Players: 2 / Playing time: 20 min. / Ages: 8 years and up

## PREPARATION

1. Print one game sheet.
2. Prepare two colors of pens to paint the playing area and decide who will use which color; if using one color of pen, make sure they are distinct from each other, such as fill-in and striped.
3. Determine the first player to play in an appropriate manner.

## OBJECT OF THE GAME

The objective of the game is to win larger territories. Territory is the space in the playing area that remains unpainted at the end of the game. Unpainted squares connected each other by edges are considered together as one territory. The size of a territory is the number of 1×1-sized squares it contains.

A territory is awarded to the player with the highest number of squares of his/her own color touching it on the edge (i.e., If the same square touches the same territory on more than one edge, it counts just as one). If there are an equal number of squares among two players touching the same territory, neither player gains that territory.

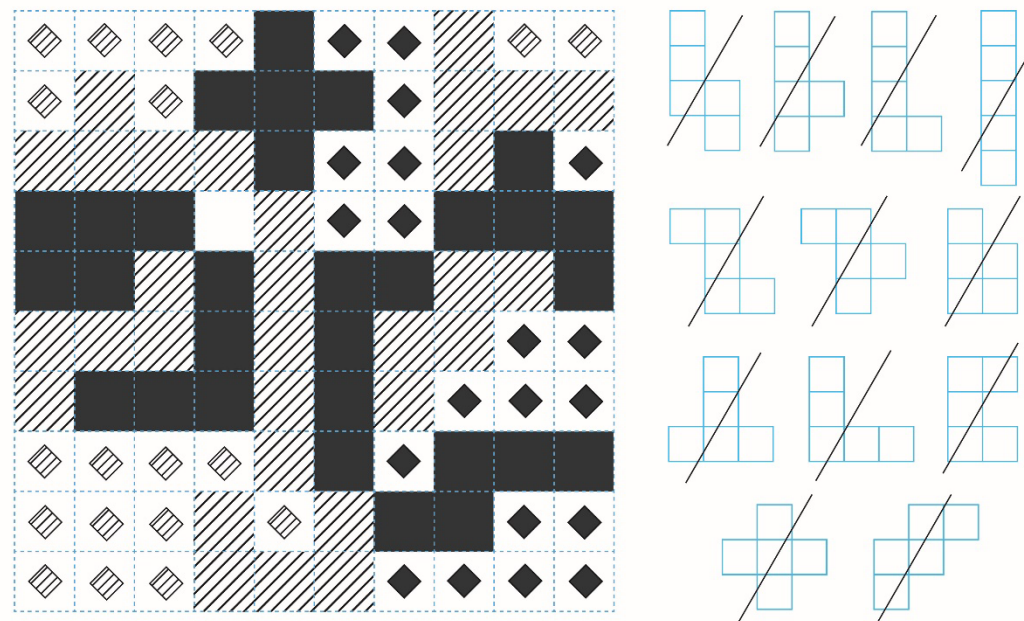
## HOW TO PLAY

- 1 . The turn player first selects one of the 12 different pentominoes located on the side of the playing area. The chosen pentomino is marked with an X or a / so that it cannot be used by either player anymore.
- 2 . Then the same player fills the 10 x 10 playing area with his or her own color, according to the shape of the pentomino chosen in 1. The pentomino shape can be rotated or flipped over, but it must not overlap an already painted space or exceed the 10 x 10 square area.

- 3 . Repeat steps 1 and 2, alternating turns. The game ends when all pentominoes are used or when no more pentomino shapes can be filled in. Passing is not allowed.

## WINNING DECISION

- 1 . The player with the larger total size of territories wins the game.
- 2 . If there is a tie in total size, the largest territories of each player are compared and the larger player wins. If there is also a tie, the second, third, and so on are compared (Example: If player1's territory size is 6, 5, 5, 2, 2, and player2's territory is 6, 5, 4, 3, 2, Player1 wins) . If they are exactly the same, it is a draw.



Example of a finished game; The fill-in player won by 20 to 19 against the striped player.