



10'



2+



8+

PENTRIS ^{n°8}

created by Léandre Proust

GAME OBJECTIVE

In Pentris, you'll have to create full lines and columns to score points.

GAME COMPONENTS

One cardboard sheet with the following components:

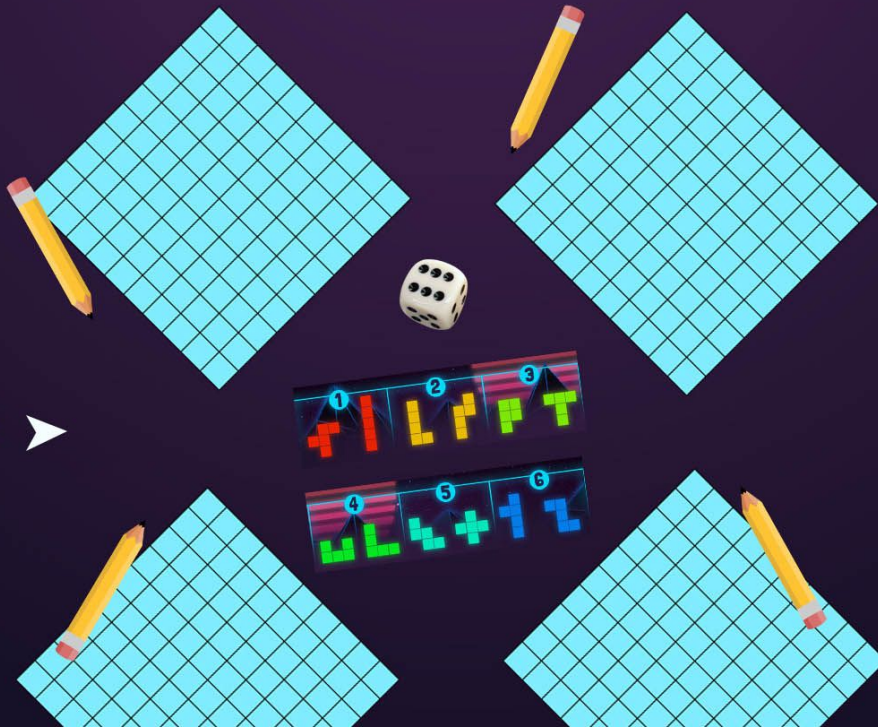
- 4 Grids
- 1 Reference card

A player uses one Grid per play. Make multiple copies of the Grids if you want to play multiple times or if 4 or more players play together.

Note: you'll need a pen per player and a 6-sided die before play.

SETUP

Each player takes a Grid and a pen. Place the die and the Reference card on the table, where everyone can see them.



4 players Setup ➤

HOW TO PLAY

All players play simultaneously. At the beginning of any turn, one player rolls the die. Look for the corresponding result on the Reference card. Each player must then choose one of the two pentominos shown on the Reference card and add it to its Grid.

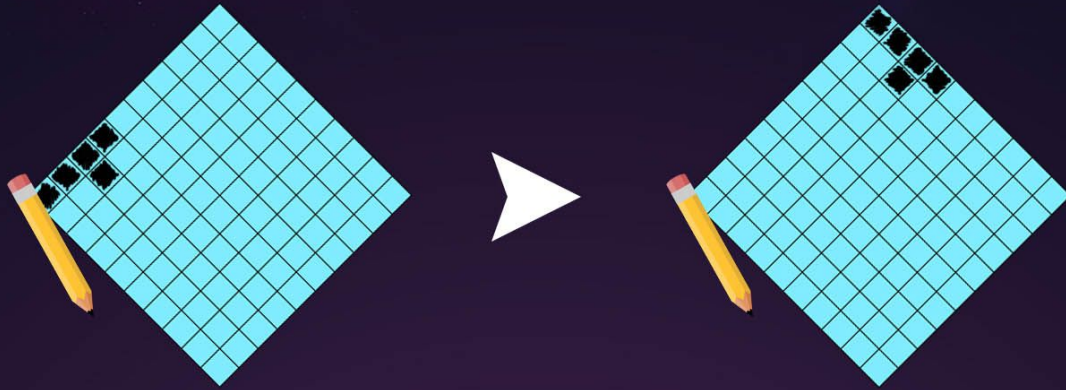


Once the pentomino and its orientation are chosen, the player must draw it on its Grid

Placing pentominos on Grid:

- A pentomino is subject to gravity, i.e. it "falls" from the top of the Grid until it meets an obstacle and stops: the bottom of the Grid or another pentomino.
- A pentomino can be rotated and/or flipped as wished before being dropped on the Grid.
- A pentomino cannot cross another pentomino on the Grid.
- Two pentominos cannot be stacked.
- A pentomino cannot leave the Grid.
- Once drawn, a pentomino cannot be moved.

When all players have dropped and drawn their pentomino, they rotate their Grid a quarter turn clockwise. Then, a new turn begins. If, during a turn, a player cannot place a pentomino on his Grid, he'll have to pass. A player cannot choose to pass. If a pentomino can be dropped/drawn, it must be.

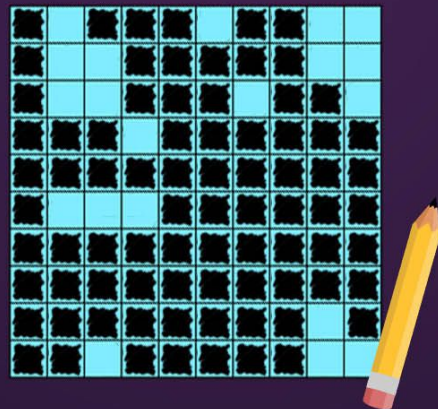


VICTORY CONDITIONS & END OF PLAY

The game stops if, during the same turn, all player must pass.

Scoring = (full lines) x (full columns).

The player with the highest total is the winner.



$3 \times 3 = 9$ points.