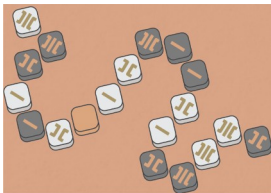2 · 10ö · 8+

PANTAREÏ

cosmoludo®

COMPONENTS

- 9 black and 9 white scales with 3 of each marked as "I", "][", and "]I[".
- 1 neutral scale.

SET UP

Players mix and arrange the scales face down to form a snake's body.

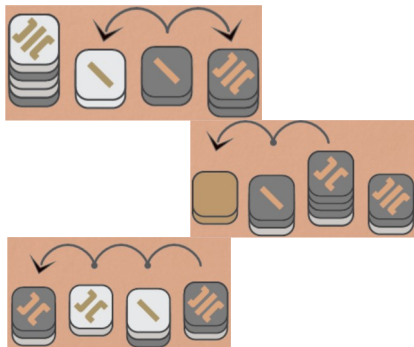Then they turn over the scales to reveal their markings.

Player A chooses a color then player B plays first.

GOAL OF THE GAME

To be the first player to place the seventh scale on top of a stack.

HOW TO PLAY

On your turn, move one of your scales or one of your scales and the single scale under it (regardless of color), along the snake the same number of scales as its face value.

You can check the scales inside a stack at any time to know what is there.

A scale can therefore be moved on top of a scale of the same color, or on a scale of the other color.

Moving a scale onto another color will prevent the opponent from playing with that stack.

A scale cannot pass over the head or the tail of the snake. Any move leading to that result is forbidden.

A scale cannot pass twice on the same scale within the same move.

The neutral scale cannot move by itself but you may land on it and move it along during another turn.

SWAP

Instead of moving, you may swap a scale or stack of scales controlled by your color (the color of the top scale defines which player controls the whole stack) with another scale or stack of scales controlled by your color.

Note that you can swap a single scale with a stack of scales if they are both controlled by your color. The entire stack must be moved.

You cannot swap a scale or stack of scales controlled by your opponent.

Swapping is forbidden if your opponent has just swapped on their last turn.

If one player cannot move or swap they have to miss their turn until they can play again.

END OF THE GAME
The first player to complete a stack of 7 scales wins the game.