# **Paletto**

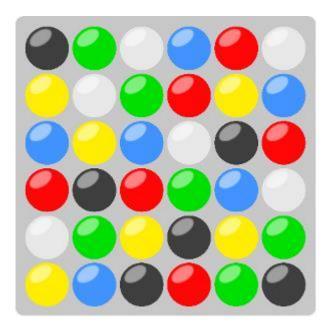
# A smart little colorful game for 2 or 3 players

#### Material

- Game board with 36 spaces
- 36 colored pieces (6 colors, 6 pieces each)

## **Preparation**

All 36 playing pieces are placed on the game board such that same-colored pieces are not horizontally or vertically adjacent.



One of many possible setups.

## **Objective**

The game is won by the player who either takes all 6 pieces of **any** color or whoever takes the **last piece** from the board.

# Play

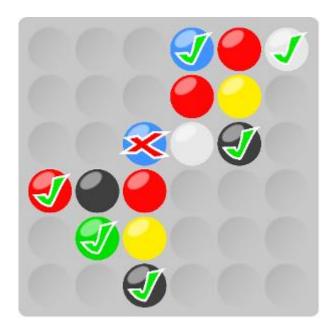
Players take turns. In each turn a player chooses a color, then removes **any number** of same-colored pieces (not necessarily all) from the board and puts them in front of him.

A piece may be removed from the board if ...

 there are no adjacent pieces on two sides. At start only the corner pieces may be taken – see figure 2, • and all remaining pieces are still connected horizontally and vertically after the move – see figure 3.



The first player may take one **or** both black pieces, **or** the yellow one, **or** the grey one (five different moves). All other pieces have only one free side or they are surrounded completely and therefore unreachable.



All marked pieces ( $\checkmark$ ) are reachable. The red piece in the middle (X) may not be taken: it has two free sides, but it also connects other pieces.

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