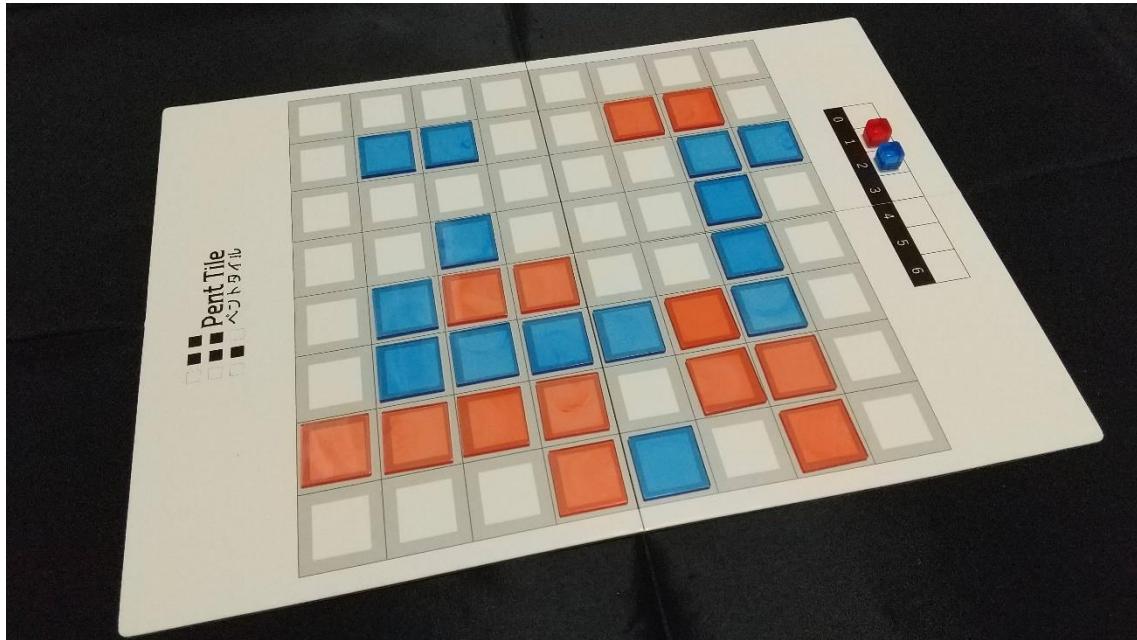


Pent Tile

2025, Yuki Doi, <https://gamenmarket.jp/game/186542>

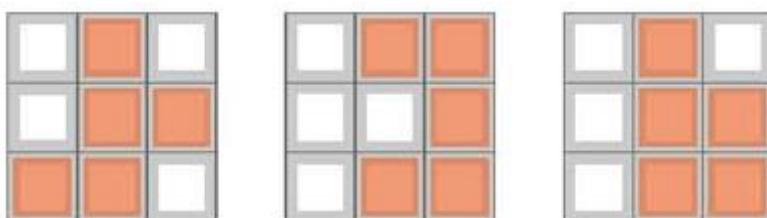
Pent Tile is an abstract game for two players. Players take turns placing their own tiles, and the player who creates more — and faster — groups consisting of five connected tiles wins the game.



There are two cubes to mark the current score of each player

Each player has 32 pieces.

A **group** is a set of tiles of the same color that are connected orthogonally.



three examples of different five-tile groups

The game starts with an empty game board. Place the score cubes on the 0 space of the score track.

Rules

On the first player's first turn, they place one tile of their color on any empty space.

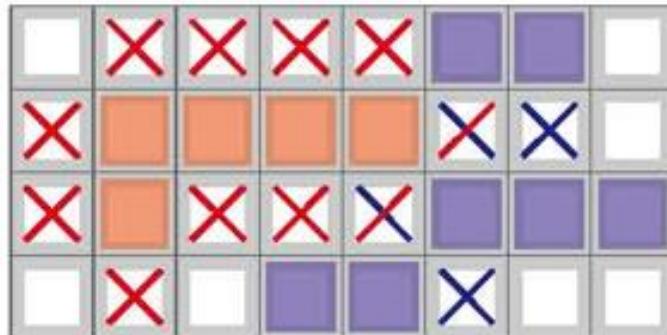
From the second player's first turn onward, players place two tiles, one at a time, on any empty spaces.

- You may not place a tile on spaces that are considered forbidden (explained below).
- If you have no legal space to place a tile, or if you run out of tiles, you must pass.
- It is also allowed to pass after placing only one tile in a turn.
- Once you pass, you no longer take any turns for the rest of the game.

Completing Groups of Five & Scoring

- For each completed group of exactly five tiles, score 1 point and move your score cube forward by one space.
- A player can score up to 2 points per turn.
- If both players reach the same score, place your score cube on top of your opponent's cube.

Forbidden Moves. You may not place a tile on any space that would cause you to form a group of six or more tiles of your color.



spaces where red cannot play, blue cannot play, or neither can play

Passing.

- If either player passes, the other player continues playing alone.
- Even if you can place tiles, you may still choose to pass if:
 - No new five-tile group can realistically be formed, and
 - You cannot interfere with your opponent's play.

The game ends when both players have passed.

Goal. The player with the higher score wins. In case of a tie, the winner is the player who reached that score first (i.e., whose score cube is underneath).