













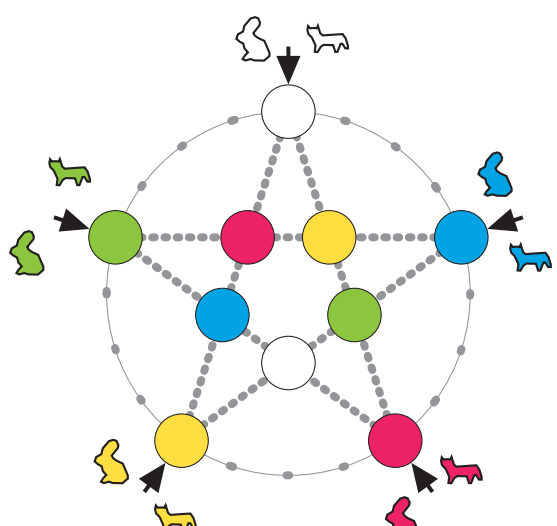
1 Choose pieces



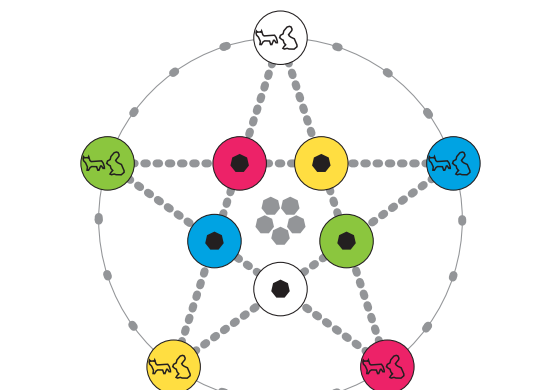
Everyone has pieces of one **shape**.
One has rabbits, one cats etc.
Pentagame is for 2, 3 or 4 players.

2 Setup your pieces



All pieces start at the rim, on the corner of their colour.

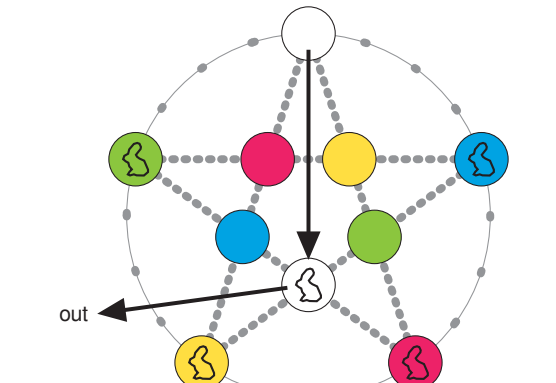
3 Setup blocks



Put **black blocks** on the crossings.
They are neutral.

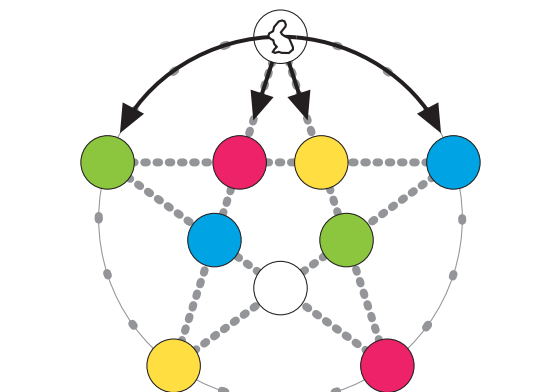
Save **grey blocks** for later; park them in the centre.

4 Winning condition



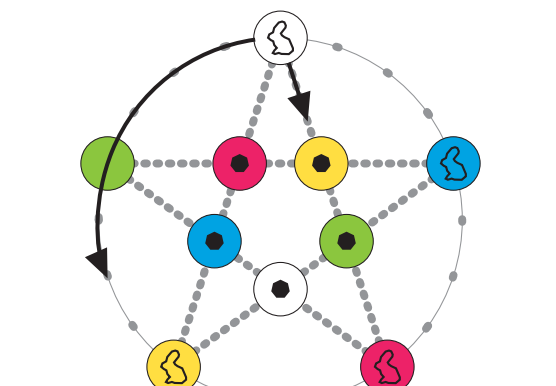
All **white** pieces travel to **white**, blue to blue etc.
At their goals they leave the game.
Three out wins.

5 Any direction



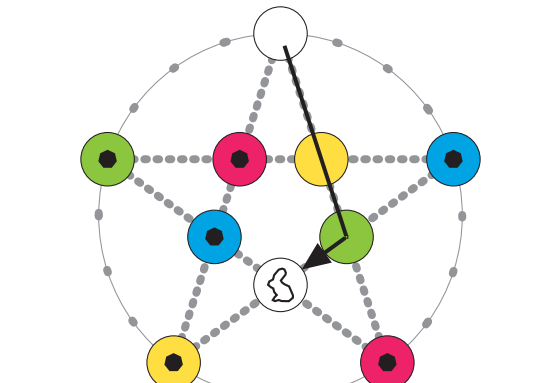
You can move **in and direction**, on the ring and on the star.

6 Move but don't jump



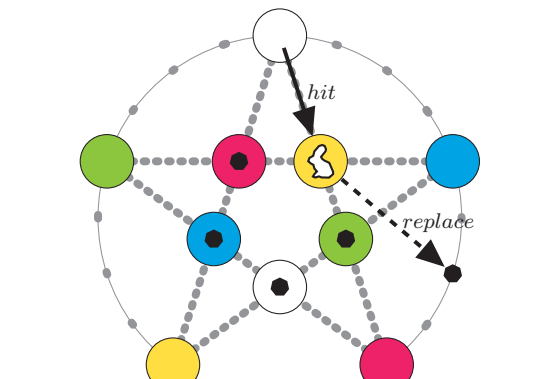
You can **move as far as you want**, as long as the path is free.
But: **you cannot jump!**

7 Turn at free nodes



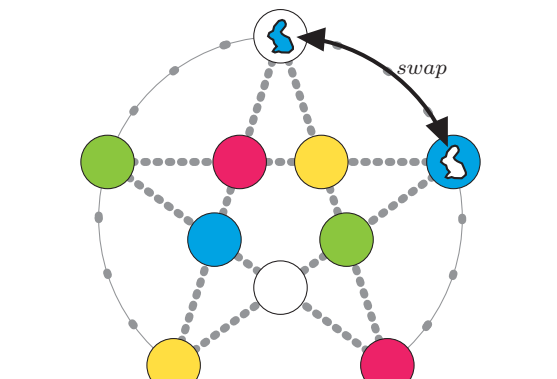
Turn at free corners without stopping.
Ways can be long!

8 Replace blocks



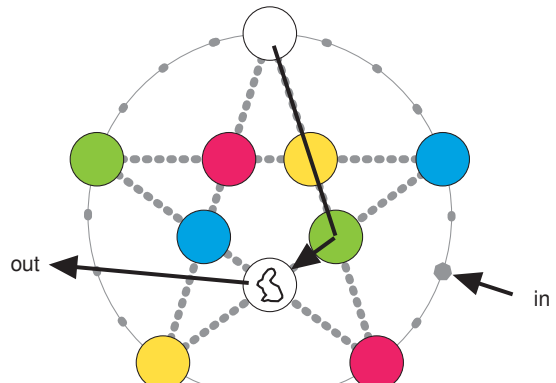
You can **hit a black block**.
You then **relocate** it on an empty space.

9 Swap neighbours





On a free path, you can **swap** two neighbouring pieces (at least one of which must be yours). You can turn corners in such a move, too.






10 Move out



When you **reach a goal**, you move **out** (or into the centre).
For this you **place a grey block on a free stop**.
If you beat a grey block, it leaves the game again.

11 Score



3	✓
:	
2	-

The game ends in the round in which a player gets **three** pieces to their goals.
This round is usually played out.

12 Special cases

- When moving to a corner with **multiple pieces**, swap with **one of them**.
- When you get to set **both a grey and a black block**, say 'abracadabra'.
- You are **not allowed to try the exact same move twice**.
- When one of your pieces was brought to its goal by someone else**, then you **must move that piece out when it is your turn** and you set a grey block.
You do not gain an extra move.
- If you need more grey blocks than there are, re-position one.

Tips

- The white rabbit begins the game.
- Left and right are not the same.
- Swapping with foreign pieces is a waste of time.
- It is also possible to be nice.
- To remain silent is a virtue.
- Own pieces are strong blocks.
- 'You are not allowed to try the exact same move twice' means: you can swap me and I can reverse that; then you have to do something else.
- Three players must play twice: clockwise, and anti-clockwise, for the game to be fair.
- For players should form teams of two; those who sit opposite each other are a party. Who moves out 5 pieces together first wins.
- Five players may play like this: have each player to command one **colour** instead of one shape, and two out wins.
- Park the grey blocks and collect pieces that have left the game in the centre to always keep a good overview.

Thanks to

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Jan Suchanek 2020