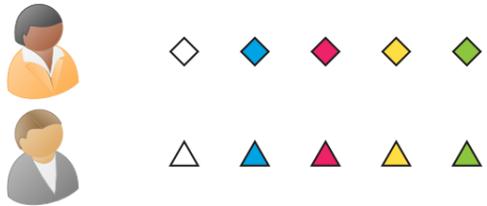
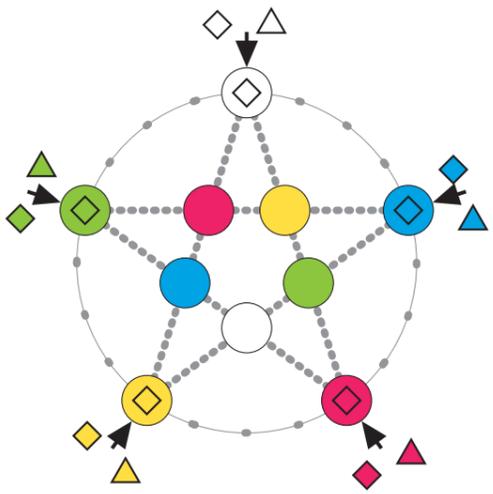


1 Choose pieces



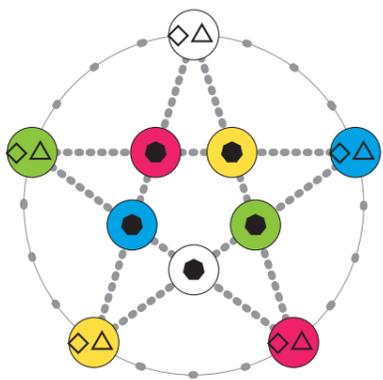
Everyone has pieces of one **shape**.
One has rabbits, one cats etc.
Pentagame is for 2, 3 or 4 players.

2 Setup your pieces



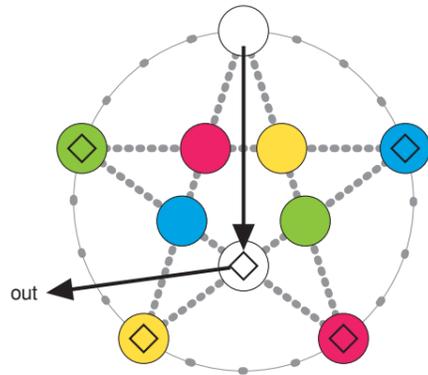
All pieces start at the rim, on the corner of their colour.

3 Setup blocks



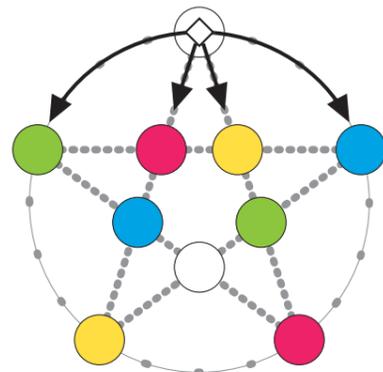
Put **black blocks** on the crossings.
They are neutral.
Save **grey blocks** for later.

4 Winning condition



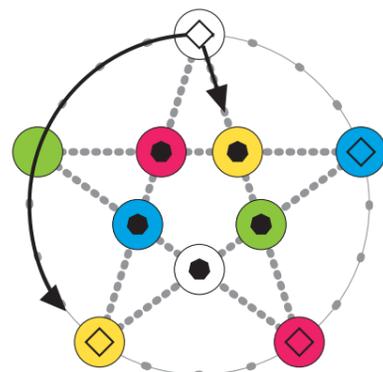
All **white** pieces travel to **white**, blue to blue etc.
At their goals they move out.
Three out wins.

5 Any direction



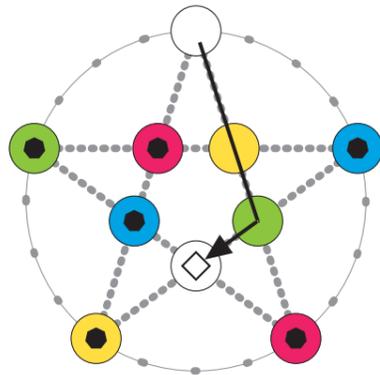
You can move **in any direction**, on the ring and on the star.

6 No jumping



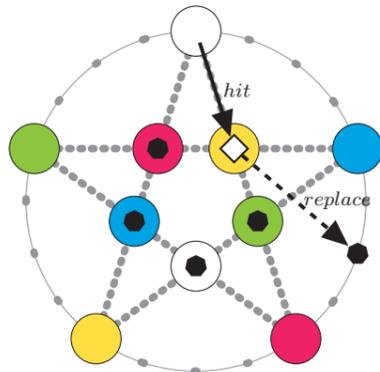
You can move **as far as you want**.
But: **you cannot jump!**

7 Turn at free nodes



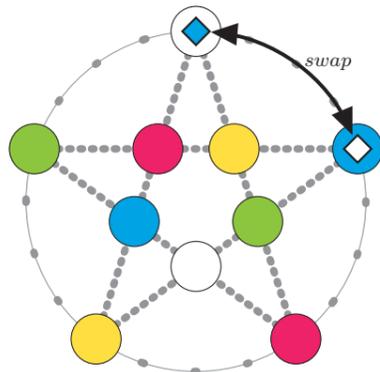
Turn at free corners without stopping.
Ways can be long!

8 Replace blocks



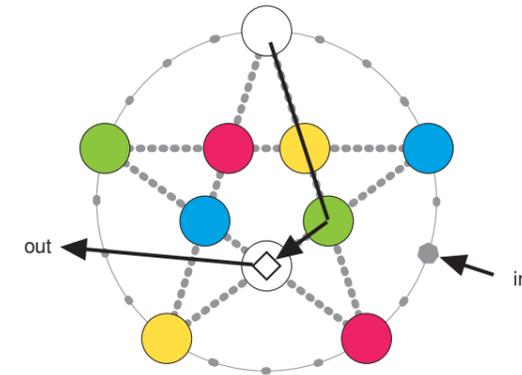
You can **hit a black block**.
You then **relocate** it on an empty space.

9 Swap neighbours



You can **swap** two neighbouring pieces (at least one of which must be yours).

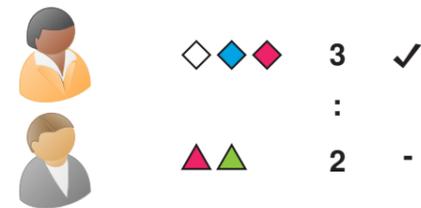
10 Move out



When you **reach a goal**, you move **out**.
For this you **place a grey block** anywhere.

Grey blocks are **one-time blocks**.
When you beat them, you take them off the board again.

11 Score



The winner is who gets **three** pieces to their goals.

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

- Park grey blocks and collect pieces that have left the board in the centre.
- Four players can also play in teams: two against two. The party that brings out 5 pieces in total wins.
- Five people may play this way: have every player to command one *colour* rather than one shape, and two out wins.

Thanks to

The FIRST FIVE: Andreas GRÜBEL, Christian JANTZ, John MARTINEAU, Gerhard SUCHANEK, Nathan TOUPS; — Friends, Founders and Funders: Michael BUCKNELL, Veit BUSCH, c-b-o-s-e, Jan FELS, Daniel FRANKE, Manja GÄRTNER, Jonas GOLLARD, Christoph KOLLMANN, Ingo KRALLMANN, NikkyAI, Thomas NIELSEN, Dietrich PANK, Alper PEKER, Anna REDLICH, Elias SCHEIDELER, Lovis SCHULZE, Billy SMITH, Marten SUHR, Daniel SWÄRD; TU BERLIN, the translators, the Chapters of Berlin, London, Munich and Stockholm, and worldwide players.

Else

PALAMEDES invented a pentagram game (SOPHOCLES). The pentagram was a mark of the Pythagoreans (LUCIAN).

The number of possible positions exceeds 10^{27} , and the number of possible games 10^{52} by far.

Every game has its own character; no two games are the same, it is full of suspense.

J.S.