

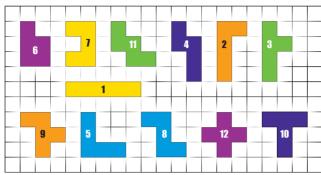


遊戲配件

12塊五格方塊積木(Pentaminos)、1塊版圖、1根滑尺積木(用作劃定遊玩空間)、1份遊戲說明書及1份關卡書。版圖內的抽屜供收納暫未使用的積木,方便玩家隨時隨地遊玩。

遊戲目標

五格方塊積木是由5個緊接的正方格構成的各種形狀,因此每塊積木均能恰好覆蓋版圖上5個方格。



在遊戲中,「PENTA」是指由一定數量的積木構成的組合,而此組合可完全填滿由滑 尺積木在版圖上劃定的空間。



五格方塊積木不分底面上下,以任何方向放置均可。然而,1號五格方塊積木是例外,它只能以水平方向放置在版圖上(即總是與滑尺積木互成直角)。

進行遊戲

新手

在此挑戰中,玩家嘗試用五格方塊積木盡量找出PENTAS 4、5、6、7、8、9、10、11及12的最多組合。遊戲開始時,把滑尺積木放置在版圖上4和5之間,找出PENTAS 4的最多組合;換言之,盡量找出可用4塊積木完全填滿該版圖空間的全部組合。接著,將滑尺積木推進一格,盡量找出PENTAS 5的組合;然後逐步挑戰,找出PENTAS 6、7、8等的最多組合,餘此類推。使用愈多積木,難度愈高。

初級

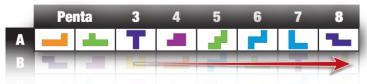
初級挑戰:參看關卡書第4頁,可組成42個PENTA關卡。 將滑尺積木放置版圖上3和4之間,然後取出表格上A行所示首3塊積木,完成PENTA 3 挑戰。



完成此關卡後,把滑尺積木移動一格至4和5之間,加入表格上A行第4塊積木,挑戰 PENTA 4關卡。



按此方式繼續遊戲,每次按表格下一欄加入積木,直至完成A行的PENTA 8挑戰。



按此方式繼續遊戲,直至完成G行所有關卡。 完成此7行關卡後,玩家共完成42個PENTA關卡,完成初級挑戰。

困難

中級挑戰:參看關卡書第5至8頁,可組成118個PENTA關卡。

成人或專家

繼續按上述方式組成關卡:

-高級挑戰:參看關卡書第9頁,組成96個PENTA關卡;

-超級挑戰:參看關卡書第10頁,組成84個PENTA關卡;

-頂級挑戰:參看關卡書第11至14頁,組成160個PENTA關卡。

此遊戲共有500個PENTA關卡、36,057個組合。

設計概念來自

André & Johnathan Perriolat



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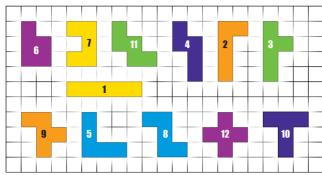


EQUIPMENT

12 pieces called Pentaminos, 1 playing board, 1 rule to determine the playing surface on the board, detailed rules of the game and a book illustrating the different Slams. The drawer allows unused Pentaminos to be stored so as you can move around without disturbing the game in progress.

OBJECTIVE OF THE GAME

A **Pentamino** is a shape formed of 5 side-by-side squares with at least one common side. Each of the 12 Pentaminos will therefore cover exactly 5 squares on the playing board.



A **PENTA** is a cluster of several Pentaminos which perfectly covers the grid created by the positioning of the rule. (cf. PENTAS 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12).



Pentaminos have no top or bottom side: they can be placed either way up with the exception of pentamino no. 1, which may only be placed on the horizontal side of the board (always perpendicalar to the rule).

HOW TO PLAY

SIMPLE

Use the 12 Pentaminos and try to find a maximum number of PENTAS 4, 5, 6, 7, 8, 9, 10, 11 and 12. To begin, position the rule between figures 4 and 5 and try to make the maximum amount of PENTAS 4: from all 12 Pentaminos, try to find as many clusters of 4 which can be assembled perfectly in this space.

Then move the rule up a notch to find a maximum number of PENTAS 5, and so on, progressively, trying to make as many numbers of PENTAS 6, 7, 8 etc. The higher the number of Pentaminos used, the higher the level of difficulty.

EASY

Small Slam: 42 PENTAS to be assembled using the board (cf. book page 4).

Place the rule between figures 3 and 4. Take the 3 Pentaminos indicated on the board in the PENTA 3 column of line "A", and assemble the PENTA 3.



Then move the rule up a notch, between figures 4 and 5, and add to the 3 Pentaminos used the Pentamino indicated in column 4 of line "A": using these four pieces, assemble the PENTA 4.



Continue in this manner each time adding the Pentamino indicated in the following column, as far as PENTA 8 in line "A".



Continue in this manner for all series as far as G.

After successfully completing these 7 series, players have completed 42 PENTAS and have succeeded in the Mini Slam.

DIFFICULT

Slam: 118 PENTAS to be assembled by using the corresponding tables (cf. book pages 5 to 8).

ADULT OR EXPERT

Continue in the same manner to assemble:

- -the 96 PENTAS of the Grand Slam board (cf. book page 9);
- -the 84 PENTAS of the Super Slam board (cf. book page 10);
- -the 160 PENTAS of the Challenge board (cf. book pages 11 to 14).

500 Pentas can be found from the 36,057 possible combinations.

Concept by André & Johnathan Perriolat



