

REINER KNIZIA

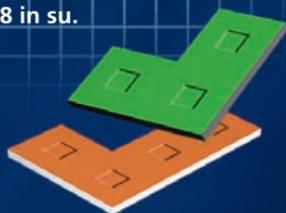
# PENTA

Un maledetto  
rompicapo

per un giocatore  
dagli 8 in su.

## Contenuto:

30 carte da gioco con 60 compiti  
14 tessere Penta  
1 regolamento



## Di cosa si tratta?

Nel presente gioco vi sono 14 tessere Penta che si differiscono in forma e colore. Per risolvere un compito, il giocatore deve deporre le giuste tessere Penta sul tabellone badando inoltre a coprire con essi le caselle del rispettivo colore e a ricoprire dunque l'intero tabellone.

## Preparativi:

Prima di giocare la primissima volta, bisogna staccare cautamente le 14 tessere Penta dal cartoncino perforato e deporli sul tavolo. Ora basta scegliere uno dei 60 compiti e puoi cominciare il maledetto rompicapo. Attenzione però: i 60 compiti sono suddivisi in diversi livelli di difficoltà. Ogni carta da gioco mostra sul bordo un determinato numero di stelle. Più stelle vi sono, più difficile è il compito:

-  = per principianti / facile
-  = per esperti / difficoltà media
-  = per professionisti / difficile

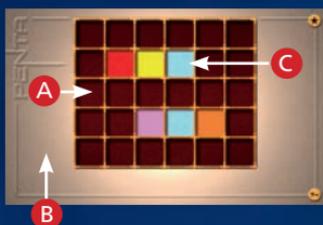
Secondo la propria esperienza, si può scegliere uno dei livelli di difficoltà, o giocare semplicemente tutti i 60 compiti di seguito.



## Come si gioca:

Una carta da compito è sempre composta di un tabellone (A) e una sezione bordo (B). All'interno del tabellone vi sono delle caselle a colore (C) che indicano quali tessere Penta sono richieste nel compito presente. È però comunque possibile che siano richiesti anche altre tessere, i cui colori non sono indicati nel tabellone.

Il compito consiste dunque in sistemare le tessere Penta di tal modo sul tabellone affinché:



- nessuno delle tessere spunti nella sezione bordo.
- l'intero tabellone sia ricoperto di tessere Penta.
- le rispettive caselle a colore siano coperte con la tessera Penta dello stesso colore.

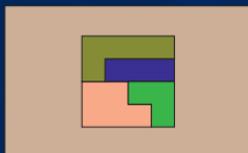
Ogni compito ha una soluzione evidente. Riuscirai a risolvere tutti i 60 compiti? Se in un compito dovessi avere difficoltà ad andare avanti, puoi guardare nella sezione soluzioni del presente regolamento.

## PENTA a gara:

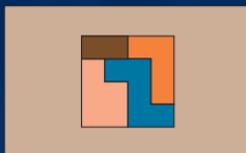
Se vorrai misurarti in gara con altri giocatori, per ogni concorrente servirà un altro gioco Penta ciascuno. Ogni giocatore sceglie la stessa carta compito. Al via, i giocatori cominciano contemporaneamente a risolvere il compito scelto, ciascuno col proprio set Penta. Il primo che avrà trovato la giusta soluzione avrà vinto la partita.



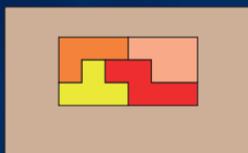
## Soluzione dei compiti



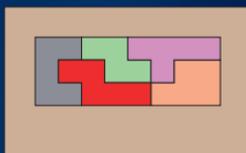
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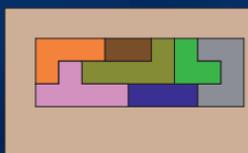
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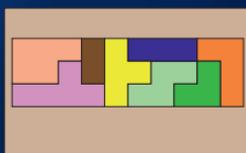
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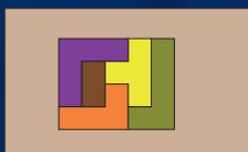
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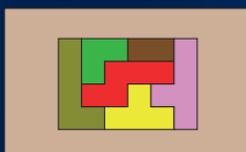
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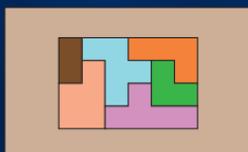
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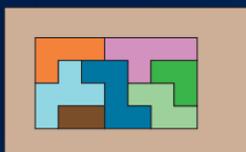
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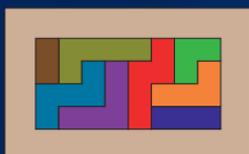
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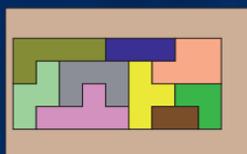
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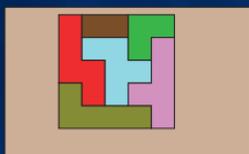
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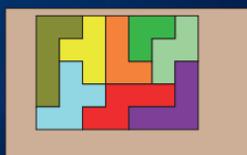
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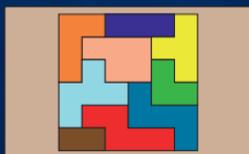
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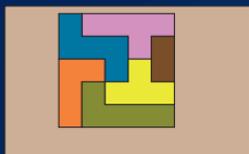
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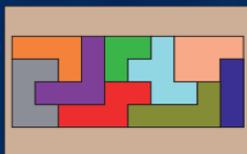
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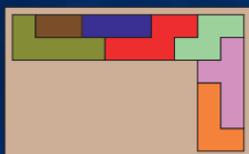
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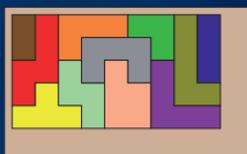
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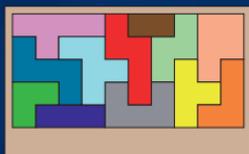
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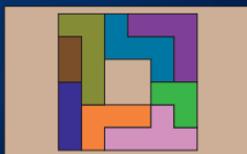
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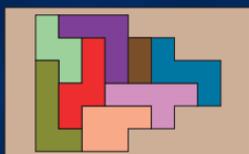
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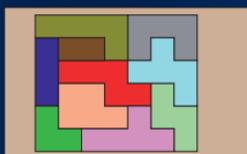
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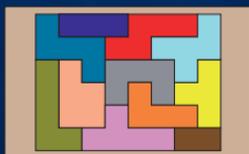
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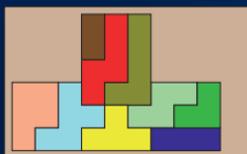
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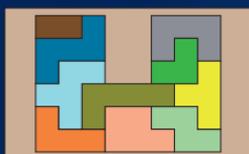
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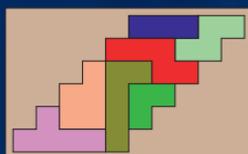
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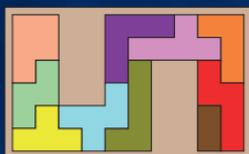
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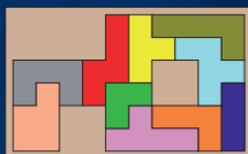
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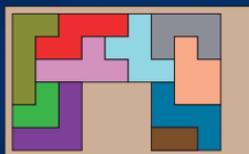
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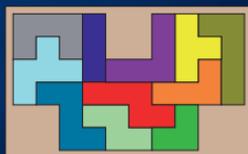
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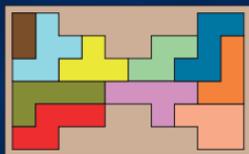
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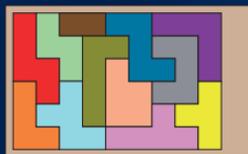
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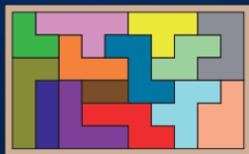
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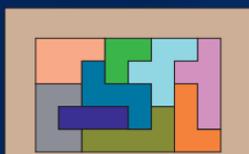
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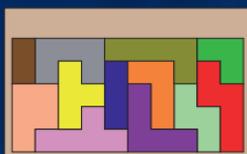
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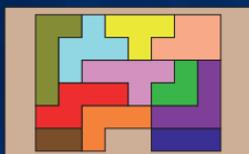
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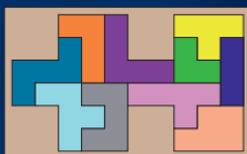
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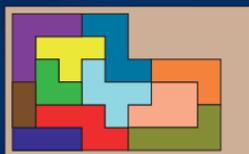
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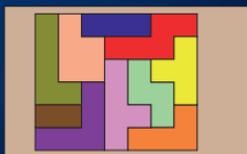
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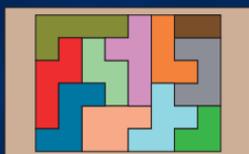
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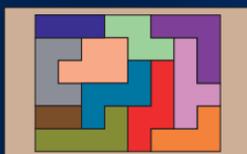
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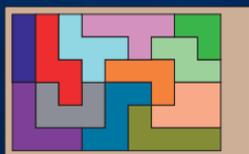
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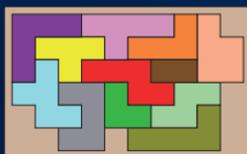
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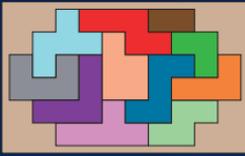
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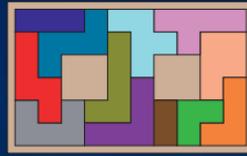
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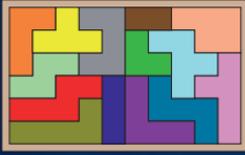
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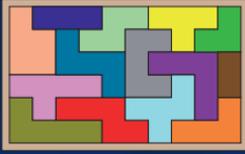
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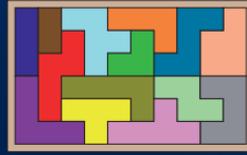
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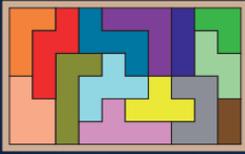
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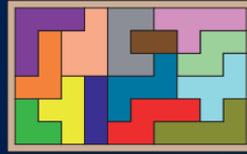
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