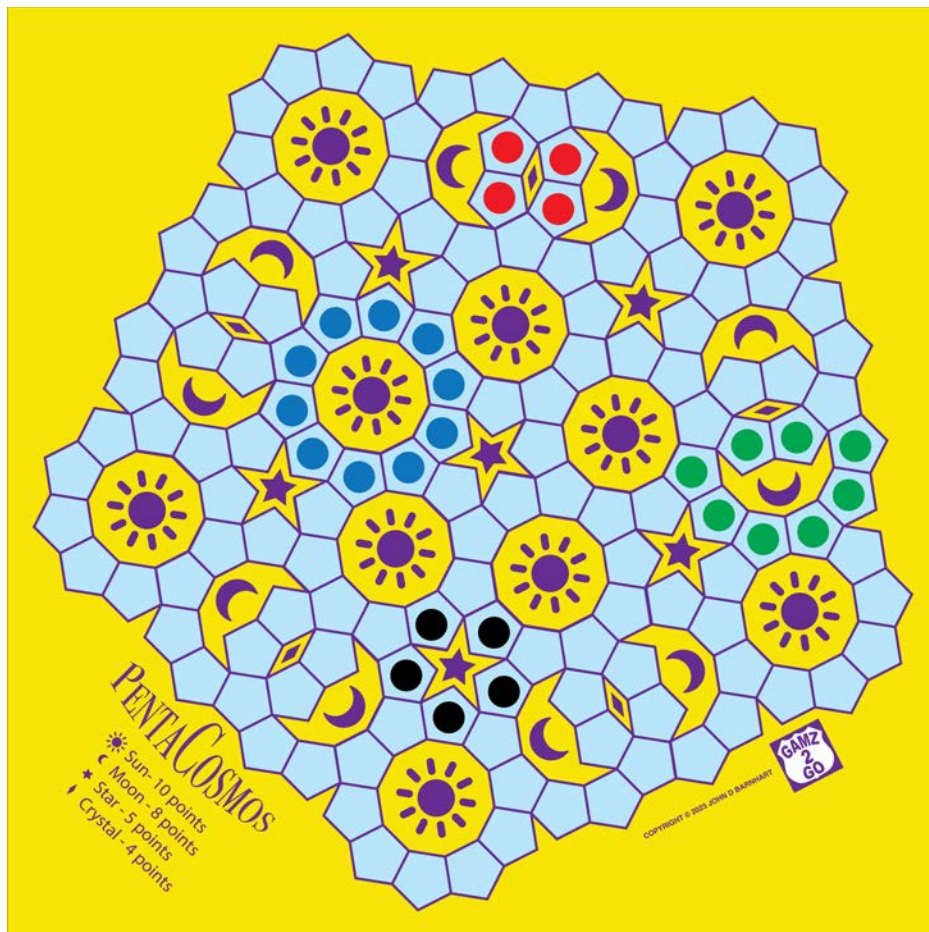


# PentaCosmos

By John D. Barnhart

For ages 8 and above



## Included in Your Game





- Game board printed on a cotton bandanna
- Four colors of tokens - 32 each color
- 31 glass gems
  - 10 black
  - 10 white
  - 6 blue
  - 5 clear
- fabric bag for gems and tokens
- Fabric stuff bag for game
- instructions

**WARNING**  
SMALL PARTS CHOKING HAZARD!  
**NOT FOR AGES 5 AND UNDER!**

## Goal

The **gem spaces** are the areas with emblems on them. Gem spaces are called Suns, Moons, Stars, and Crystals. Players use the **pentagonal spaces** for their game tokens. Surround a gem space with your tokens, and capture the gem. Add it to your collection. Different colored gems are worth different point values. The values correlate with the number of game spaces (pentagonal spaces) it takes to surround the gem space. You win instantly if you get 116 or more points. (There are 230 points total for all the gems.) With three or four players, where no one gets over 115 points, capture all 31 gems. The player with the most points wins.

The chart below shows the gem breakdown in numbers and points.

Gem color	Emblem	Gem space shape	Point value of each gem	Number of gems on game board	Total points for gems
Black		Sun	10	10	100
White		Moon	8	10	80
Blue		Star	5	6	30
Clear		Crystal	4	5	20
TOTALS				31	230

## To Play

First place gems on the gem spaces according to the chart above; **Black on Suns, White on Moons, Blue on Stars, and Clear on Crystals**. Divide up the game tokens next. Use **30 tokens each**. Each player should have their own distinguishable color of tokens. Four-player games may use teams of two players if desired. Four-player games may work better with 25 tokens each. **The game board illustration on the title page and Figure 1 shows how tokens surround gem spaces to capture the gems.**

**The game is played in two phases:**

### Phase I

Players alternate turns placing **one token onto an unoccupied game space (light-colored pentagon) per turn**. You do not move your token once it has been placed. **If during this phase you surround a gem space, you capture the gem (See Figure 1), and place it in your capture pile. No extra turn for a capture on this phase.** Moves should be to capture gems or prevent your opponent from capturing a gem, also to **set up your tokens for phase II**. After you put all your tokens onto the game board then play phase II.

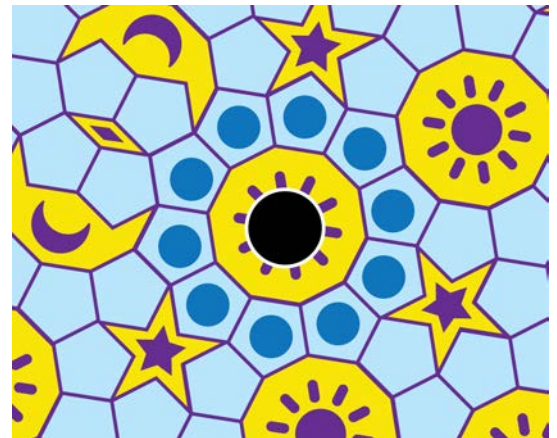


Figure 1. Blue tokens surround and capture a black sun gem.

## Phase II

Continue alternating turns. You **move your token to another pentagonal space connected by an edge**. A move can be to move one of your tokens, or **you may move a string of tokens pushed with your token (called a string move)**. The **string must be contiguous (no empty spaces) and may contain your tokens, your opponent's tokens, or both**. You decide where the string goes and its length. **It cannot move back upon itself**. See **Figures 2a and 2b** for a before-and-after illustration of a string move. Try to capture gems and prevent your opponent from doing the same. **When you capture a gem, you get an extra move**. If your move causes your opponent to surround a gem with their tokens, they capture that gem, but no extra moves are gained by either of you. Extra moves may accumulate into a series of moves if each move causes the capture of more gems.

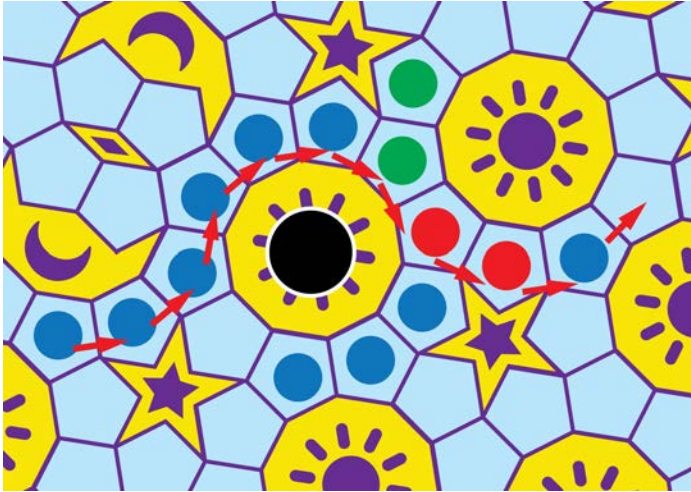


Figure 2a. Before a string move. Red arrows show the intended moves.

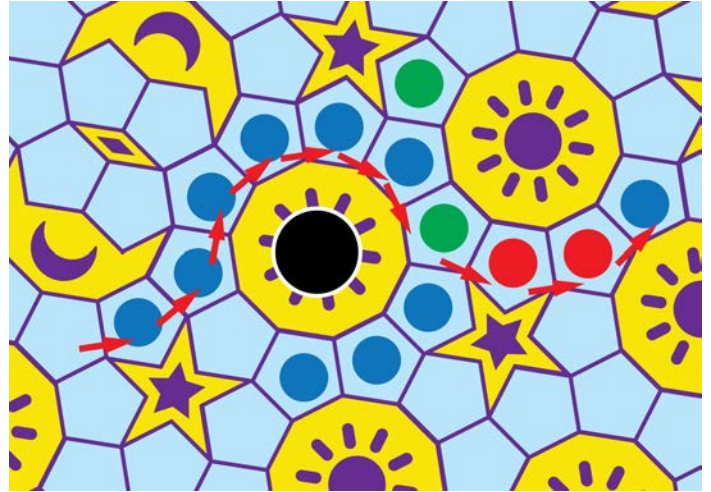


Figure 2b. After a string move. Red arrows show the completed moves.

For a faster game, use a coin flip to determine if you get one or two moves each turn. Or you can use the [PentaCosmos Coin Flipper on the website](#).