

# SPOTISSIMO

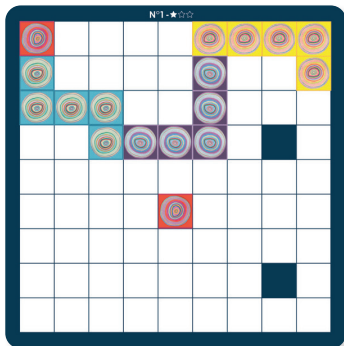


7 ans - years  
7 años - Jahre

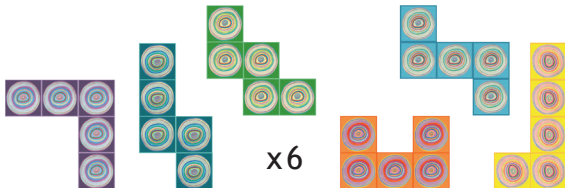
7-99



# SPOTISSIMO



x20 





7 to 99 years



1 player

Game rules **GB**

**Contents:** 6 wooden pentominoes, 40 challenges (3 levels of difficulty).

★☆☆ Easy    ★★☆☆ Medium    ★★★★★ Difficult

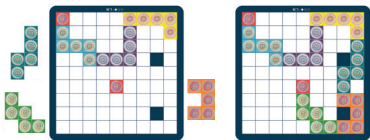
**Aim of the game:** to make a path using all the pentominoes.



### Playing the game:


Place the 6 pentominoes on the table and put the challenge cards to one side.

Take one challenge card and position the required pieces on it.

Then try to position the remaining pieces on the card to create the path.



1. Each path starts at one square  and ends at the other square  (start) (finish)

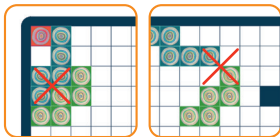
2. The path between the start and finish squares  must be unbroken.

3. Pentominoes may be laid with either side (front/back) facing up.

4. Pentominoes may only laid down on white squares: the blue squares are obstacles.

5. Pentominoes must only touch another pentomino or a start/finish square on one side.

6. Pentominoes may not be laid so that they touch corner to corner.



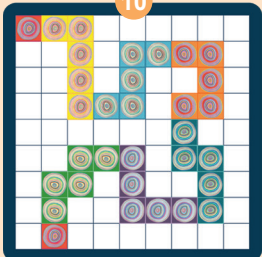
**Challenges by Sébastien Decad**



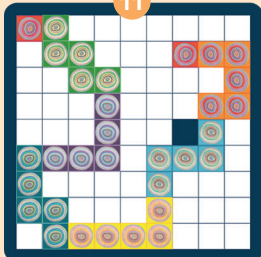
9



10



11



12



13



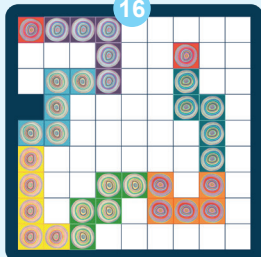
14



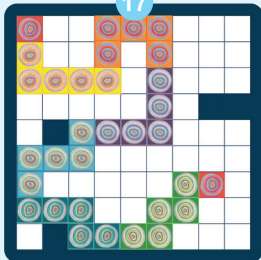
15



16



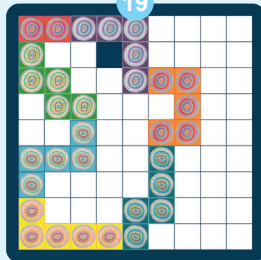
17



18



19



20



21



22



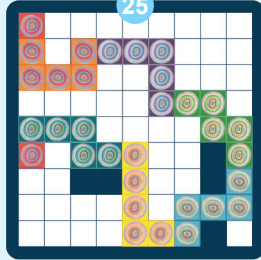
23



24



25



26



27



28



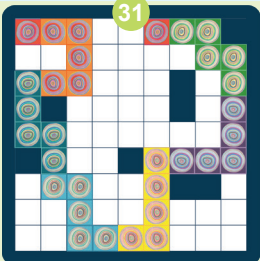
29



30



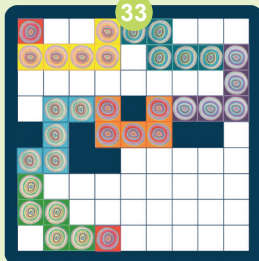
31



32



33



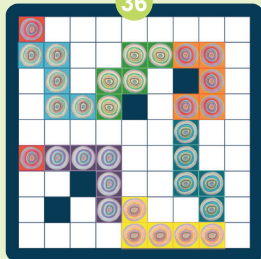
34



35



36



37



38



39



40

