

Quint-X

5 squares = 21 hollows

A thrilling tactical game for players who think out of the box

By Hartmut Kommerell

Your own tactics determine how your opponent has to play!

The gameboard shows 5 squares, each of them with 5 hollows.

The pattern of the 5 hollows matches the pattern of all squares on the gameboard.

If you put a marble in a **top right hollow** of a square, your opponent has to put the next marble in a hollow of the **top right square**. He may freely choose the hollow within this square, thus determining the square in which the next marble has to be placed.

It gets even more interesting when the gameboard is filling up and there are no longer any unoccupied hollows available within the square. When this happens, you may exchange an opposing marble with one of your own.

You win the game if you are the first to completely occupy all hollows in one square or gain the majority in three squares.

For 2 players, 10 years and up

Playing time: about 10 to 15 minutes

Warning: Not suitable for children under 36 months! Choking hazard!

20 x 20 x 2 cm gameboard made from solid beechwood,
treated with protective oils

2 sets of 12 marbles: one set in red, the other in black

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