

forma

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forma

A Board Game for 2 *or* 4 players

by H. J. Geesink

Ravensburg Games No. 602 5 205

Contents: 88 shape-tiles in 4 different colours, 140 score-marking tiles in 4 different colours, 25 grey obstacle-tiles,
1 white obstacle tower

Forma is a completely new board game which is distinguished by the unusual shape of the playing tiles. All these shapes are varied combinations of one basic square.

Object of the Game

Out of the various shapes the proper tiles have to be selected and placed on the board, so that as many points as possible are gained. An exciting competition ensues which demands full attention in order to follow the constantly changing, often rather bizarre geometrical arrangements.

Preparation

Players choose tiles and score-marking tiles of the same colour and lay them down in front of them for everyone to see. When 4 players play each player receives the tiles and score-marking tiles of one colour; when 2 play the players receive tiles and score-marking tiles of 2 colours, i.e. 44 shape-tiles and 70 score-marking tiles. In such a case although the players *have* two colours each they treat them as one.

To Play

Players toss for a beginner. The player who is chosen first of all places the grey obstacle-tiles (he can place as many as he wants to) and the white obstacle tower anywhere on the board. The only exceptions are that the tower cannot be placed in a space at the edge of the board, nor next to an obstacle-tile. The player now opens play by placing a shape-tile anywhere on the squares on the board. Both

sides of the tiles are considered equal, therefore, the tiles can be turned as required.

In turn the players place *one* tile on the board. Players are free to choose which tiles they lay on which part of the board but they have to *judge* whether the tiles will fit, i.e. they are not allowed to try them out by laying them down or holding them over the free spaces. Once a tile has been picked up it must be put onto the board without hesitation. If the tile does not fit the player may try again with another one of his tiles. The first tile is laid aside and may not be used again in that game. If the second tile does not fit either then it too is removed from play and the player must wait for his next turn.

Players should also pay attention to hostile tiles and try not to lay tiles which could be of advantage to the opponents.

Players try to gain as many points as possible by laying their tiles skilfully and methodically.

Scoring

Points are given as follows.

1. For each tile placed on the board - 1-5 points

Each tile is made up of one or more squares (not marked). The number of squares of any tile determine its value. For example, a tile of 4 squares scores 4 points (Illustration 1).

Each set of tiles of one colour is made up of 2 one-square-tiles, 1 two-square-tile, 2 three-square-tiles, 5 four-square-tiles, and 12 five-square-tiles. This comes to a total of 90 possible points.

2. Closing in a free square of the board - 10 points

By placing his tile correctly a player can surround a square of the board on all four sides and thereby "close it in". Players may also close in squares which are, in part, surrounded by opponent's tiles, and/or obstacle-tiles, the obstacle tower, the edge of the board (Illustration 2). Players mark a square they have closed in by placing one of their score-tiles on it. Players may be lucky enough to close in several squares by placing one tile - these squares are not allowed to touch one another.

3. Closing in an obstacle-tile - 10 points

Obstacle-tiles are considered closed in if they are surrounded on all four sides by tiles and/or score-marking tiles of one colour; they are also considered closed in if 1 or 2 sides touch the edge of the board and the other sides are surrounded by one colour (Illustration 3). Closed in obstacle-tiles are covered by an appropriate score-marking

tile. (In the game with 2 players the 2 sets of tiles each player has are counted as only one colour.)

4. Bridge Building – 50 points

A bridge is a connected pattern of tiles reaching from one side of the board to the other. This pattern must not be broken by either obstacle-tiles or tiles of another colour (Illustration 4). The tiles in a bridge have to be connected side to side; corners touching are not sufficient to “connect”. Players building a bridge may include score-marking tiles of their own colour into the pattern.

If a player is successful in building *several* bridges in the same direction – north to south or east to west, then these bridges must not have any tile in common. A bridge from north to south which is crossed by one of the same colour from east to west may share only *one* square.

5. Closing in the obstacle tower – 50 points

The obstacle tower is closed in when a player closes in the last open side(s) of the square it is standing on. The other sides of the square may be surrounded by tiles and/or score-marking tiles of any colour.

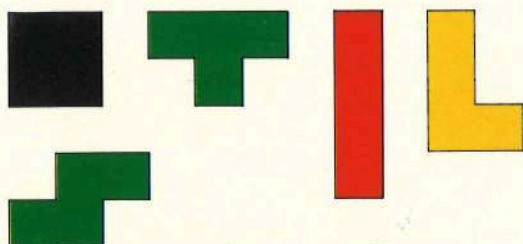
End of Play

The game ends when all the squares of the board have been occupied or when players are unable to place any more tiles. Players now count the number of points they have won (value of the tiles they have placed, plus the number of score-marking tiles they have used plus the number of bridges they have built). The left over tiles are deducted from this total; the values of tiles that were laid aside because they were wrongly placed are deducted as well.

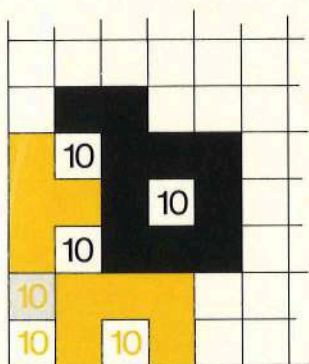
Winner

The player with the highest score wins.

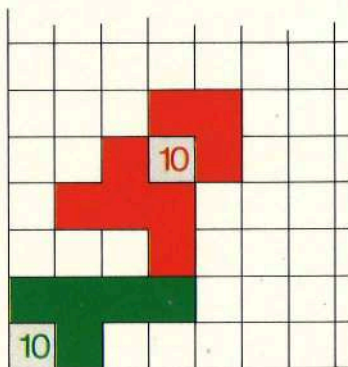
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2



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4

