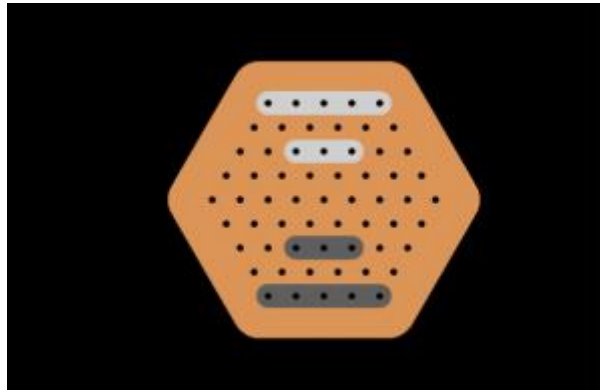


## Forgó

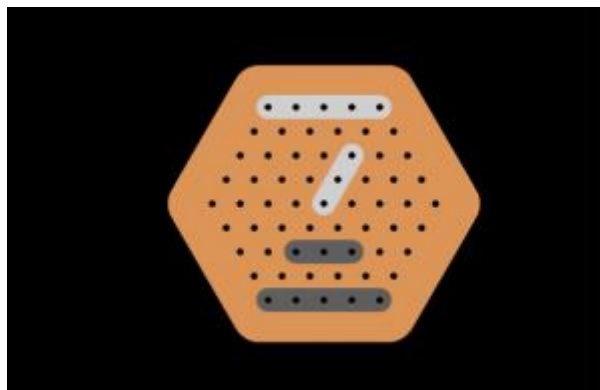
2013, Jozsef Vadasz, <https://boardgamegeek.com/boardgame/158274>

Each player has two pieces (*forgos*). One piece contains five holes and is long enough to cover five holes in the board; the other piece contains three holes and covers three holes in the board.



*The two players set up their pieces on opposing sides, securing each Forgó piece to the board with two pins.*

A move is best explained as the following four discrete steps. First, one of the two playing pieces is selected. Second, any point is selected as the pivot point, and a pin is inserted at this point. Third, the piece is rotated and the second pin is inserted into a hole on the game board through the rotated piece, completing the move.



*move example*

There are only two very simple limitations on moves, beyond the above:

- Rotating 180 or 360 degrees around the center of a Forgó is not a valid move
- You may not move back to where you had just moved from in your previous turn

**Goal.** A player has lost when one of his Forgó game-pieces is unable to make a successful move at the start of their turn.