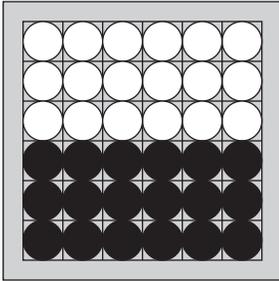
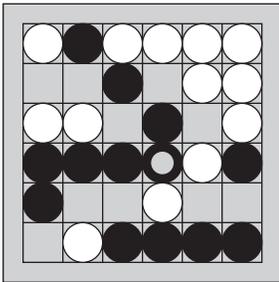


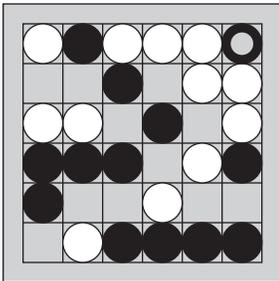
FORMS



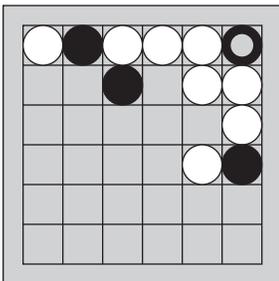
1) Initial Setup



2a) Black Selects Stone to Move (Hollow Circle).



2b) Black Captures White Stone



2c) Black Removes All Stones Not Part of Selected Stone's Group

INTRODUCTION Forms is played with a Go set. Stones are played on the squares, not on the lines, as shown in Figure 1. A full size Go board accommodates an 18x18 array of stones. Each player takes ownership of one entire set of like-colored, on-board stones. Draws and ties cannot occur in Forms. Steven W. Meyers designed forms in May, 2007.

TERMINOLOGY A “connection” here is a horizontal or vertical adjacency between two stones. A “group” here is either a singleton (a single stone not connected to any other stones) or an interconnected set of two or more stones of either or both colors.

MOVES Players take turns making moves, one move per turn. A move consists of three parts. First you select one of your stones. Then you use said selected stone to capture by replacement any enemy stone. Finally you remove all stones from the board which are not part of the group which now includes said selected stone. Figures 2a through 2c show one complete move for Black. Each player will always have a move available and must make one on his turn.

OBJECT OF THE GAME When all of your stones have been removed from the board, you win.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Forms for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Steven W. Meyers. My other games can be found at <http://home.fuse.net/swmeyers/home.htm>.