

FORTE

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The **BETTER** you do...
the **TOUGHER** it gets!

It's the ultimate game of FOUR IN A ROW!

EQUIPMENT:

One playing board, 2 sets of 7 coloured marbles ("KNIGHTS").

OBJECT:

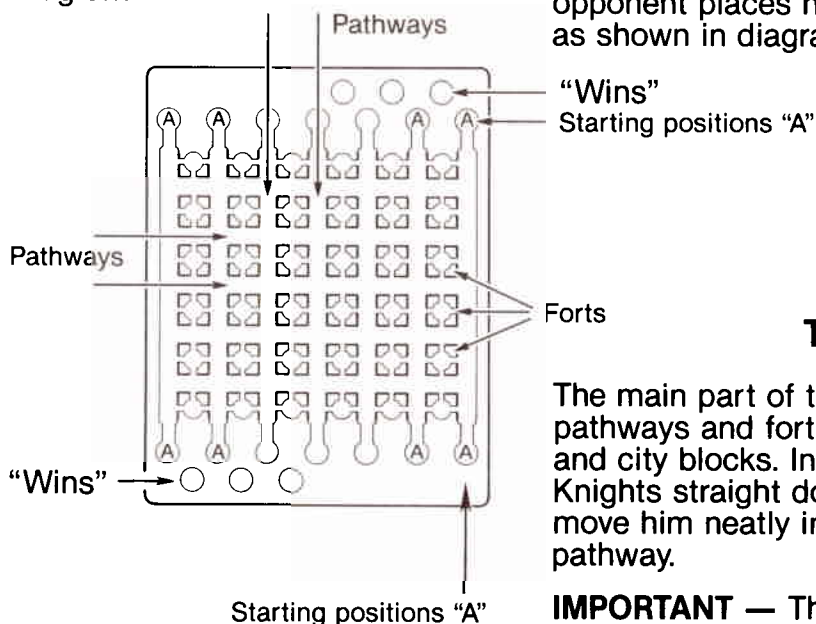
To have four of your Knights occupying forts in a row (vertically, horizontally, or diagonally), and you win a "JOUST" of FORTE. Win three jousts and you win the TOURNAMENT.

SET-UP:

Starting position

Diagram 1

Choose a coloured set of Knights. Place one Knight in each of the seven starting positions (deeper indentations) in a row at your end of the playing board, while your opponent places his seven Knights at his end of the board, as shown in diagram 1.



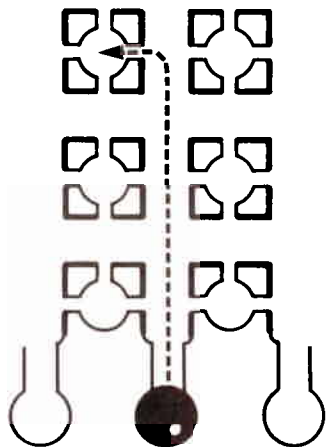
THE PLAYING BOARD:

The main part of the playing board is made of grooved pathways and forts, much like a city is made of streets and city blocks. In your turn you will move one of your Knights straight down a pathway as far as you wish, then move him neatly into an empty fort on either side of the pathway.

IMPORTANT — The player starting each joust must make his first move using only a Knight from any one of the four positions marked "A" in the starting row, (see diagram 1). The three Knights in the middle of his row of seven can never be used by the player to start a joust, even when he is playing with less than seven Knights. After the first move by the starting player the sequence of play continues normally.

PLAY:

Diagram 2



Players take it in turn to start a joust, and turns alternate between players to the end of each joust. In your turn you move one of your Knights. If the Knight you wish to move is in his starting position you must move him straight down his starting pathway and then move him onto **any** empty fort along that path, on either side of the path. As shown by the arrow in diagram 2 the Knight leaves from his starting position and moves into an empty fort along the path.

If the Knight you wish to move is already in a fort, you must move him onto any one of the paths beside the fort. You then move him straight down that path and into another empty fort along that path. The three arrows in

Diagram 3

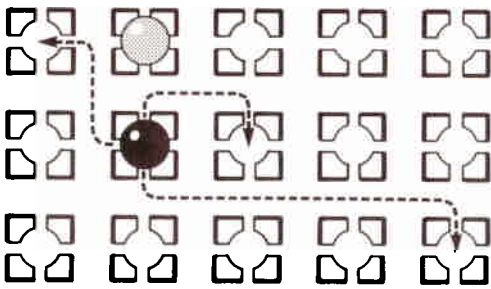


Diagram 3 shows three of the many possible moves for a Knight moving from one fort to another.

In diagram 3 the fort directly above the moving Knight also contains a Knight. Note that the presence of the other Knight in no way blocks any paths, but only keeps the moving Knight from landing on the other Knight's fort.

IMPORTANT — You may only move a Knight **STRAIGHT** down a path. You may never change directions or turn corners with a Knight in the same move.

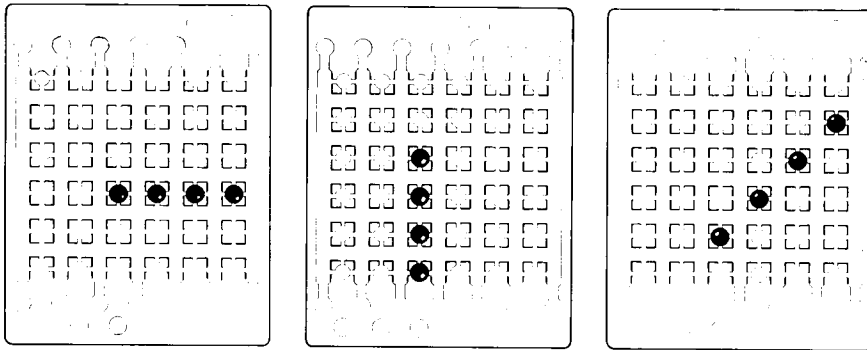
WINNING A JOUST:

You win a joust of FORTE if you are the first player to successfully manoeuvre your Knights to occupy a row of four forts. Your four Knights may be lined up vertically, horizontally, or diagonally, as shown in diagram 4.

Ways to win a round

Note: The starting positions do not count in the making of a row.

Diagram 4



SCORING:

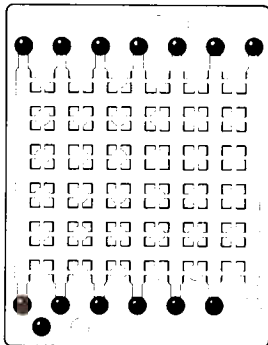
Upon winning a joust of FORTE, you place one of your Knights in one of the three holes on your side of the board marked "WINS", and **leave it there** to the end of the tournament. Now, you and your opponent set up for the next joust by putting all other Knights back in their starting positions as shown in diagram 5.

Diagram 5

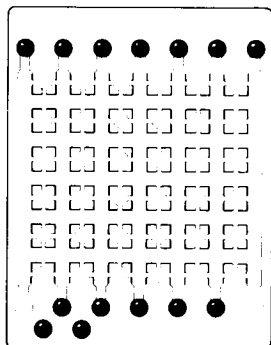
Starting position for joust 2
(Player A has won joust 1)

Starting position for joust 3
(Player A has also won joust 2)

Player B



Player A



WINNING THE TOURNAMENT:

Be first to win three jousts, and you win the Tournament. **WARNING:** Since each successive joust you win leaves you with one less Knight for the next joust, **THE BETTER YOU DO, THE TOUGHER IT GETS!!**