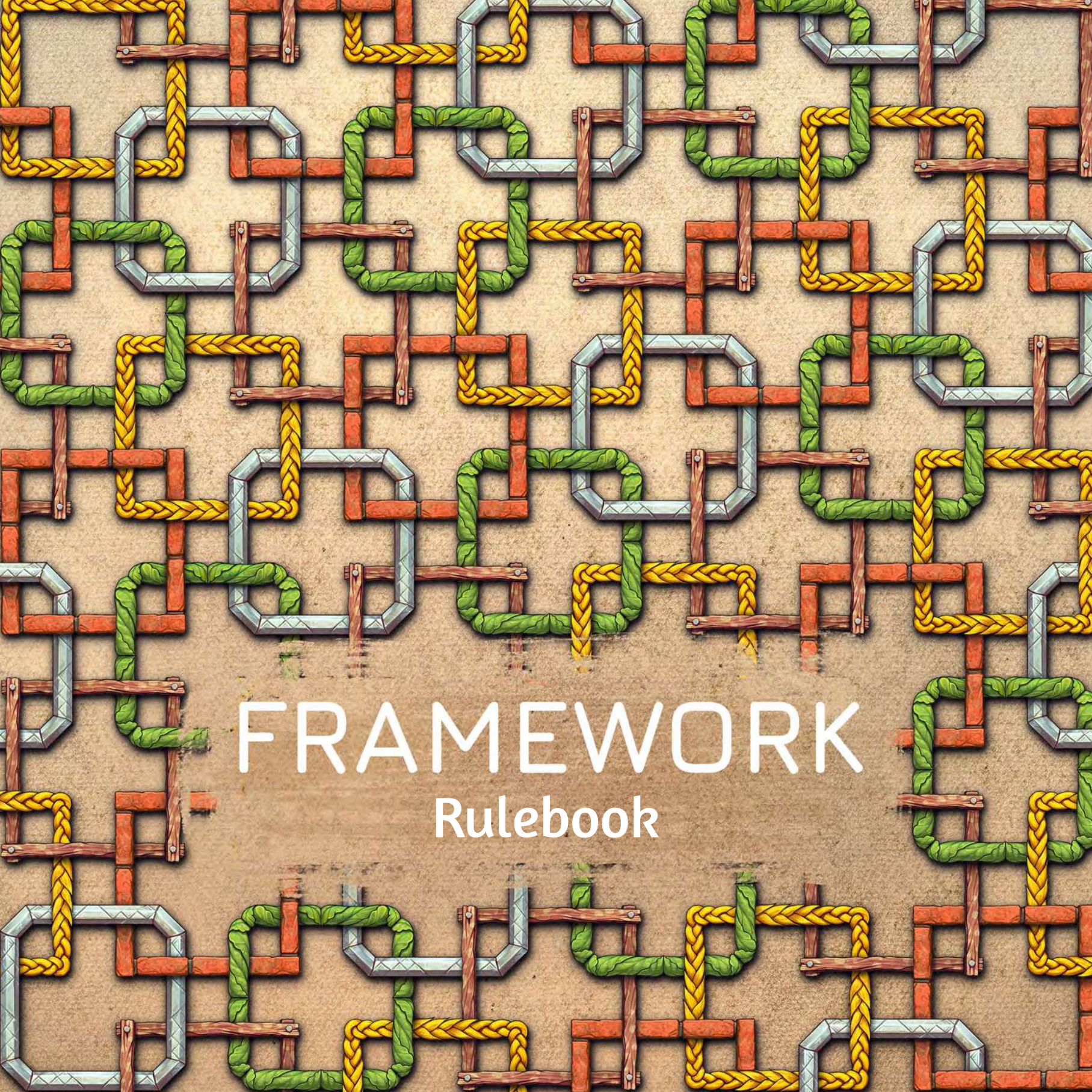


FRAMEWORK

Rulebook

FRAMEWORK

A tile-laying game for 1 - 4 people by Uwe Rosenberg.

Game Components

1 bag

120 frame tiles

1 overview/storage card

88 tokens
(22 each in 4 colours)

1 rulebook

Game Setup

This section will explain how the game is set up and run for 2 to 4 players. The rules for solo play can be found at the end of these instructions.
Each player takes all 22 tokens of a single colour and places them in front of themselves.
Put all of the frame tiles into the bag.

Note: If this is your first game of Framework, you can play a shorter game to get used to gameplay by returning 4 of your own tokens to the box. This rule can also be used to give a little advantage to inexperienced players.

The youngest player starts the game and takes hold of the bag.

The Tiles

Essentially, there are up to two different pieces of information that can be found on a tile.

Frames: There are 5 different frame colours. 0 to 3 colours are shown on the tiles.

no colour

1 colour

2 colours

3 colours

Tasks: Each task field consists of a ***number*** and a ***colour***. Tasks can be completed by adding connecting frame tiles.

The ***colour*** of a task defines ***which*** frame colours need to be placed.
The ***number*** shows at least ***how many*** frames of the corresponding colour ***must be adjacent horizontally and/or vertically*** in order to complete the task.
0 to 3 tasks are shown on the tiles.

no task field

1 task field*

2 task fields

3 task fields

** Example: To complete this task, there must be 3 gray frames adjacent to this tile.*

Note: It is up to the player to decide how many and which task fields they want to complete on a given tile. There is no set order in which the tasks need to be completed (exception: 4 → 3 ; see **The Tasks** on p. 8).

Gameplay

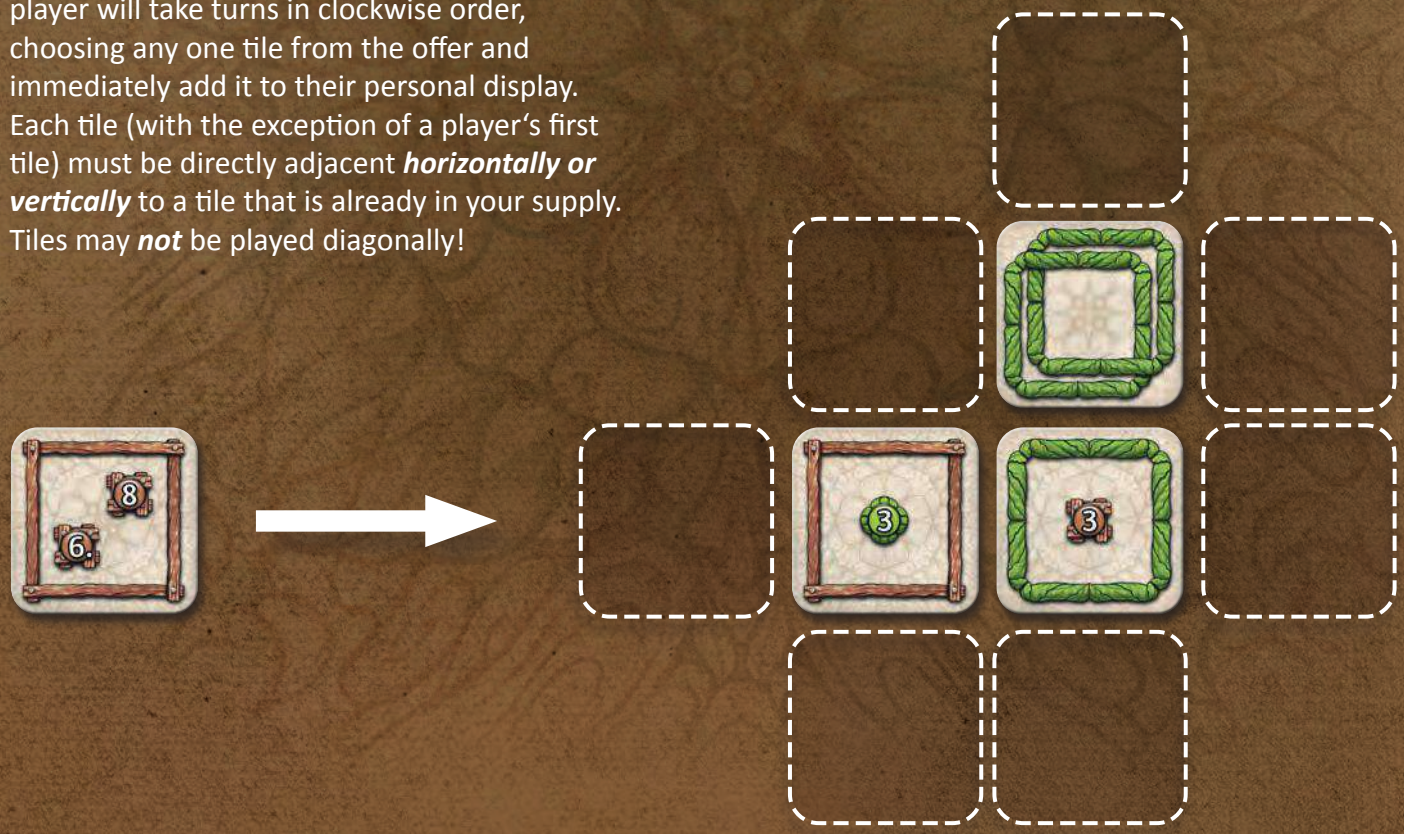
The first player to place all of their tokens on the frame tiles in their personal display wins the game.

The player with the bag draws a certain number of tiles and places them face up in the middle of the table. This selection is called the ***offer***. At the beginning of each round, draw one more tile from the bag than the number of people participating in the game. So if there are 2 people, draw 3 tiles; if there are 3 people, draw 4 tiles, and so on.

Starting with the person with the bag, each player will take turns in clockwise order, choosing any one tile from the offer and immediately add it to their personal display. Each tile (with the exception of a player's first tile) must be directly adjacent ***horizontally or vertically*** to a tile that is already in your supply. Tiles may ***not*** be played diagonally!

The player who started the round also receives the final tile - i.e. a total of 2 tiles. They must also immediately add this to their own personal display. They may not skip taking this additional tile and placing it. Nor may they wait to place the first tile until they know which tile they will get at the end of the round.

Finally, once all tiles have been placed from the offer, the bag is passed once clockwise. Prepare a new round by drawing tiles from the bag as just described.



Completing Tasks

Tasks are complete as soon as there are ***at least*** as many frames in the colour horizontally and/or vertically as the task requires. The colour of a frame on the tile on which the task is depicted ***always*** counts for completion, if such a frame exists!

As soon as a task is completed, place 1 of your tokens on it. The numerical value of the task covered is then irrelevant for the rest of the game.

Note: In the examples in this rulebook, the tokens are placed next to the tasks for better visualisation. While playing, completely cover the completed tasks with your token.

Important: It is not only the frames directly adjacent to a task that count. When counting frames for a task, count all tiles that contain at least 1 frame of the required colour that are adjacent to each other horizontally and/or vertically. All tiles in such a chain help to complete a task, as long as at least one of the tiles is adjacent to the task tile.

In this example, the following tasks are completed:

6 brown frames (centre, 2nd from left)
3 green frames (centre, 3rd from left)
3 brown frames (centre, far right)

The task "8 brown frames" (centre, 2nd from left) is not fulfilled because the two brown frames at the top right have no direct connection to the task.

Some important notes

At any time during the game, players can check whether they have completed any tasks. Be sure to place one of your tokens on any completed tasks.

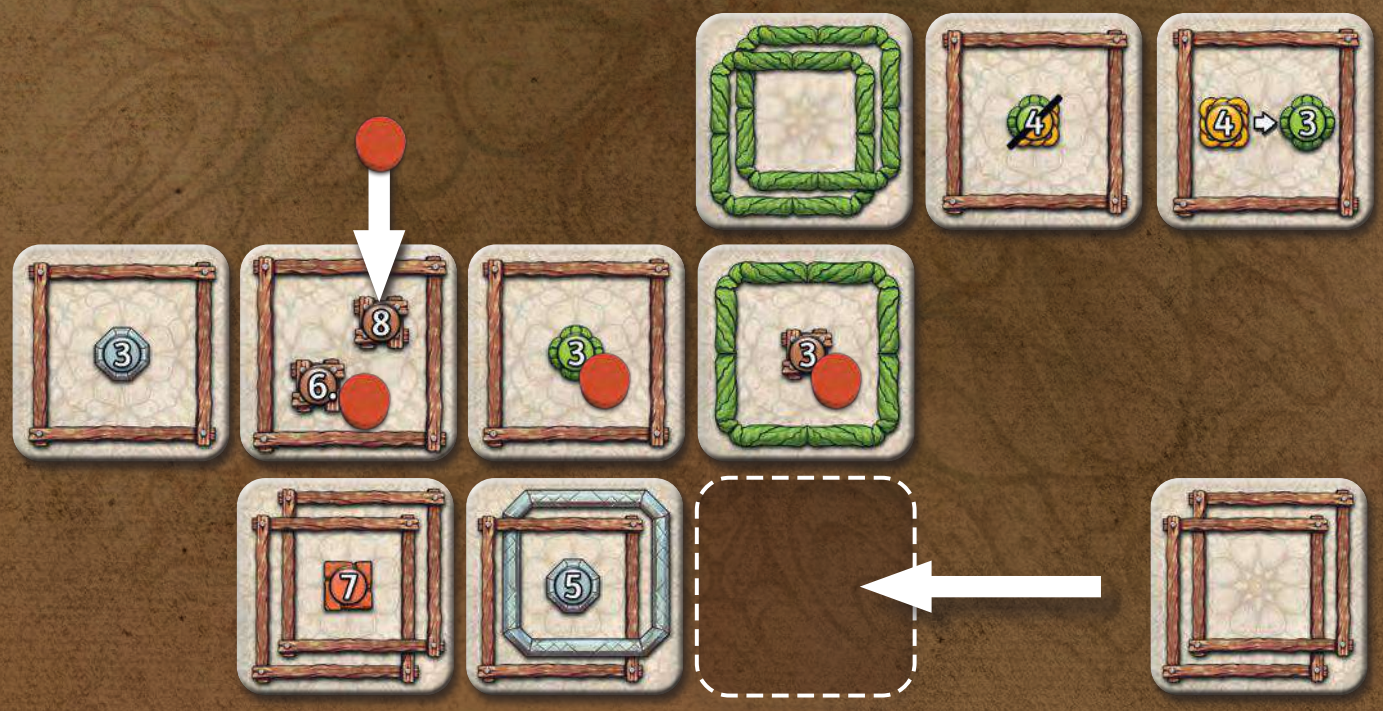
Because chains of coloured frames can form, sometimes placing a tile at one end of your display may complete a task at the other end of your display. Therefore, players should always keep an eye on tasks across their display to check whether they have perhaps already been fulfilled.

Players are allowed to take tiles from the offer to see how they may fit. Once tested, the tiles are put back into the offer.

However, once a player has decided and placed a tile, it may not be moved to another spot in their display. Players may not place tiles in other player's displays.

Everyone at the table should leave a little space between their displays so it is always clear which tile belongs in which display.

Tiles may be rotated freely. The orientation of the tiles has no influence on the game. We recommend placing the tiles so the numbers can be easily read.



The Tasks

Each of these tasks requires at least as many horizontally and/or vertically adjacent frames in the corresponding colour as indicated in each case. There is no prescribed order in which the tasks must be completed, and not all of them must be completed. A task is covered with a token as soon as it is fulfilled.

This task requires at least 6 horizontally and/or vertically adjacent frames of the colours shown in ***any combination***. For example, 2 yellow frames and 4 green frames can be used. However, it is important that ***both*** colours have a direct connection to the task. This task may also be completed by using only one of the two shown colours. Later on, the other two tasks can also be fulfilled when the number of adjacent frames reaches 9 or 12.

This task requires at least 4 horizontally and/or vertically adjacent frames in ***1*** of the colours shown. Only frames in one of the two colours may be used. A combination of both colours is ***not*** allowed.

This task requires that the first, more difficult task be completed before the second, easier task. This does **not** mean that frames matching the colour of the second task cannot be placed adjacent to the tile before the first task is completed. However, the second task may not have a token placed on it until the first task has been completed.

End of the game

The game can end in two ways:

1. The player that places their final token on a completed task wins the game. The game ends immediately.

2. When the last tile is drawn from the bag, the final round begins. Tiles from the supply are laid out as usual and after this final round, the game ends. Everyone may check once more whether they have overlooked any already completed tasks and, if necessary, place tokens on these tasks. Then, players count their remaining, unused tokens and the player with the fewest remaining tokens wins the game.

In the case of a tie, the game ends in a draw.

Example: The game ends after all tiles have been distributed. In this case there are 4 tokens left after scoring.

Solo Game

Fill the bag with all the tiles and take 22 tokens of a single colour. Place the overview card in front of you with the storage side facing up.

The basic rules of the game still apply. Complete 22 tasks so that all your tokens are on the frame tiles in front of you.

Draw tiles from the bag one at a time. For each tile decide:

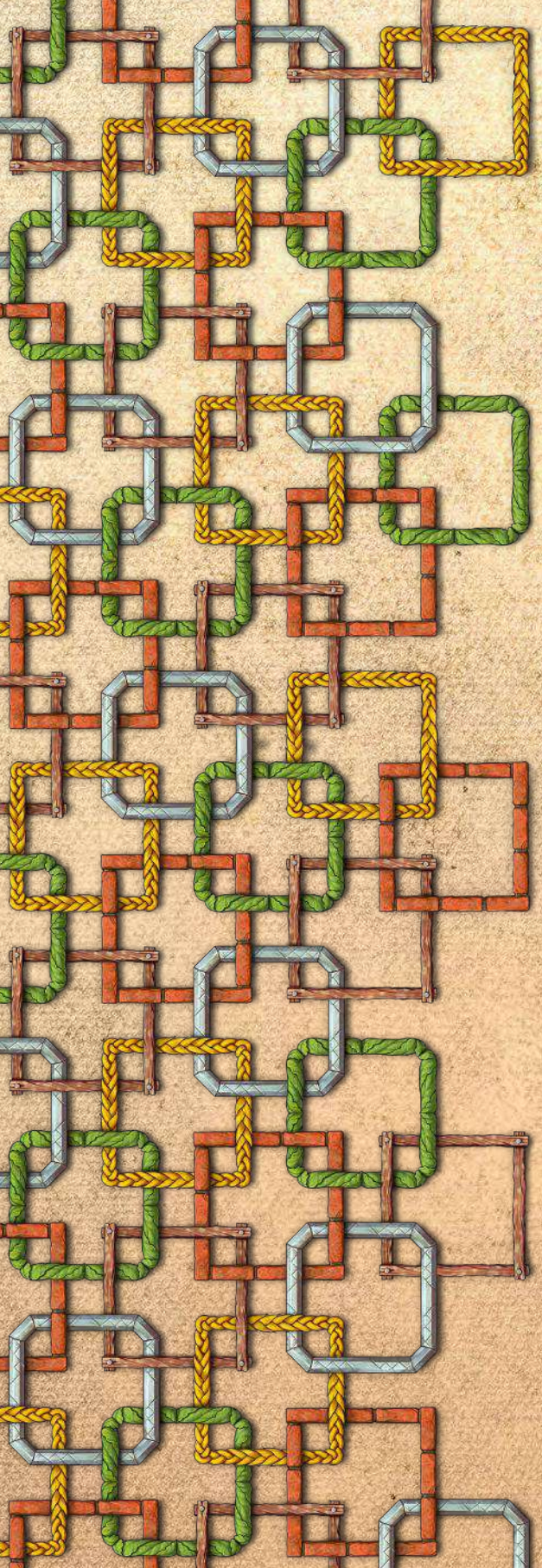
- whether to place it directly into your supply, or
- whether to store it. If you decide to store it, place the tile on an empty space on your storage card. You can store a maximum of 2 tiles on the card at any one time. If there is no free space, further tiles cannot be stored. You may place a stored tile into your display in a future turn instead of drawing a tile from the bag.

As soon as your 22 tokens are on the frame tiles, the game will end. Fill up your display with tiles from the bag so that you have an area consisting of 5x5 tiles. Lay them out with the back facing up. If you already have a grid of this size in front of you, skip this step. You will score 1 minus point for every tile placed that goes beyond this 5x5 tile grid. It does not matter if there are tokens on the tiles.

The fewer minus points you have, the better your score. Your primary goal is to get a score as low as possible in the single digits.

Note: If you want to make the challenge a little more difficult, you can reduce the storage area to 1 instead of 2 tiles or put the storage card back in the box and play without any storage.

Example: 8 tiles are outside the 5x5 tile grid. That results in 8 minus points.



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