

Oflameron Game

60		25	15	-5	-10	10	-5	10	-5	-1	10	T	-10	25	-10	10	-1	
59		Z	T	-10	P	-10	25	-10	15	15	-1	B	B	5	-15	25	T	
58		15	5	-10	10	P	10	5	10	-5	-10	25	T	-25	1	P	10	
57		5	End	-10	B	25	1	-10	1	B	5	B	25	1	5	B	-10	
56		-15	End	10	15	-5	15	1	-5	-10	-5	B	1	P	End	25	P	
55		-15	1	-10	P	5	End	B	-15	B	10	25	B	B	5	-5	25	
54		B	B	5	-5	25	10	5	P	15	Z	10	Z	-5	25	1	1	
53		25	15	1	-10	-5	P	10	-25	1	10	1	B	5	-1	1	5	
52		15	25	-15	Z	25	Z	5	Z	5	15	15	Z	10	Z	5	-10	
51		5	5	-10	-15	1	15	10	10	-1	10	25	-10	-15	P	-25	1	
50		-15	25	10	P	-10	T	-5	Z	25	15	25	-5	-10	T	Z	1	
49		-15	25	-100	15	-5	15	T	-5	-10	-5	25	1	P	End	25	P	
48		P	T	B	P	B	P	T	P	T	P	B	P	P	B	P	T	
47		-5	1	1	-15	T	25	B	10	B	P	10	P	25	5	1	-15	
46		1	-10	-1	25	1	25	-25	-15	5	25	-10	T	P	-10	25	P	
45		Z	T	-10	P	-10	25	-10	15	15	-1	B	B	5	-15	25	T	
44		15	5	-10	10	P	10	5	10	-5	-10	25	T	-25	1	P	10	
43		5	End	-10	B	25	1	-10	1	B	5	B	25	1	5	B	-10	
42		B	-15	1	T	25	B	25	-25	10	-5	25	T	1	-10	10	10	
41		-15	1	-10	B	-10	-5	10	B	10	-15	1	B	10	B	-5	5	
40		-5	10	P	-15	25	P	-15	-15	P	-25	End	B	-25	-15	10	-10	
39		-5	-15	T	-5	T	15	P	-5	-15	-1	10	-100	-5	-10	-1	P	
38		10	-10	25	10	-10	-5	10	-10	T	10	-15	-5	25	5	-5	-10	
37		10	P	1	1	1	15	-5	P	1	10	-5	5	1	5	B	-10	
36		Z	-10	T	Z	1	25	P	Z	-1	-15	Z	10	-5	Z	1	10	
35		25	10	B	-10	5	10	-10	T	Z	1	-25	5	25	T	5	-15	
34		-15	-5	-1	5	P	25	T	-5	-10	-5	-10	25	-1	P	25	-5	
33		-15	1	B	10	25	5	15	Z	10	B	-10	P	15	-1	-10	B	
32		-15	-15	15	-25	-15	5	End	P	-15	-5	10	-10	5	-10	-15	5	
31		T	Z	1	5	B	10	25	P	Z	-1	5	15	Z	10	B	-10	
30		15	-1	-25	P	-10	B	-5	-10	25	-5	25	1	1	-5	5	-5	
29		Z	-25	-10	P	-10	25	1	-15	15	-1	B	B	T	-15	25	T	
28		15	1	Z	-10	P	Z	-15	Z	25	5	Z	10	10	15	10	P	
27		25	1	1	25	15	5	10	5	T	-10	5	1	-5	1	-15	1	
26		-10	15	15	-1	B	B	5	-5	25	1	1	15	5	15	B	10	
25		-10	T	-5	-10	P	25	25	-10	25	P	15	P	-10	B	10	-15	
24		T	10	5	T	-1	-5	T	10	25	10	10	B	25	5	-1	25	
23		P	-10	T	Z	1	25	P	Z	-1	-15	1	10	B	5	1	10	
22		-15	25	15	-1	-5	10	10	-1	-10	P	-5	-5	10	T	-10	5	
21		25	-5	10	-15	1	T	25	B	-15	5	T	25	15	-25	B	10	
20		B	-25	5	-15	-1	-25	P	T	-15	+1	-25	B	25	-15	+5	25	
19		-15	5	-10	T	Z	10	Z	-10	15	15	-1	10	T	-25	10	25	
18		T	10	5	25	-1	-5	T	10	25	-1	10	B	25	-25	-1	25	
17		15	25	T	Z	25	Z	5	25	5	15	15	Z	10	10	5	-10	
16		5	-5	15	5	-5	25	-10	-5	-10	1	B	-10	P	25	P	Z	
15		25	1	T		-1	-15	1	B	10	5	5	End	15	-1	-10	1	
14		-10	B	5	-15	Z	-15	-5		-5	10	Z	-15	T	P	25	10	
13		-1	P	10	10	T	-1	-10	25	-15	25	10	1	10	-1	-10	5	
12		-5	10	P	-15	25	P	-15	-15	P	-25	-5	25	-25	-15	10	-10	
11		1	-5	10	25	P	10	1	10	-5	B	-5	T	-10	P	10	B	
10		-15	10	-10	25	25	-10	T	5	Z	5	10	-5	5	10	Z	10	
9		25	-5	End	-15	1	-15	25	B	-15	B	-5	25	15	-25	B	10	
8		-10	P	-1	-15	End	1	25	-5	5	1	T	10	15	25	Z	-15	
7		1	25	5	-15	1	10	T	25	1	-15	10	-5	T	25	1	-10	
6		-25	P	-5	-25	T	5	-15	P	10	-25	-15	B	-5	Z	-15	-25	
5		10	-5	25	T	1	10	B	-10	T	25	25	25	5	25	-10	5	
4		15	P	25	B	B	5	P	-15	-5	-5	P	10	10	5	T	10	
3		-10	T	-5	-10	P	25	25	-10	25	P	15	P	-10	-10	10	-15	
2		Z	15	-15		-25	25	1	10	P	5	B	-5	5	10	10	B	
1		B	T	-15	-10	P	1	5	25	-10	-15	-25	1	-10	-25	5	25	

<http://www.oflameron.com/>

© by Valery V Shmeleff

The Rules

If you are going on vacation with children, take some copies of this table game with you "Oflameron". You should not pay money for it – it is free of charge. Just download the file with the game forms in a popular Word format from the site and print the necessary number of forms. You children will be engaged in a catching contest and you can have a good rest. The game "Oflameron" is not like other games you already know. 1, 2, 3 or 4 players can play on one blank.

The game can be a good solution for an advertising campaign. If you have a business of your own you can place your advertisement on the form. Be sure – all players will see it more than once!

Cross/nil and sea-battle, reliable and proven games on a piece of paper, are a good distraction at a boring lecture. Now, let us introduce to you a new one – a table-game Ribbon. The game is not so simple as it might seem at first glance. The number of combinations here is greater than the case is with chess – the game-table length is unlimited in principle.

To start the game, each of the participants should place any MARKER (any selected symbol – a cross, a nil, etc.) with a pen in the lower line of the table, in any box, of the form.

After that, each player throws the game-cube and moves his or her marker (draws it again) to the NEXT UPPER LINE, by shifting it TO THE RIGHT or TO THE LEFT by such number of boxes as fell on the cube. You choose the directions of shifting the marker (to the rights or to the left) yourself, depending on what is advantageous for you.

Each time you draw your marker in a box you should add the value indicated therein to your account. To facilitate your maintenance of such account, there are two [Count] columns in the form, which are marked in grey (light green column).

Boxes have various meanings:

[-1,-5,-10,-15,-25] - deduct the indicated points from your account.

[1,5,10,15,25] - add the indicated points to your account.

[B] - deducts 200 points from your account.

[P] - adds 100 points to your account.

[T] - adds 500 points to your account.

[Z] - zeroes your account.

[END] - ends the game.

[X] – set new (addition) marker on game form. Deducts 500 points from your account. IMPORTANT! If you have a 2 markers, you must throws the game-cube (dice) twice!

The game rules are quite easy – one can learn to play in a few minutes. However, the game not as simple as might seem. You should try to increase your account.

4		15	P	25	B	B	5	P	-15	-5	-5	P	10	10	5	T	10	
3	115	5	10	P	-15	25	P	-15	-15	P	-25	End	B	-25	-15	10	10	
2	105	B	B	5	-5	25	10	5	P	15	Z	10	Z	-5	25	1	1	
1	100	25	15	1	-10	-5	P	10	-25	1	10	1	B	5	-1	1	5	

Count

Example During the game, the number of boxes in the direction you chose may turn out to be less than the figure that fell on the game-cube. In this case, you make the missing moves on the opposite side of the level [Level]. As an example, shifting is made by 4 boxes to the left on the figure.

Each of your steps leads to the marker going one level up. The number of moves to the right/left is determined by values that fell on the game-cube.

What should I think over here? Deduction, addition, and prize boxes are distributed unevenly: forecast your moves on the basis of density that some or other values in boxes are distributed with. Moreover, one can use the game-cube of 1-3 range (instead of 1-6), which will allow you to better predict strategic implications of your moves.

The Goal

The goal of the game is to get as many points as possible, i.e. to maximize one's account. Before the game begins, conditions of ending the game must be stipulated. The game may be over when all levels on one form have been passed. But in principle, there are no limits on the game duration, and you can continue the contest by attaching the next form to the top of the previous one.

The game may be over when a player gets an earlier specified number of points.

The standard end of the game is when one of the markers gets in the [END]-marked box. Of course, it is advantageous to end the game deliberately when your account is well over that of your adversary you can end the game forcedly and get your prize.

When you start a game you chose where to put your marker on the lower level – it is your right. Any further moves depend on the number of points that fell on your game-cube. So, even playing on several identical forms several times, you will play different games.

Please remember to download new game forms that will be available on <http://word.oflameron.ru> site later as soon as they have been developed.



Official Web Page
The Borland Delphi programmers guide

- <http://word.oflameron.ru>
-- <http://delphi.oflameron.com>

ee@oflameron.ru

© by Valery V Shmeleff Moscow / Russia 1994 - 2010

Oflameron Game