

FORGE™

Schematics Reference Card

What's this?

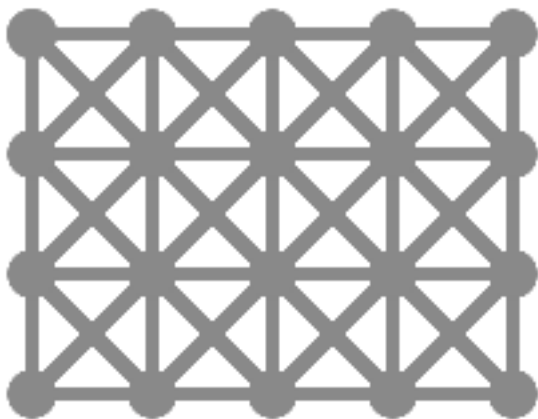
While the full *Plates of Schematics* are in the making, this simple reference card will help you keep track of Schematics as you learn them. Actually, you're only going to need this card in case you play the Expert Mode. If you choose an easier setting, hovering the dots of the Grid will show you the outline of the corresponding Schematics, so you won't need to note them down.

How to use this card

It's as simple and straightforward as it can be. After this paragraph, there are several copies of the Grid's outline. As soon as Rusty finds a Schematic, the Grid interface will show its starting dot and its shape. When the Schematic is fully displayed, press the SPACEBAR to pause the game, and use a pen to check its starting dot and its path on one of the grid copies below.

Then mark the Schematic as Normal, Reversed or Symmetrical by checking the correct box under the Grid copy. Last, but not least, write down some quick notes about the effects you can achieve by using the Schematic on a target.

Feel free to use a permanent marker, because in *Forge: Chapter One*, unlike in *Loom*, the Schematics are always the same every time you play. We also recommend using red, blue and yellow colors for Normal, Reversed and Symmetrical Schematics, respectively.

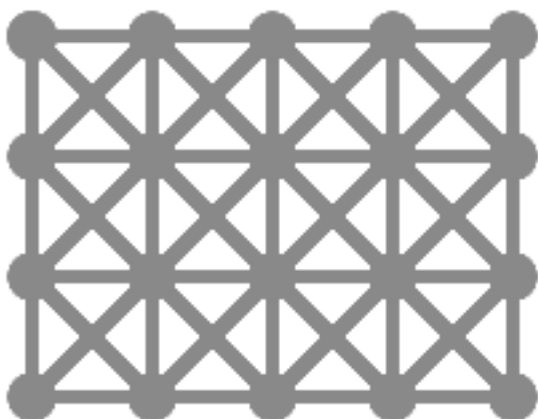


Normal ☐

Reversed ☐

Symmetrical ☐

Effects:

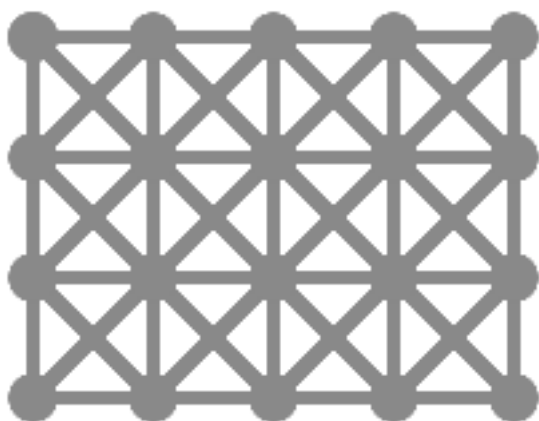


Normal ☐

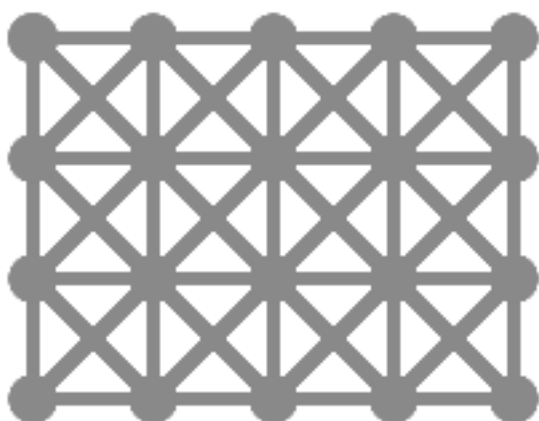
Reversed ☐

Symmetrical ☐

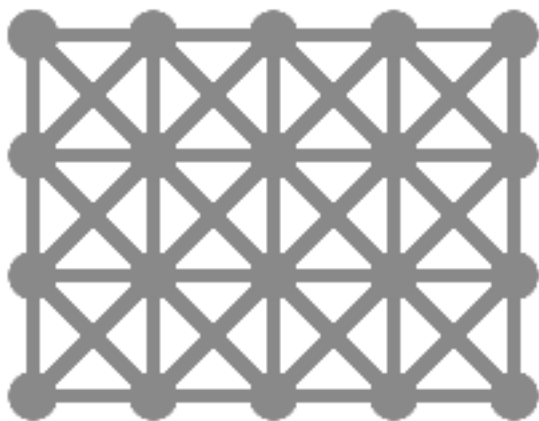
Effects:

Normal ☐Reversed ☐Symmetrical ☐

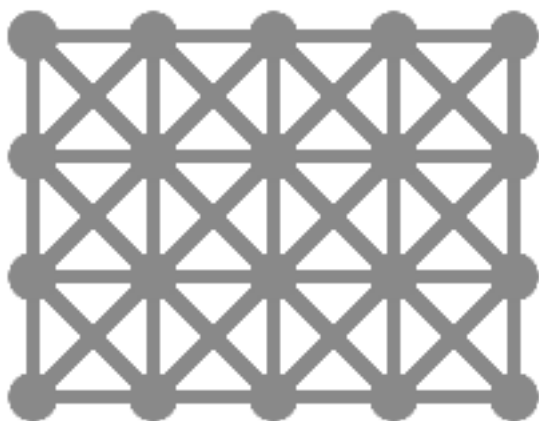
Effects:

Normal ☐Reversed ☐Symmetrical ☐

Effects:

Normal ☐Reversed ☐Symmetrical ☐

Effects:

Normal ☐Reversed ☐Symmetrical ☐

Effects:
