

# Perifero

An abstract connection game for two players

## Contents

- A game board with 25 hexagons
- 12 black stones and 13 white stones

## Objective of the game

The objective of the game is to connect your two sections of the game board edge by an unbroken chain of stones in your own color. Black shall connect the west edge and the east edge. White shall connect the north edge and the south edge.

## Playing the Game

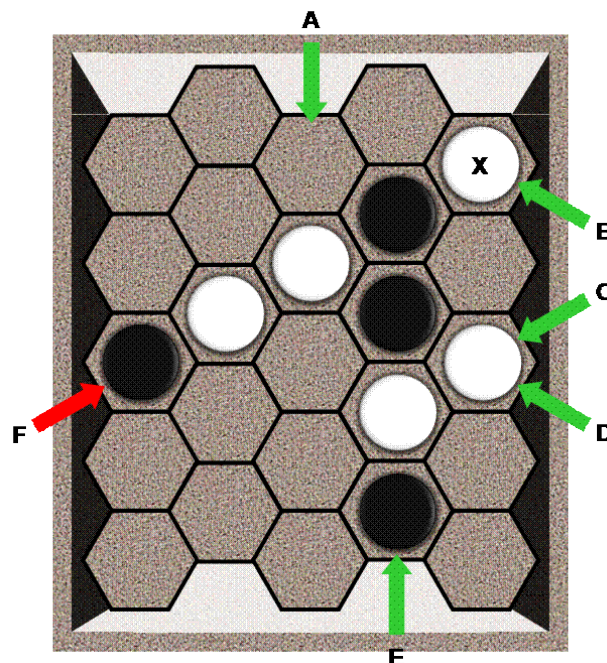
In Perifero, you play with your opponent's stones!

Take turns making your moves. Black player begins. When in turn, slide one of your opponents remaining stones into one of the 16 outer hexagons of the board. When doing so, you may have to push one or more stones already on the board to make room for the new one.

A row of stones can only be pushed in a straight line from where the new stone enters the board. Each stone can only be pushed one step forward into an adjacent hexagon and only if it is necessary to make room for the new stone or for another stone that is being pushed. It is not allowed to make a move that would result in pushing a stone out from the board.

## Winning the Game

You win if your two sections of the game board edge are connected by an unbroken chain of stones in your own color after a move made by either player.



*Figure: A, B, C, D and E are all valid moves pushing zero, one, two, three and four stones in the direction of the arrows. F is an illegal move as it would push the stone X out from the board.*