Meter

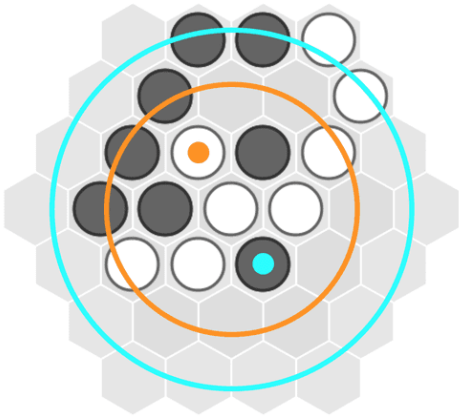
2021, Michael Amundsen, https://boardgamegeek.com/thread/2694429

Meter is a game for two players played on a hexhex board. Each player has stones in their color that only they may place.

Definitions:
The center cell is the innermost *ring* of the board. The next ring out consists of all and only those cells exactly one step away from the center cell. Each next ring, going outwards, consists of the cells exactly one more step away form the center than the previous ring. The perimeter cells are thus the absolute outermost ring.

Here the 4 different rings on the size 4 board are highlighted by coloring adjacent rings in different shades of grey.

A stone's *relative perimeter* is the outermost ring it could reach by a series of steps onto empty cells.

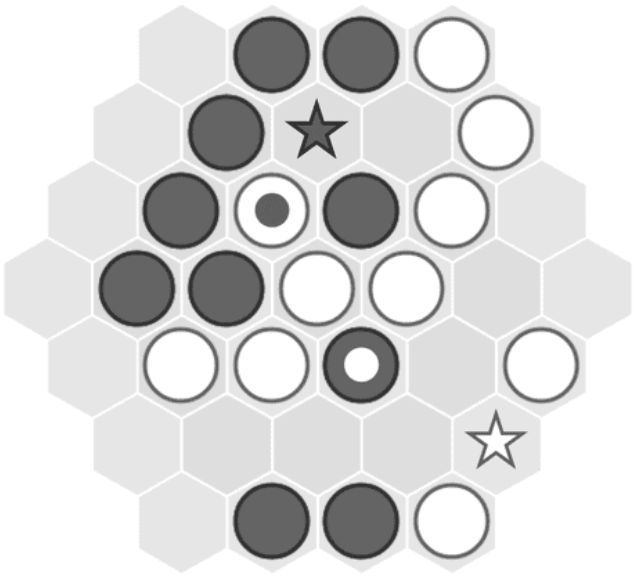


The relative perimeter of the white stone marked with an orange dot is the cells touching the big orange circle. This is because this is the farthest out that stone could have gotten by taking any number of steps, including 0.
The stone marked with a blue dot reaches all the way out to the absolute outermost ring, so its relative perimeter is the board's actual perimeter cells.
The central stone in this diagram is on its relative perimeter: the center cell.

A stone's distance to its relative perimeter is the smallest number of steps the stone would have to take to reach it.

Play:
All placements are onto empty cells. On your turn, you first place a stone, then you capture all eligible enemy stones.

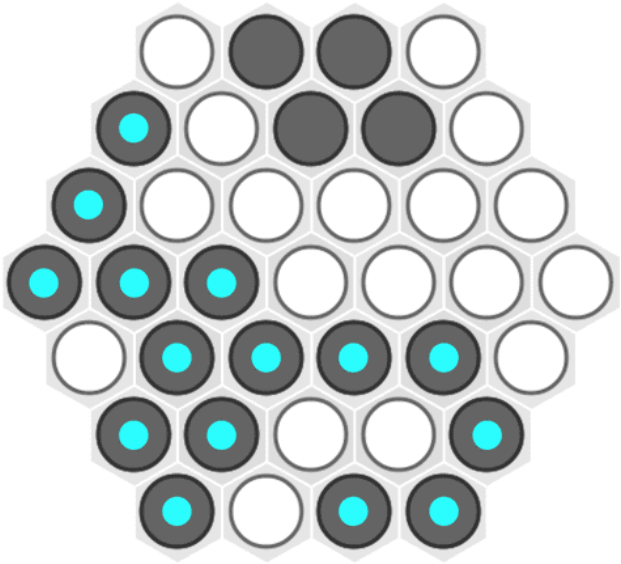
A capturing placement is a placement that, for some or all enemy stones, either (i) increases its distance to its relative perimeter, or (ii) changes its relative perimeter to a ring farther in. All enemy stones thus affected by the placement are removed from the board.



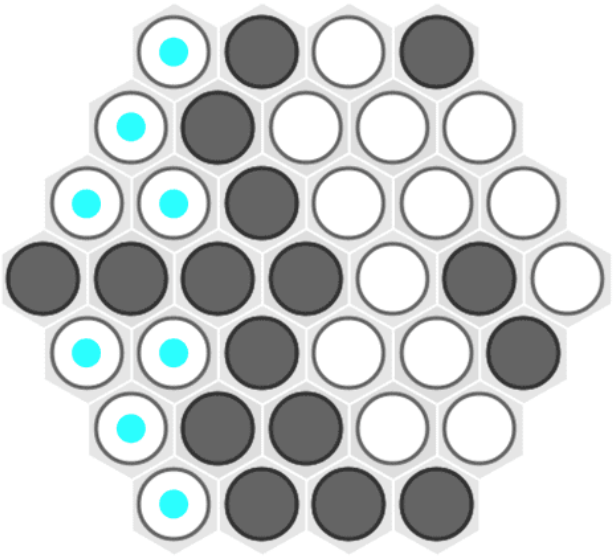
If white places at the cell marked with a white star, the black stone marked with a white dot is removed. This is because its distance to it's relative perimeter would be increased after white's placement. That is, its shortest clear path to its relative perimeter would be longer after the placement. It would go from 2 to 3 steps long.

Black can capture the white stone marked with a black dot by placing at the cell marked with a black star. This is because the white stone's relative perimeter changes to a ring farther in after the placement. It would change from the next-to-outermost ring to the next-to-innermost ring.

Ending the game:
The game is over when the board is full, and the winner is the player with the largest group remaining after removing pairs of opposite-colored groups of the same size until there are no more such pairs to remove.



Here black has won by creating a group larger than any of white's groups.



Here white has won by creating a group (two actually) of size 4, which black cannot match or beat after the two equally large oppositely colored groups are removed.