Perplexus

1976, https://boardgamegeek.com/boardgame/7516/perplexus
https://www.pergioco.net/5/perplexus.html

Perplexus is a game characterized by a special board made up of 6 rows of 14 squares each, on which sliders—called *Shuttles*—can move, and on which the playing pieces are placed. Each player has 18 pieces and 3 Shuttles, each Shuttle consisting of 7 squares. The objective is to be the first to form an alignment of five pieces of one's own color.

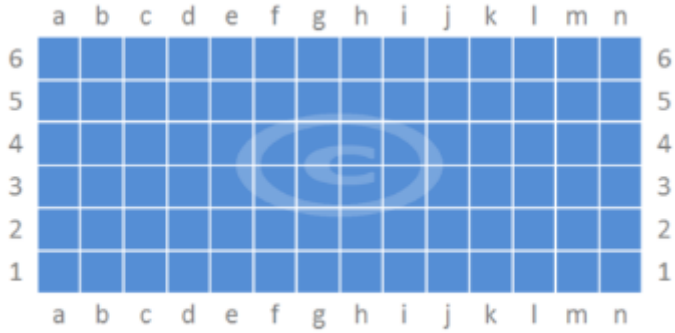

Figura 1

The game consists of a rectangular board with 6 rows of 14 squares each, as shown in Figure 1, 36 pieces (18 per player), and 6 sliders called Shuttles (3 per player); each Shuttle is made up of seven squares. Pieces are placed on the squares of the Shuttles (all other squares are inaccessible).

The game is played by two players, who take turns. Each player has exactly one move per turn. The initial position is the one shown in Figure 1 (empty board). Either player may start.

The game includes a Shuttle placement phase and a piece placement phase; captures are not allowed.

Shuttle Placement Phase

During the first three turns, each player places one Shuttle on one of the three rows closest to them, in such a way that at least one square is vertically adjacent to a square of each neighboring Shuttle.

In the example shown in Figure 2, the first player has placed a Shuttle from b6 to h6, and the second from c3 to i3. The second Shuttle was placed by the first player from a4 to g4 (with 5 squares adjacent to the one on the third row), and by the second player from f2 to l2 (with 4 squares adjacent to the Shuttle on the third row). The first player cannot place their third Shuttle from h5 to n5, because in that position it

would have a square adjacent to the one on the sixth row but no square adjacent to the Shuttle on the fourth row.

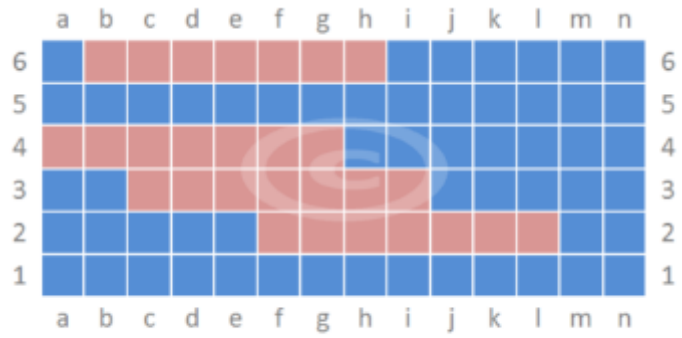

Figura 2

Piece Placement Phase

Once the first phase is completed, each player, in turn, either places a piece on a free square of any Shuttle, or moves any Shuttle (their own or the opponent's) one space to the right or to the left, ensuring that at least one square is vertically adjacent to a square of each neighboring Shuttle.

The objective of the game is to be the first to form an orthogonal or diagonal alignment of five of one's own pieces (see Figure 3). A player also wins if they simultaneously create an alignment of their own pieces and an alignment of the opponent's pieces.

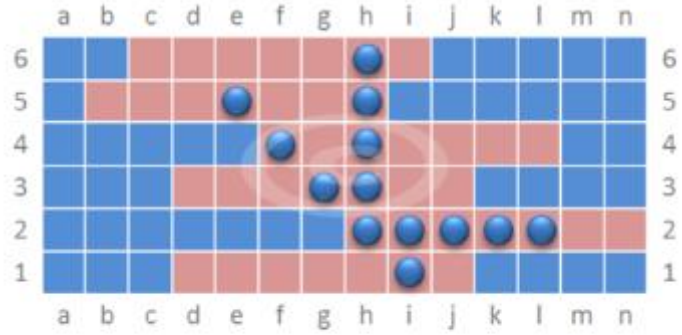

Figura 3