PUSE GLOSSARY

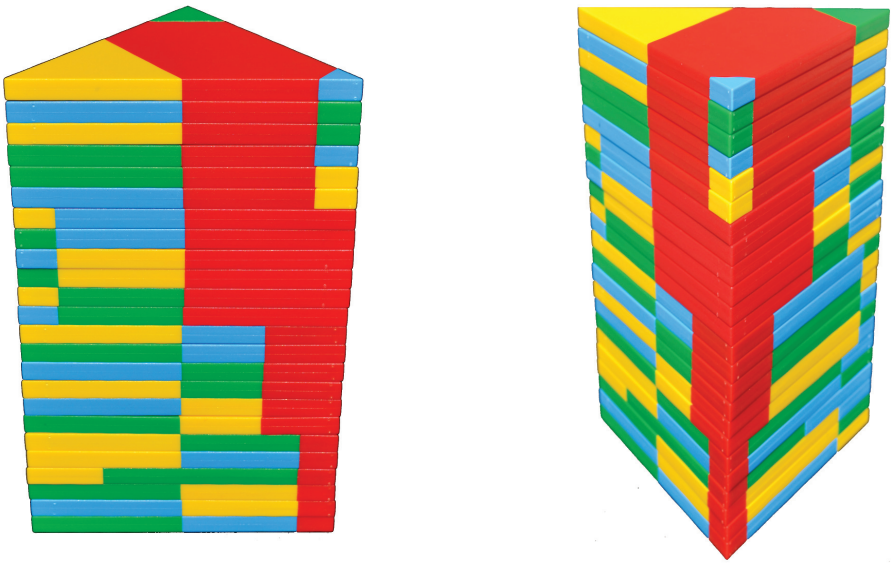
- **BASE FORM:** circle, triangle, square

- **BASIC ELEMENT:** a basic object designed from the base forms with shapes of various size and colour.

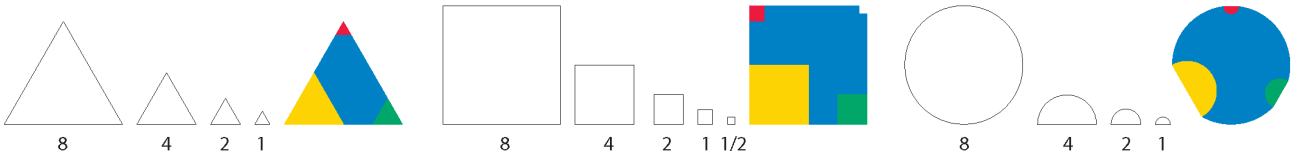
- **COLOURS:** red, yellow, blue, green

- **BASE COLOUR:** the colour of the central part of the given basic element

- **SET:** game package of 24 elements of the same base form



- **GAME FAMILY SET:** complete set of 3×24 elements, one set of each base form (triangle, circle, square)



SIZE (abbreviated by B; L; M; S; H):

- B = basic element (8)
- L = large (4)
- M = medium (2)
- S = small (1)
- H = hole (in case of squares)

CONNECTION POINTS: matching the sides or vertices of the smaller shapes on the vertices of the basic elements, based on some regularity (colour or size). In case of circles we take the dia meters of the semicircles and their “midpoints” and “vertices” (endpoints of the diameters). These can be connected by:

- **TOTAL SIDE CONNECTION:** the basic elements are connected with the whole length of their sides in case of triangles and squares. With circles, the diameters of same-sized semicircles are connected.
- **SAME COLOUR:** only the shapes of the same colour are connected (there may be some of the same size among them)

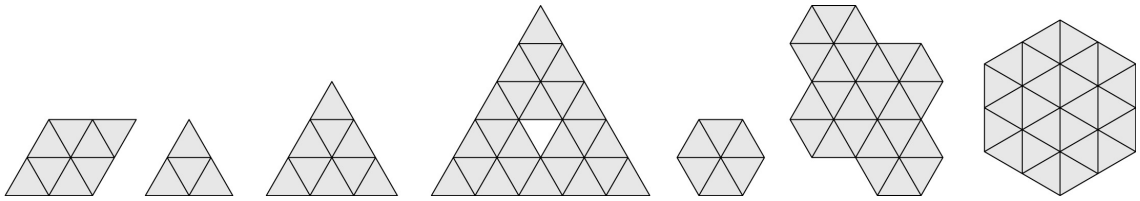
- **SAME SIZE:** only the shapes of the same size can be connected (there may be some of the same colour among them)
- **SAME COLOUR and SIZE:** only shapes with the same colour and size can be connected.
- **VERTICES:** the vertices of the basic elements are connected

- **SLIDING:** the basic elements are slid along the sides (thus not the entire sides of the basic elements are connected) and the smaller elements are connected to each other based on some regularity (at least one vertex on each of the matching sides).
In case of circles we can connect semicircles of various sizes, then the vertices and midpoints of the semicircles can be the connection points in any combination (vertex-vertex, midpoint-vertex, midpoint-midpoint).

CLOSED SHAPE: shapes created with total side connection, listed by basic element types:

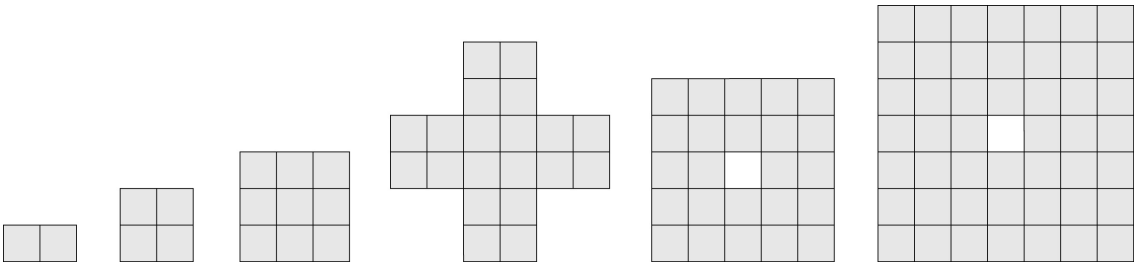
- Base form triangle

▲ bigger triangle of 4, 9, 16, 25-1=24 basic elements (in the latter case there is a hole in the middle)
▲ rhombus, trapezium, parallelogram
▲ hexagons of 1×6, 2×6, 3×6, 4×6 basic elements, or the biggest hexagon of 24 basic elements



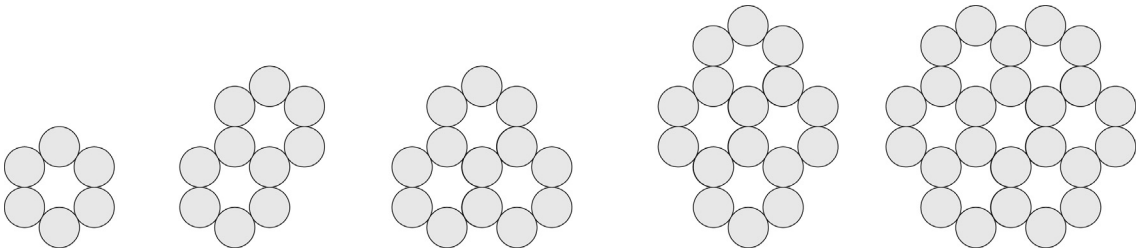
- Base from square

▲ bigger square of 4, 9, 16, 5×5-1=24 basic elements, in the latter case there is a hole in the middle. With a double set a bigger square of 7×7-1=49-1=48 basic elements (with a hole in the middle) is also possible
▲ rectangle of 6×4=24 or 6×8=48 (double set) basic elements



- Base form circle

▲ ring from 6 basic elements constructed by total side connection.
▲ connected shapes of 2, 3, 4, 5, 6, 7 rings. With a double set a shape of up to 13 rings can be completed.



OPEN SHAPE: Any other shape: with branches; an open chain (in case of circles); a shape constructed by sliding and vertex connection; or the combination of various base element forms.