

If ye wish to survive this pirate tale,
ye best be...

HEX SAVVY

OVERVIEW

Hex Savvy is a strategic connect game in which players cast hexes on the sea to corner their opponents. Collect magical Savvies to gain total control over the battlefield.

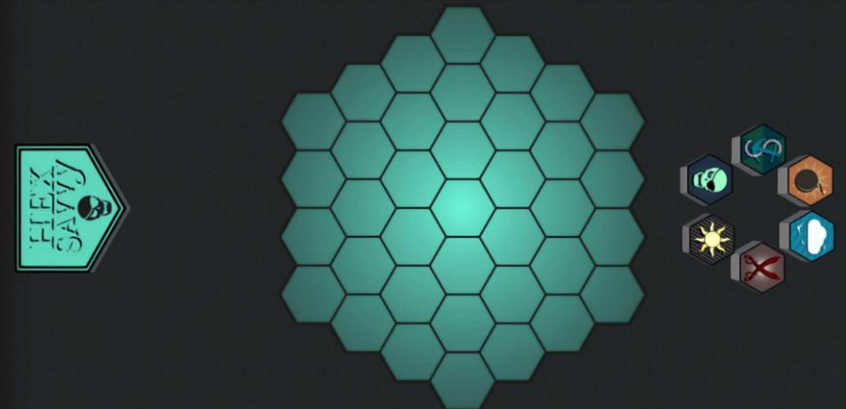
Be the first to connect six hexes of a kind and become the Pirate King!

CONTENTS

- a 37-cell board
- 144 hex tiles
- 24 cards
- 3 dice

SETUP

Set the hex-shaped board in the center of the table. Shuffle the Savvy deck and set the pile to one side of the board. Next, group all the hex tiles into six different stacks and set them to the side of the board opposite of the Savvy deck.



HEX TOKENS

Hex Tokens represent the curses that players cast on the stormy sea. There are two symbols on each of the six types of tokens, making for twelve symbols total. The first player to connect six symbols of a kind wins. Players receive Hex Tokens by rolling the three Hex Dice all at once.



SAVVIES

Savvies represent the skills and monikers you earn as a storied scalawag. At the beginning of their turn, players choose from 3 Savvies to permanently enhance their play style. Some Savvies limit what your opponent can do and others allow you to accomplish more during your turn – some can even be discarded to make a one-time-only, big splash.

PARTS OF A TURN

There are four phases to each turn:

1. Picking a Savvy
2. Rolling for Hex Tokens
3. Dropping Hex Tokens
4. Passing a Hex Token

Picking a Savvy

At the start of the first player's turn, reveal three Savvies face up next to the Savvy deck. Then, at the start of every player's turn, that player adds one of those Savvies to their arsenal. Whenever a player takes a Savvy, reveal another from the deck. There should always be three Savvies to choose from.



Rolling for Hex Tokens

After choosing a Savvy, roll all 3 Hex dice at the same time. Then, take three Hex Tokens equal to the symbols rolled. If a player rolls a Hex Token that is all gone, the player instead takes a Hex Token of their choice.

Dropping Hex Tokens

After rolling for Hex Tokens, you get to drop two of them on the board. You can drop Hex Tokens with either side facing up, but you can only drop Hex Tokens on empty spaces.

Flipping – Whenever you drop a Hex Token, all adjacent Tokens flip upside-down. In the example to the right, when the Bomb is dropped inside the ring of Suns, every Sun flips to become a Moon, but the Clouds do not flip because they are not adjacent to the Bomb.

Passing a Hex Token

Once you have dropped 2 Hex Tokens, pass one of the Hex Tokens you haven't dropped to the next Player. Each turn, you will have more Hex Tokens to choose from because the Player behind you will pass their unused Hex Tokens to you.



HOW TO WIN

The game ends when a player connects six Hex Tokens showing the same symbol. Hex Tokens don't have to be in a row for you to win. Below are some examples of winning connections.



SHIFTING & TWISTING

On some Savvies, you will find the terms 'shift' and 'twist'. These are how Hex Tokens that are already on the board change position.

Shifting

To shift, move a Hex Token to any of the six spaces surrounding it. If a Hex Token is shifted to a space already occupied by another Hex Token, all Hex Tokens in that direction also move. In this example, when the Anchor is shifted upwards, the three Waves are also shifted above it. A Hex Token cannot be shifted in a direction that would push other Hex Tokens off the board.



Twisting

Twisting is like shifting, but instead of the chosen Hex Token moving, every other Hex Token surrounding it moves. In this example, when the Anchor is twisted counterclockwise, the three Waves adjacent to the Anchor move around it. Twisting can move Hex Tokens one space clockwise or counterclockwise, but can't move them off the board.



CREDITS

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