



HEXAPOD

The Curious Pastime of Entomology

BETA RULE BOOK



A GAME BY MIKE KAY

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SETUP

Each player takes a *Display Case* board and places it in front of them along with three *Coins*.

Next remove the *Spider card* from the deck and then shuffle. Draw eight cards face down and shuffle the *Spider* into them before placing these nine cards aside.

Split the deck into three equal face down stacks of eleven cards. Then take the nine cards and place three of these cards on top of each of the three stacks.

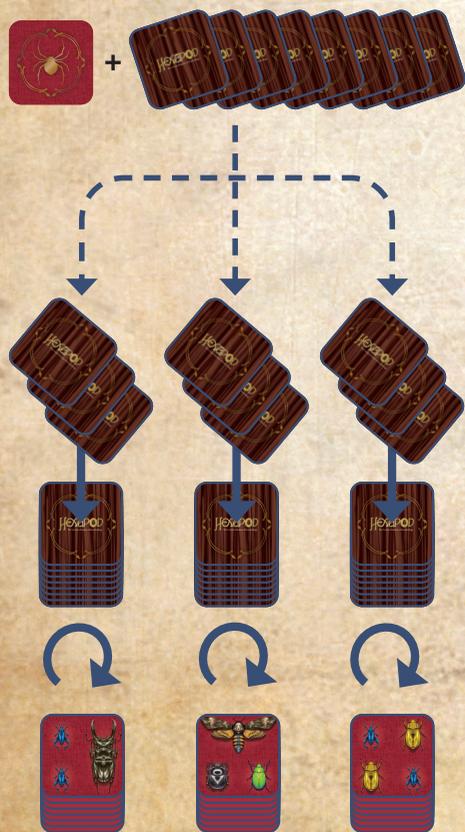
Once this is done flip the stacks so that they are face up. The *Spider card* will now be in the bottom three cards of one of these stacks, but we don't know which one.

The player who is best with spiders goes first. They chose the top card of one pile and take it to make their starting hand. The second player does the same, and then the first player takes the first turn.

PLAYING THE GAME

On their turn a player can do one of three things.

1. Draw and play a card
2. Spend a coin
3. Pass



1. Draw and play a card:

The player chooses and takes the top card of one stack and adds it to their hand.

They then take one of the two cards from their hand and place it on their display board adhering to the following rules.

All insects must be facing forwards. Cards cannot be rotated.

At least one insect on the card played must directly cover an insect of the same kind on a card already in the display case. The card may cover other insects as well, but must fulfil this first criteria. (Your first card is exempt from this.)

Black Dung Beetles: *Black Dung Beetles* cannot be covered indirectly. They can only be covered by another *Dung Beetle*. So be very careful where you place a *Dung Beetle* as they are there for good!

Stag Beetles and *Moths* cannot be partially covered. They can be directly covered with another *Stag* or *Moth*, or indirectly covered as the result of another match, but only if they are covered entirely in one go. You can't have half a *Moth* in your case, that would just look silly.

2. Spend a Coin:

If there are no cards available on top of the stacks that suit a player's needs, they may wish to spend one of their three *Coins*. This enables them to

move the top card of one stack and place it on top of another stack, revealing a new card. They may then Draw and Play as normal, or end their turn without drawing and playing. You cannot play a card without drawing one, because then you wouldn't have a hand.

3. Pass:

In the event that a player can't or won't draw and play, and or they are out of *Coins* to spend they may choose to or be forced to Pass. At this point they are out of the game immediately. Their opponent continues to take turns until they also choose to Pass or the *Spider* is revealed.

Note: If there are no cards that you want to play, there's a good chance there are no cards your opponent will want either, so they may not get much further.

ENDING THE GAME

The game ends in one of two ways. When either, both players Pass or the *Spider* card is revealed.

When the *Spider* card is revealed, either by a player drawing a card or moving one with a *Coin*, the game enters its final phase. The player whose turn it is finishes their turn as normal, then their opponent takes a final turn if they so choose.

Even if the *Spider* card is recovered by using a *Coin*, the game still ends and scores are calculated on the score tracker using coins as counters.

SCORING

Each type of insect has a base value but the placement of insects is what determines their score.

Blue, Green and Gold beetles:



Blue
1 point



Gold
3 point



Green
2 point

These beetles only score if they are in rows and columns of two or more of the same type. A lone beetle of these types is worth nothing.

Note: A beetle can be in both a row and a column at the same time and so score twice.

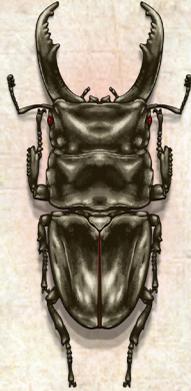


Dung beetles always score zero regardless of their position.

Unspent coins are worth 2 points each.



Stag Beetles and **Moths** are worth 5 points each, they do not need to be combined with other insects.



Red Leaf Beetles:

A couple of leaf beetles is worth 1 point on its own. It also gives an additional point for every adjacent pair of leaf beetles, including diagonals. So two pairs next to each other are worth 2 points each, one for themselves and one for their neighbour.



SCORING EXAMPLE

In this example layout the insects score as follows.

Blue scores; 2 points for column **A** and 2 points for row **B**, for **4 points**

Green scores; 6 points for row **C**, 4 points for row **D**, 4 points for column **E** and 4 points for column **F**, giving **18 points**

Gold has no rows or columns of 2 or more so **0 points**

The **Red** beetles in **H** score 1 point each, plus 1 point each for having a red neighbour, giving **4 points**

The **2 Moths** in **G** and **Stag Beetle J** score **5 points** each for **15 points**

The **Black** beetle in **K** gives **0 points**

This player also has **2 Coins** remaining worth **2 points** each for **4 points**



Total: 45 points

PLAY EXAMPLE

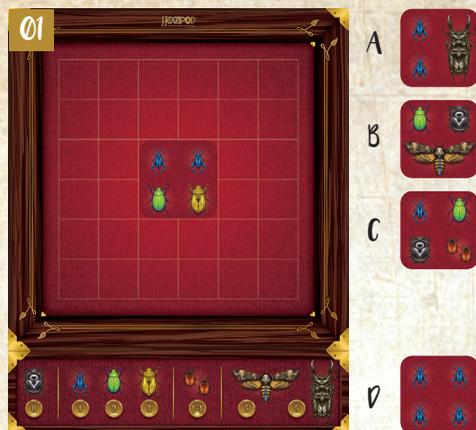
When choosing what card to play it is important to not just look at the points value of the insects it has, but also to plan ahead and consider what can be played after it. Always try to keep your options open.

In the following example Catherine has played her first card in the centre of her board, (fig.01) she has one card in hand and three to choose from;

She could take **A** into her hand and play it straight away, gaining **5 points** for the *Stag Beetle*. (fig.02)

This would then allow her to play **V** on her next turn creating an impressive block of *Blues Beetles* worth **12 points**. (fig.03)

However it would also leave a *Stag Beetle* in an awkward position making it very hard to play into the top right corner from here on in.



Alternatively she could play **V** first and then **A**. Whilst this only gets her **10 points** for her *Blue Beetles* it gives her more options to expand on her arrangement and keeps the *Stag Beetle* neatly tucked away in the corner. (fig.04)



On her next turn cards **B** and **C** have not changed, there is a new card **E** that has been revealed and she has a new card in her hand.

She chooses and plays **C** first. (fig.05)

Note that **C** has a *Dung Beetle* on it. *Dung Beetles* cannot ever be covered by a different colour beetle so at first this might seem like a bad move.

However, on her next turn she plays **B**, placing another *Dung Beetle* over the one from **C** allowing her to tuck a *Moth* worth **5 points** into the bottom left corner. (fig.06)

Next she plays **E**, (fig.07) which scores very little on its own, but it paves the way for placing **F**.

The matching *Blue* on the top right of this card enables her to cover the *Blue* below it with a *Green*.



This connects the two *Greens* that had been on there own previously and creates a group that will score her **12 points**. (fig.08)





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