

WHAT THE HEX?

Ages 8 and up

2 or 4 players

20 to 30 minutes

Includes four bags of hexagonal game tiles. Each with 2 STOPPER tiles, 2 WILD tiles and 18 hexagonal game tiles, and a bag of 50 coins.

Object of the game is to have the most coins at the end of the game.

The end of the game happens when all Goals have been captured or when a player runs out of Hex game tiles. Play continues to allow any other players in that round to get an equal turn.

Each player starts by being given coins: (6) 1 value coins.

The game begins with the die is rolled by each player to determine who starts the game. The highest roll of the die is the official starter and play will go clockwise. Each player reaches into their tile bag and pulls out three tiles, which they do not show to anyone.

The official starter takes the Start Hex game tile and places it in the starting space on the game board. How the tile is placed should be thought out by the official starter to see what can be played best. The connecting value from their Hex game tile to the Starting Hex game tile is the amount that they must pay the bank, since the bank owns the Starting Hex game tile. This is why placement of the Starting Hex game tile is important, because it determines the amount that the player has to pay and also sets up what his opponents will have to pay him based on which tile he places and which tile they place.

To place a tile, you must match the hexagon side value with an identical valued side on the tile that you are trying to connect to. Upon placement, you must pay the value for the amount of the side that you are connecting to the player that you are connecting to. To end your play for the round, pull out another Hex game tile from your bag of tiles so that you have 3 tiles in your hand and are ready for the next round of play.

Each tile is a hexagon shape with a number from ranging from 1 to 6 along each of its 6 sides. These numbers are values to match for placement and cost of placement. Tiles may also be a "WILD" Hex Tile or a "STOPPER" Hex tile.

The tiles in your hand are not to be shown to other players until you play the tile.



WILD

WILD Hex game tiles can be used to match any tiles and when playing a WILD Hex game tile, you must pay the amount of connection to whomever you are connecting, just like when you play a regular Hex game tile. Whoever connects to the WILD Hex game tile must pay the amount of the value on the tile side that they are connecting to the WILD Hex game tile.



Stoppers

Stoppers are tiles that stop the play for the tile that they are placed upon. They may be placed upon a tile that another player has already played or upon an unplayed tile that is adjoining already played tiles. This means that no further placements to the selected tile can occur.

Tile Swapping

Tile swapping is allowed for your turn for a cost of 1 coin. When a player swaps, he or she is swapping all three of their Hex game tiles for three new tiles. The process for swapping means taking all three of the players tiles to be swapped and placing them back in their tile bag with the remaining unplayed tiles and then mixing the tiles up in the bag before selecting three new tiles from the bag. A swap is a complete turn. You may not place on this turn if you have performed a swap.

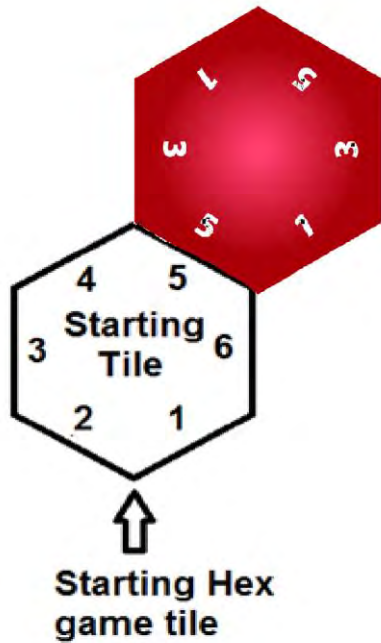
Passing

Players should maintain 3 Hex game tiles in their hand during the game. You may pass your turn if you so choose. Passing your turn allows you to collect 1 coin from the bank. This completes your turn for this round. Passing may occur when a player doesn't have enough coins to connect a tile to a tile on the board or when the player doesn't want to use the tiles currently in their hand, but doesn't want to Tile Swap.

Once you select a tile from your hand and place it on the board, you may not move or change the tile.

Goal Tiles and the Assist Zone

There are reward coins for reaching those marked tiles first. The Goal Tiles are marked with a Black Hex tile on the board. The colored Hex tiles surrounding the Black Reward Hex tiles are the Assist Zone and you get the listed number of coins when you are able to place a Hex game tile upon one those Hex tiles.



Player 1 places a game tile to the starting tile and must pay 5 coins back to the bank for connecting with a 5.

STOPPER
Hex Game Tile



WILD
Hex Game Tile



Goal and Assist Zone - The first to land in the Assist Zone collects the Assist Coins unless it is a STOPPER, then the next Player that places a nonSTOPPER Hex game tile will collect.



Only the first tile in each Assist Zone gets the Assist Tile Bonus. If a Stopper Hex game tile is played in the Assist Zone, no Assist reward is given to the player of the Stopper, but instead, the next player to make it to that Assist Zone would be considered the first and therefore eligible to collect the reward coins.

End of the Game

The game ends when the last of the three Goals has been captured or when a player runs out of Hex Game tiles to play. Any player not having played in that round will get the chance to play.

Winner

The winner is the player with the most coins at the end of the game or the player who with the most coins when the Hex Game Tiles run out. Any remaining tiles in a player's hand or tile bag are counted against the player's final total as minus 1 per tile leftover.