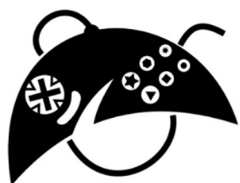




HEX



CiaNCI Studio

Summary

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About the game:

For 2 to 4 players.

Composed of:

- A hexagonal board, with a side of 7 hexagonal spaces.
- 4 Totems.
- 100 hexagonal pieces, 25 of each totem.
- 2 dices of 6 sides each.
-

Objective:

The objective of the game is to eliminate the opponents' totem, for this the player must touch the totem with one of his pieces or with his own totem.

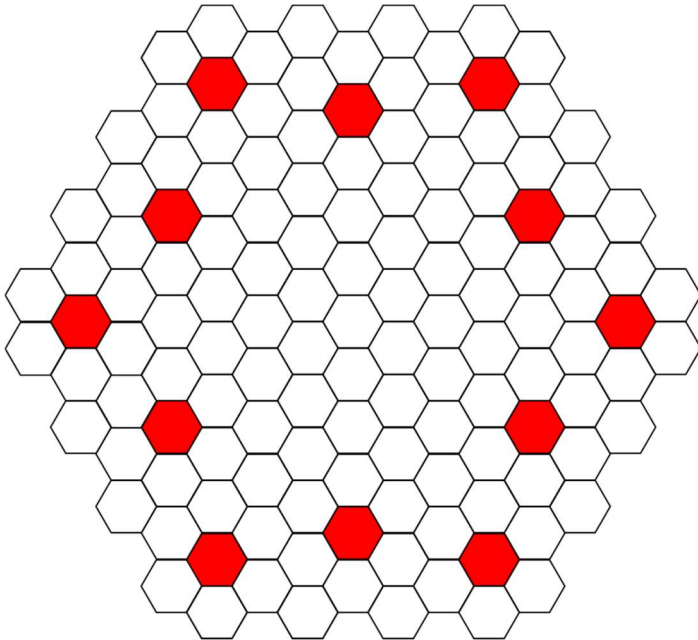
Glossary:

- a. Totem: The player's main piece.
- b. Pieces on the board: Active pieces.
- c. Eliminated Pieces: Pieces out of play, with no possibility of return.

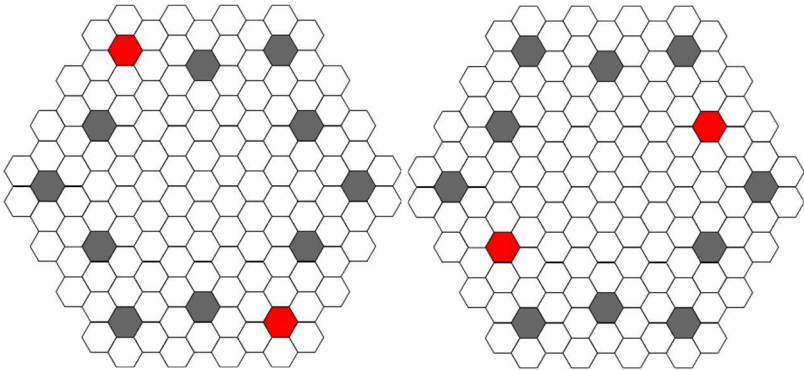
- d. Pieces in the reserve: Pieces that can still enter the game.

Preparation:

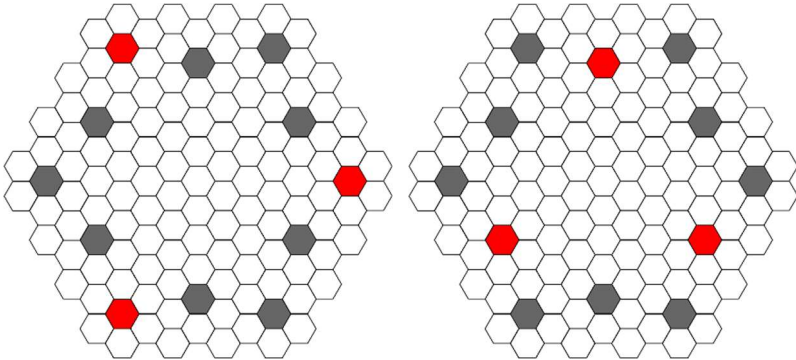
1. Each player must choose a totem.
2. To define who starts, players must roll one die each, the player with the highest number must choose their starting point, in the hexagons highlighted on the board:



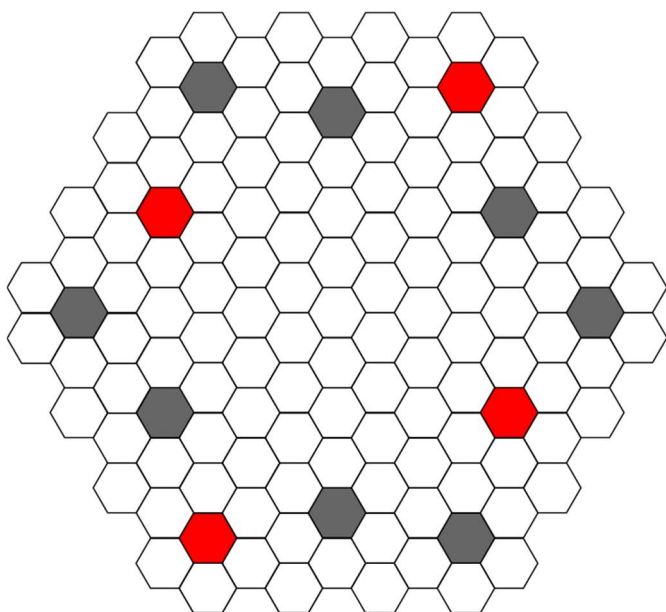
- a. For 2 players, the second player must place his totem in the opposite highlighted space (the farthest one) from the one chosen by the first player.



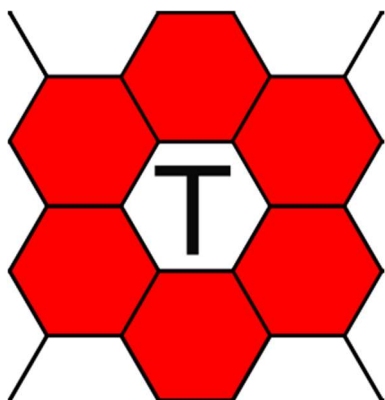
- b. For 3 players, the following players must choose in order the points furthest from each other, on the sides or corners Ex.:



- c. For 4 players, the following players must choose in order the points farthest from each other following the following pattern, 2 in the corners and 2 on the sides:



3. After placing the totem, each player must receive 6 pieces and place them in the spaces adjacent to their totem:



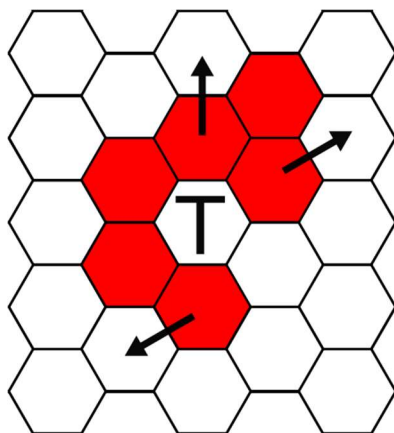
Dices:

1. Each player at the start of their turn must roll 2 dice.
2. Soon after, he can choose whether to use both or discard one of them.
3. The player must use all the points of the dice (except for the discarded dice or in the case of exchange, which will be detailed below).

4. If the player obtains 10 or more points or both dices with the same number, he can choose to add a piece to the board, it must be placed in a free space adjacent to the totem, and his move ends without moving.
5. If you get 12 points, you can use these points as you wish and roll the dice again.

Movements:

1. A piece can only move to spaces adjacent to other pieces of the same player or adjacent to the player's totem.



2. A move can never result in a disconnection with the totem.
3. Each square is equivalent to one point obtained on the dices.
4. The player can distribute the points obtained from the dices over as many pieces as he wishes.
5. A piece cannot move to a space that it just occupied on the same turn, but another piece can occupy that space on the same move.
6. After finishing its move, a piece cannot move again in the same move.
7. If it is the only piece with the possibility of moving, it must move until the points obtained from the dice are exhausted.
8. All pieces must always be connected directly or indirectly with the totem pole of the same color.

Elimination of pieces:

1. The elimination of a piece including the totem occurs when an enemy piece finishes its movement in a space adjacent to yours.
2. If as a result of the elimination of a piece, one or more pieces become disconnected from the totem, these will also be eliminated.
3. If the enemy piece is adjacent to more than one piece, the eliminated piece will be the farthest from the totem of the same color, if the pieces are at the same distance the attacking player chooses the piece to be eliminated.
4. The exception to the previous rule is the totem that if it is touched by an enemy piece regardless of the other pieces it will be eliminated, removing the player who owns this totem from the game.

5. If by chance at the beginning of a player's move there are pieces of different colors adjacent to his own, it will not be eliminated, the elimination only occurs at the end of a move.
6. A eliminated piece cannot be re-played.
7. If there are no pieces other than the totem on the board, the totem is prevented from moving and the player must pass if he does not get enough points to add a new piece or does not have more pieces in the reserve.

End of the game:

- a. Victory: Occurs when a player is the only one with a totem pole on the board.
- b. Tie: Occurs when all players with a totem in play have only one piece (in addition to the totem) on the board, and none of the players have more pieces in the reserve.

About:

- a. Game Designer: Kelvys B.
- b. Board Game by CiaNCI Studio.
- c. Year 2024.
- d. <https://ciancistudio.itch.io>