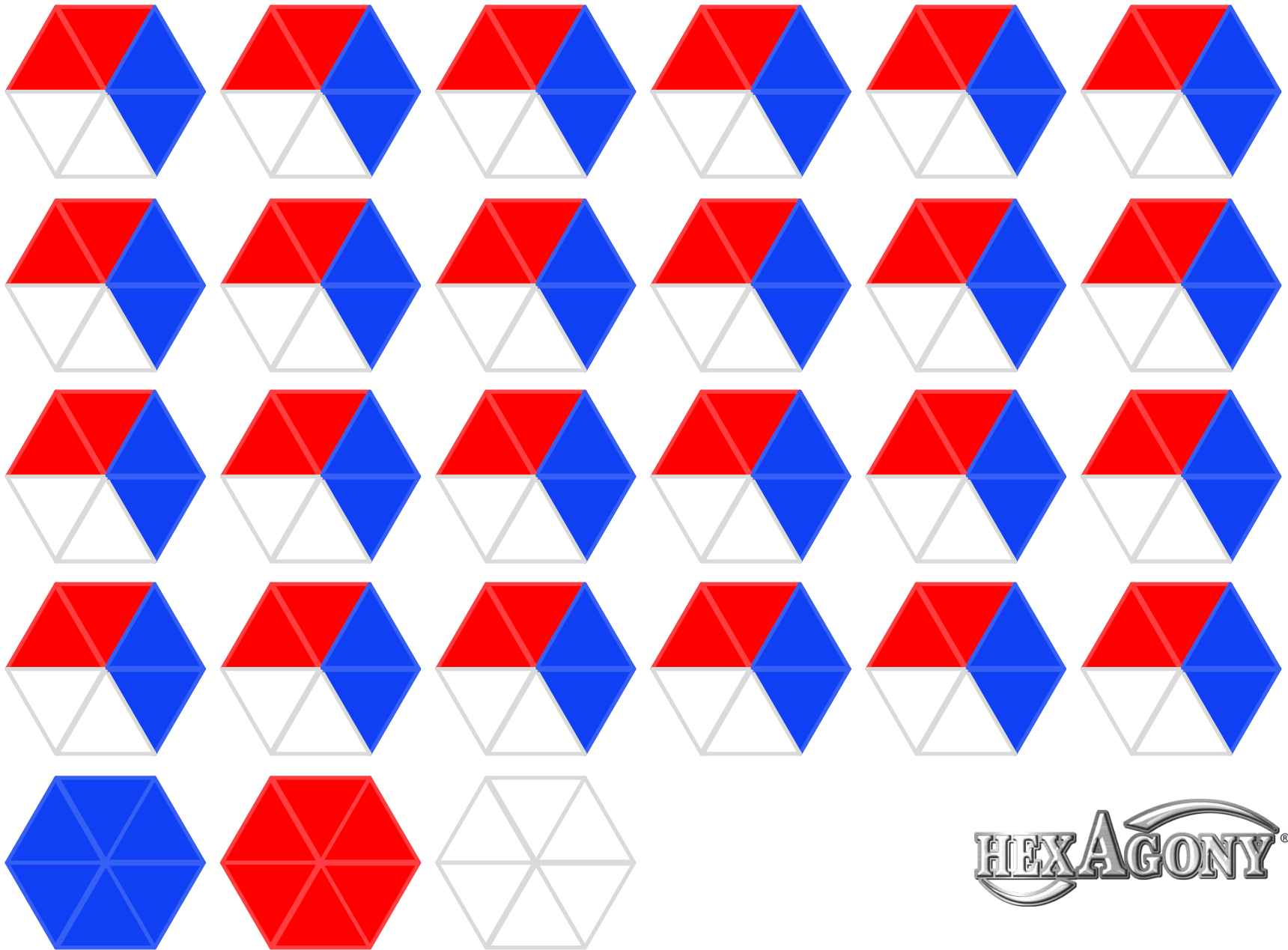
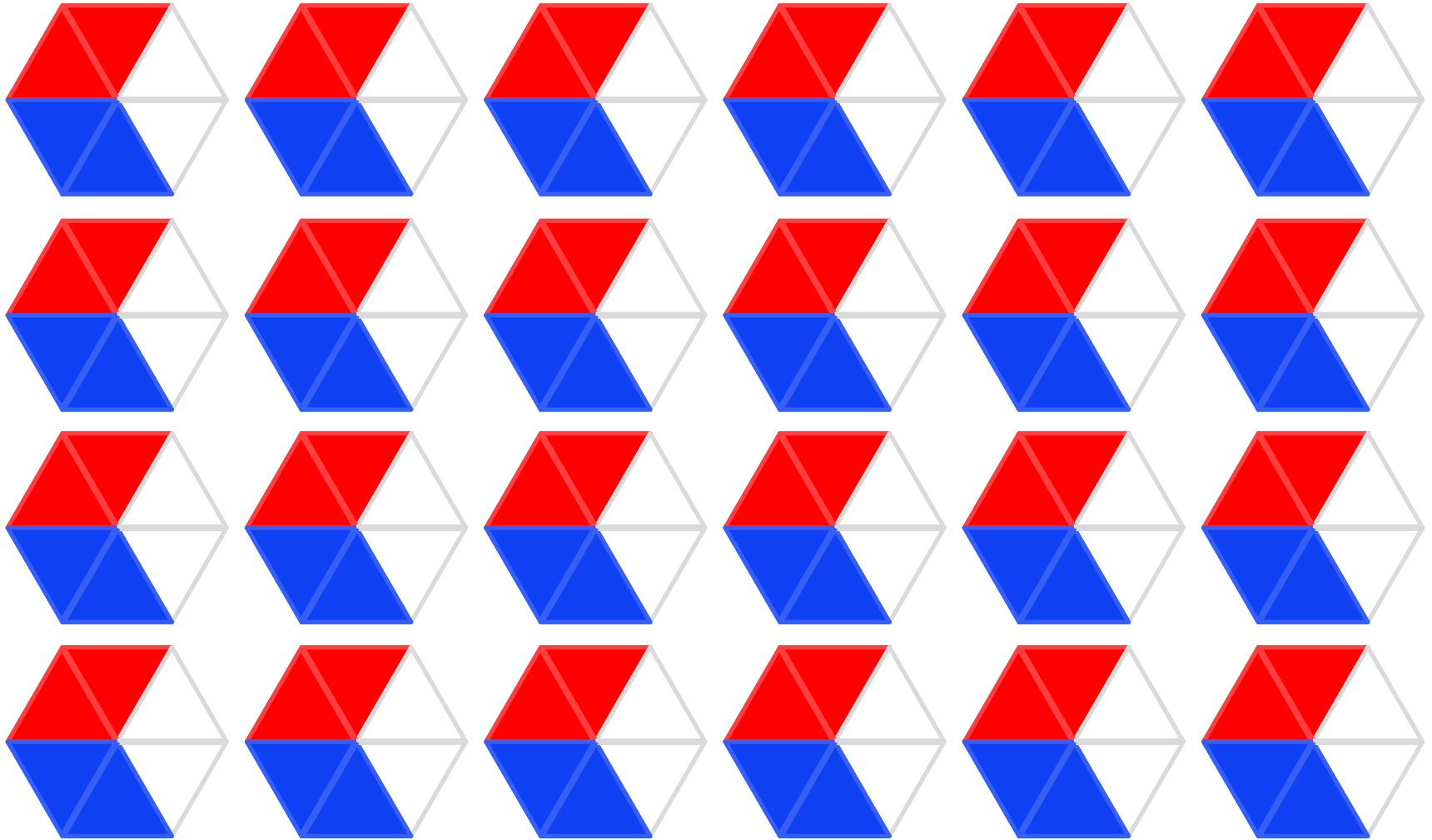




Print and Play



HEXAGONY[®]





INSTRUCTIONS

Number of Players: 2 - 3

Age Group: 8 years to adult

Playing Time: 15 - 30 minutes

COMPONENTS:

48 multicoloured tiles, 1 x red, 1 x blue, 1 x white tile

OBJECT OF THE GAME:

Make as many hexagons in your chosen colour as possible, while trying to prevent your opponent(s) from making hexagons in their chosen colour. At the end of the game the player with the most completed hexagons is the winner.

GETTING STARTED:

Players select either the red, white or blue tile to be their chosen colour. If a player chooses red, their objective is to make red hexagons. The 48 multicoloured tiles are mixed up and then divided equally among the players.

For a 2-player game each player selects 24 tiles, and for a 3-player game each player selects 16 tiles.

The multicoloured tiles have two different colour patterns. Players may find it useful to separate their tiles into piles depending on the pattern.

PLAYING THE GAME:

Decide on who is going to start the game, and that person places their first tile on the table.

On your turn, place a tile so that your chosen colour connects to the same colour on a tile that has already been played.

RULES OF POSITIONING AND PLAY:

The first tile to be played must be one of the multicoloured tiles. Play then continues in a clockwise direction.

Players position their tile so that their chosen colour connects to the same colour on a tile that has already been played.

For example: If a player has chosen to make red hexagons, they must place their tile against a red section of an existing tile. (See Figure 1)

When a tile touches multiple sides of tiles already in play, then all colours on the sides that touch must be the same. (See Figure 2)

Blocking moves may be achieved by placing tiles that prevent opponents from making a valid move. (See Figure 3)

If a player cannot make a valid move, play passes to the next player.

Play continues until all tiles have been used, or until no more valid moves are possible.

SCORING AND WINNING:

One point is awarded per completed hexagon. (See Figure 4)

A bonus point is awarded if a solid colour tile is surrounded on all sides by tiles of the same colour, scoring 4 points in total. (See Figure 5)

The winner is the player with the most completed hexagons at the end of the game.

In the event of a draw, if a player has scored a bonus point they are declared the winner.

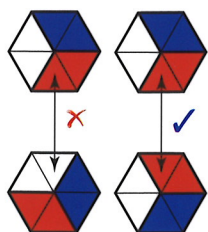


Figure 1

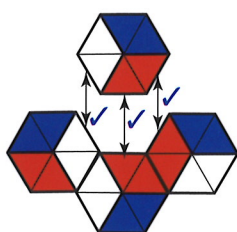


Figure 2

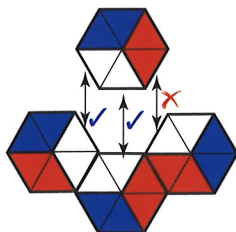


Figure 3

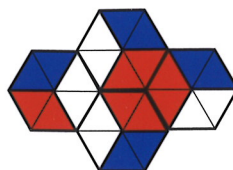


Figure 4

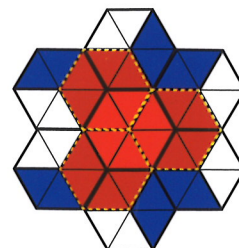


Figure 5