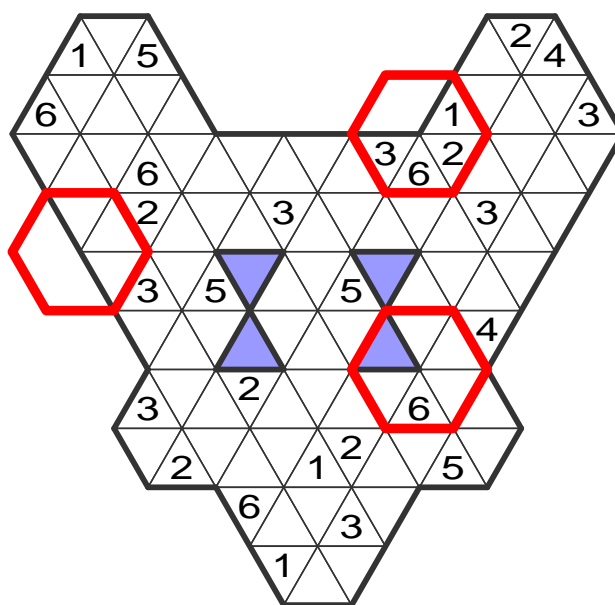# X-A-GO® *Game rules* *EN - 1*

Normal regions

Partial regions

The grids of the X-A-GO game are assemblies
of hexagonal regions divided in six triangular cells.
These grids have different shapes and sizes,
from a tenth to some hundreds cells.

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The hexagonal regions are named as normals,
and each one must be completed in order to contain
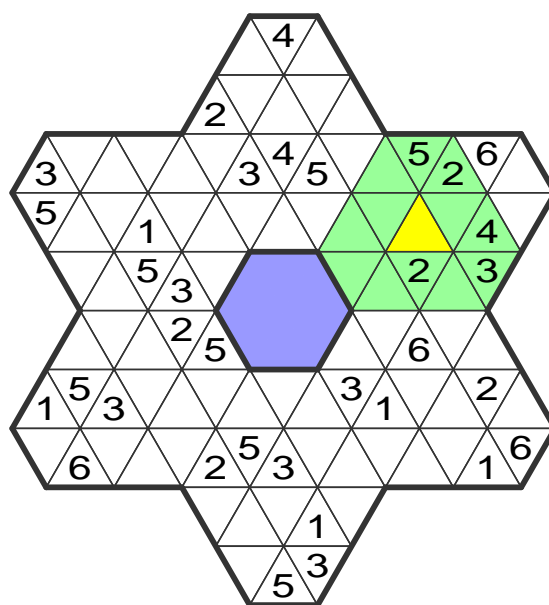one time each digit from 1 to 6.

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On the internal or external edges, some groups of cells
look like incomplete hexagons (from three to five cells).
These groups are partial regions and each one
must be completed in order to contain digits
choosen within 1 to 6, without any double.

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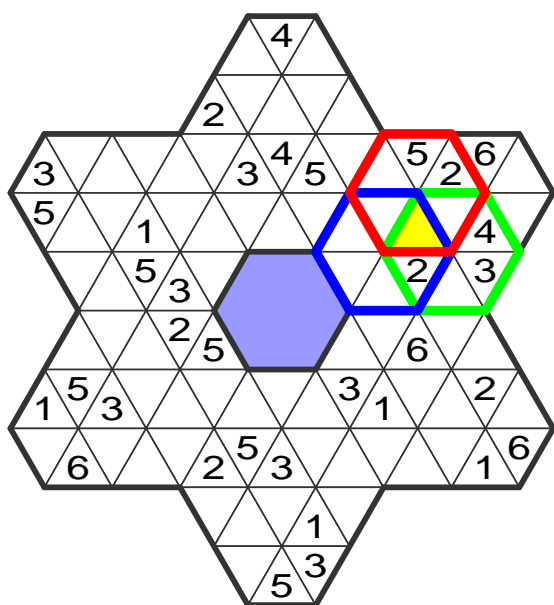
(1)

(2)

Observations:

*In the image (1) the yellow cell belongs to
the blue, green and red normal regions.
The cells of these three regions are
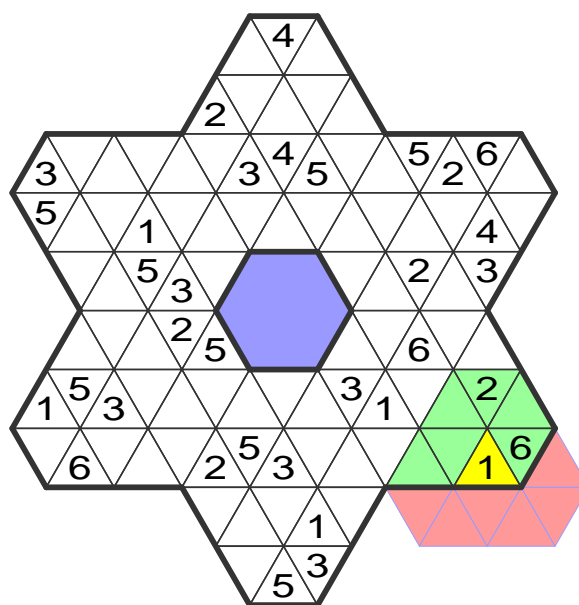neighbours of the yellow cell.*

-

*In the image (2) we retrieve the yellow cell
and it's twelve neighbour cells.
The yellow cell can't receive any of the digits
already present in the green cells,
and the digit that will be placed in the yellow cell
would not be placed in any green cell.*

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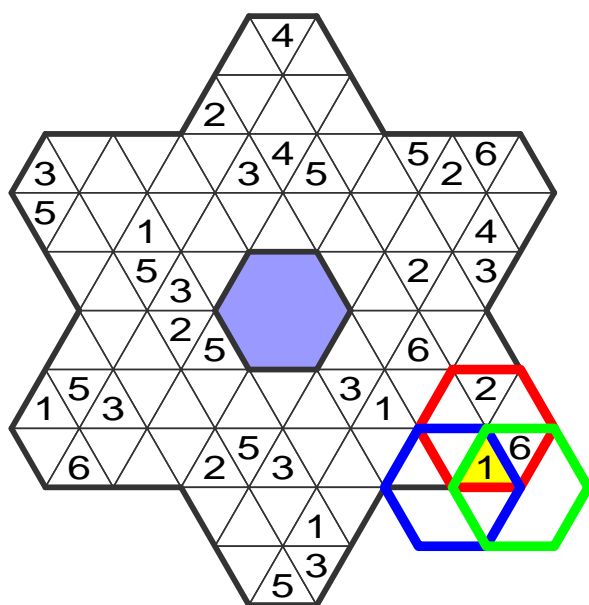
(3)

(4)

Observations:

In the image (3) the yellow cell belongs to the blue, green and red regions.
But the blue and green regions being partial ones, the yellow cell does own only six neighbour cells that appear in green coulour in the image (4), while the place of the missing cells is couloured in red.
-
The yellow cell can't receive any of the digits already present in the green cells, and the digit that will be placed in the yellow cell would not be placed in any green cell.

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