# Hexone

*A strategy game for 2 players, 10 years old and more*

*By properly placing your pawns,*
*You will generate chain reactions*
*That will destroy all your opponent's pawns!*
*Except if the opposite happens...*

## Goal of the game
Remove all of your opponent's pawns.

## Game components
- A 19-hexagons boardgame
  - a  7-hexagons central boardgame
  - 12 external hexagonal tiles are double-sided, white / gray, and removable
- 35 pawns, one side blue, the other side red.

## Game preparation
Put the 12 removable tiles, white side up, around the 7-hexagons central boardgame, so that the 6 removable tiles with an arrow are in the axis from the center, as shown in the diagram beside :
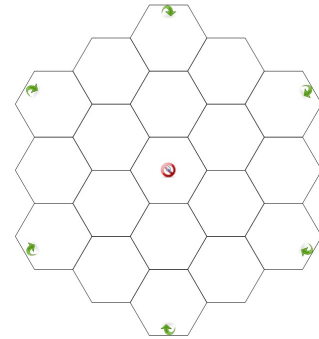
## Game mechanism
The player who starts the game is randomly determined.
The first player places one pawn of his color on an hexagon he chooses on the first circle (the circle of 6 hexagons around the central hexagon).
The opponent places a pawn of his color on another hexagon of the first circle.

From now on, each player will place a pawn of his color on his game turn by applying the following rules:
- a player cannot place a pawn on the central hexagon,
- a player cannot place a pawn on an hexagon on which there is already 1 or 2 opponent's pawn,
- a player can place a pawn on an empty hexagon if it touches an hexagon on which he already has 1 or 2 pawns,
- a player can place a pawn on an hexagon on which he already has 1 or 2 pawns.
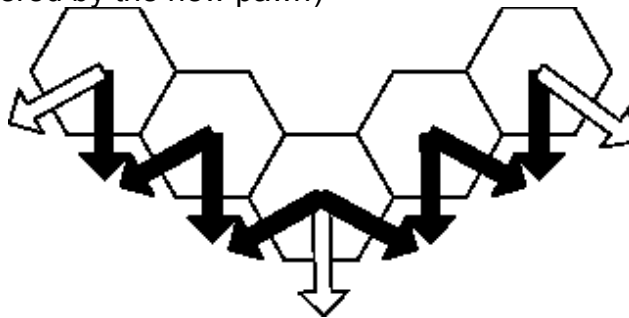
## Explosion
If, at the end of his turn, a player has 3 pawns on the same hexagon, an explosion happens: the 3 pawns are distributed in a Y shape on contiguous hexagons, and pawns that may have been on covered hexagons before the explosion now belong to the player.

- Y distribution: there are 6 hexagons around an hexagon, the 3 pawns are distributed on 3 touching hexagons that don't touch each other
- There are 2 ways to distribute the 3 pawns in a Y shape, the player selects the one he prefers:

or
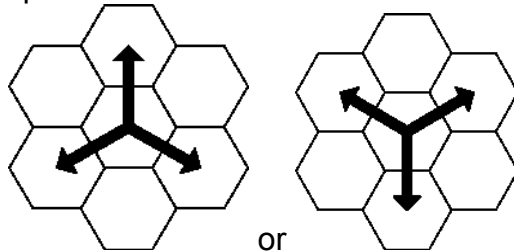
- It is authorized that, after an explosion, one or several pawns are placed on the central hexagon (only placing directly a pawn on the central hexagon is forbidden)
- If, after an explosion, pawns go out of the board, there are lost. The only exception is a pawn going out of the board by one of the 6 "peak" hexagons, in straight line from the center: the pawn must then be placed on the central hexagon, with the same rules as for an explosion on a touching hexagon (pawns that may have been on the central hexagon prior to the explosion now belong to the player, covered by the new pawn)

*Black arrows show pawns that go out and are lost.*
*White arrows show pawns that go back to the central hexagon.*

## *Chain reaction: successive explosions*

It is possible (and it is even the good way to win!) that, after this first explosion, other hexagons have 3 pawns or more of the player's color. The player must proceed with the explosions until there is no more hexagon with 3 pawns or more, or until there is no more pawn from the opponent (he has won in this case!).

1 – The player must start with one of the hexagons having the most pawns on it (it is possible that there is 4 pawns on the same hexagon).

*Explosion for an hexagon with 4 pawns on it* : 3 pawns explode in a Y shape as usual, the 4th pawn remains on the hexagon.

2 – After each explosion, if there are still possible explosions and pawns from the opponent, go back to step 1!

<u>Reminder</u>: although it is forbidden to place a pawn on the central hexagon, it is possible that, after an explosion, there is one or more pawns on the central hexagon. If there are 3 pawns or more on the central hexagon, the player must handle the explosion on this hexagon in the same way as with another hexagon.

## *Explosion on external removable tiles*

If an explosion occurs on an external removable hexagonal tile, the player sets his pawns according to the usual rules, then:

- if the tile on which the explosion occurred was on the white side, he turns it to the gray side,
- if the tile was on the gray side, he removes the tile, it is not possible to place pawns on this tile until the end of the game.
(if the tile must be removed on a 4-pawn explosion, the fourth pawn that usually remains on the tile is instead removed from the board)

*Example of a board during a game:*
*there has already been 1 explosion on the 3 gray tiles*
*there has been 2 explosions on the 2 removed tiles*
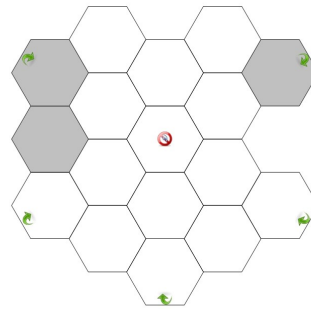
## *End of the game*

The game ends when a player has no pawn left on the board. His opponent is the winner!

## *Counting points*

The winner adds all the figures visible on the tiles remaining at the end of the game. Values are as follows:

- 7 points for the 7 central hexagons (1 point by hexagon)
- 4 additional points for each removable tile with an arrow on the white side
- 3 additional points for each removable tile without an arrow on the white side
- 2 additional points for each removable tile with an arrow on the gray side
- 1 additional point for each removable tile without an arrow on the gray side
- (no point for removed tiles)

*Counting point example using diagram above:36 points*
- *7 points*
- *+ 4 points x 3 tiles (12 points)*
- *+ 3 points x 4 tiles (12 points)*
- *+ 2 points x 2 tiles (4 points)*
- *+ 1 point x 1 tile (1 point)*
- *(+ 0 point x 2 tiles) (0 point)*

Minimal score for a win is 7 points, and maximal score is 43 points.