

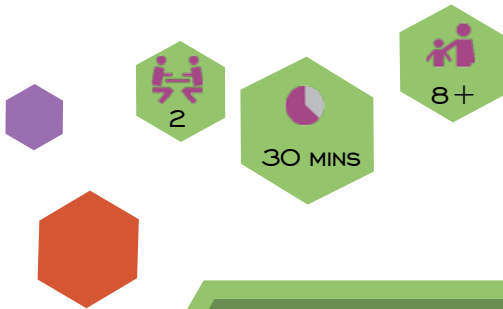
HEXAGON

OBJECT OF THE GAME

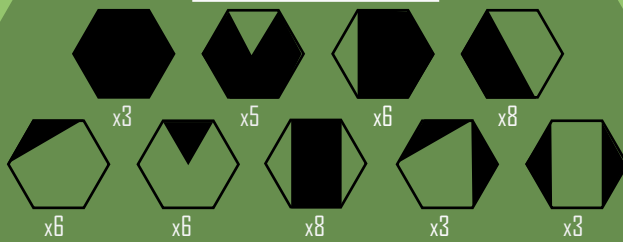
- The first one who achieves the task wins.
- If the deck runs out, the one captures more strategic points (A/B/C/D) wins.
- If no one captures any points or the same number of strategic points are captured, the one with longer path wins.
- Otherwise, game is a draw.

THE PLAY

1. Player draws one task card, and keeps it only to yourself.
2. Then, each player will be dealt with 5 cards to start with.
3. Each turn, player can draw 1 card, and keep maximum 7 cards in hand when turn ends.
4. During a turn, player can use multiple special cards but only one standard card, or he can skip the turn.
5. Player can connect the pieces on the map as long as the shadowed side touched together.
6. Achieve your task while hindering your opponent.



THE PACK Standard Pieces



Special Pieces

- Draw 2 cards x4
- Remove 1 card from the map x5
- Play 2 cards in a turn x3
- Skip your opponent's turn x3
- Take a card from your opponent x4

Task Cards

- Connect A-B
- Connect A-C
- Connect A-D
- Connect B-C
- Connect B-D
- Connect C-D

The Map

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THE DEAL

- Any player shuffles the pack deals 5 cards, one at a time to each player.
- For each turn, player can draw one card from the deck.