



HexConnect – A Game of Possibilities...

Part puzzle, part art & design toy – HexConnect is a fun and social tile game for 2 or 6 players.

HexConnect is easy to play – simply place your HexTiles as efficiently as possible – the more edges you match – the more points you score!

Clear off a table, grab some friends, and see what shapes and patterns emerge!

The game is easy to play, but the strategy can get pretty complex.

While the game is designed for adults, parents playing with children might want to pay close attention to make sure that children follow the matching rules.

How to Play HexConnect

Object: Strategically place HexTiles to score the most points.

Number of Players: 2 to 6

Playing Time: 90-120 minutes

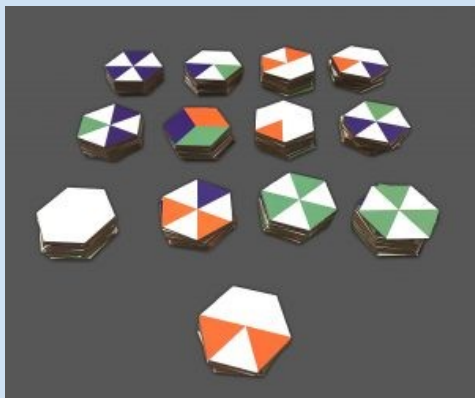
Age Group: 12+

Components: Box (with scoreboard on the bottom), 18 pawns (6 colors / 3 each) for the scoreboard, Bag, Instructions & 128 HexTiles

You will also need a large (around 3' x 3') playing surface.

First Time Setup:

The HexTiles are laser cut and need to be carefully punched out. They will have a slight amount of soot around the edges, which can easily be wiped off; and will have a campfire smell for about a week after you open them.



Game Setup: Each player picks a color and using the 3 pawns of that color sets their score to 0 using the scoreboard on the bottom of the box by placing their pawns on the 000 in the 100s, 00 in the 10s, and 0 in the 1s.

	000	100	200	
00	10	20	30	40
50	60	70	80	90
0	1	2	3	4
5	6	7	8	9

Alternatively, you could also use pen and paper to keep score instead of using the scoreboard and pawns.

Place all the HexTiles in the bag and shake well!

Play

Players take turns clockwise around the table.

Each turn is comprised of 3 steps.

1. Select a HexTile from the bag
2. Place the HexTile
3. Score points

1 - Select a HexTile from the bag

- Shake the HexTiles in the bag
- Don't look!
- Pull a HexTile from the bag
- Now look at your HexTile.
- You should show everyone what you picked

Remember all HexTiles are double sided!

2 - Place the HexTile

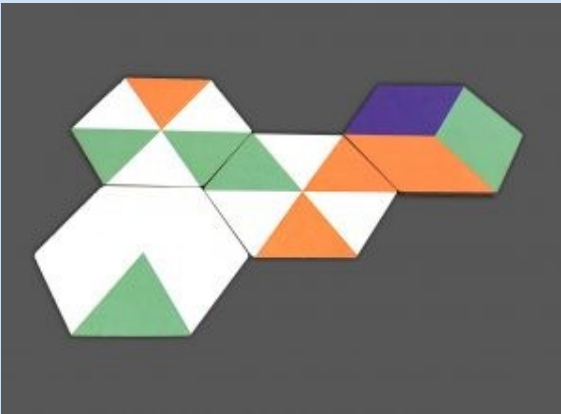
For a move to be valid: At least one edge of the HexTile you are placing must touch one edge of the HexTiles on the table. (Except for the very first HexTile this is just placed in the center of the table).

All edges that touch - must match. That is:

- White to White
- Green to Green
- Orange to Orange
- Purple to Purple

In the very unlikely case that you can't place your HexTile (and everyone else gets to double check first that this is true), simply place the HexTile back in the bag and select again.

Remember the HexTiles are double sided (and different on both sides)!



Properly placed HexTiles

3 - Score points

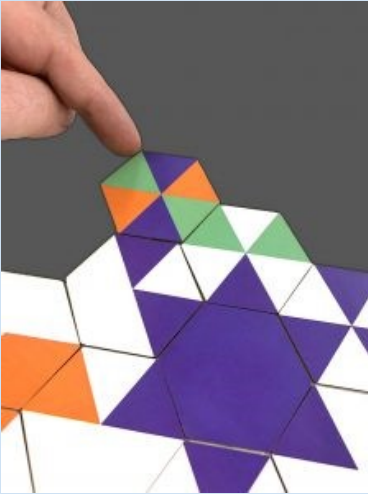
There are several ways to score points.

1. Score one point for each matched edge, but **only** if you have 3 or more matching edges.



The above scores 3 points (for the matching 3 edges).

2. Score two points for matching 2 edges if neither of them are white.

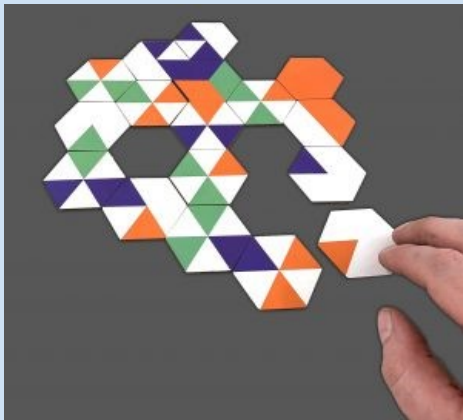


The above scores 2 points (for matching 2 non-white edges)



*The above is a valid move but doesn't score any points because there are **only** 2 matching edges and one of them is white.*

3. Score one point for every enclosed space/gap created.



The above scores 2 points for the 2 spaces/gaps created. However the edges don't score as there are only 2 matching and one of them is white.

4. It is possible to score in both ways on the same turn.



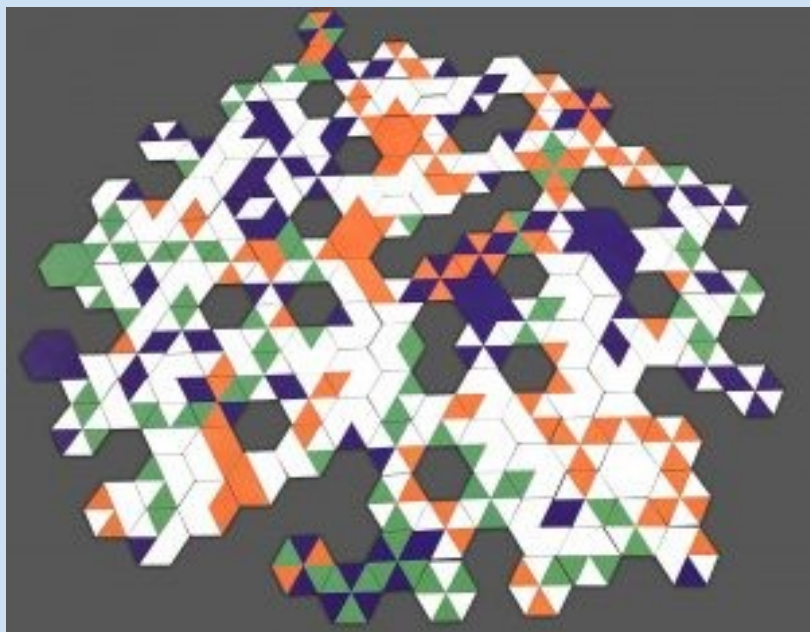
The above scores 4 points. 1 point for the space/gap and 3 points for the 3 matching edges.

Note: A player can only score on their turn!

Ending and Winning the Game

The game ends when all 128 tiles have been placed.

The player with the highest score is the winner!



A completed game!

Edge of Table Rule

A move is only valid if the HexTile can fully stay on the table. However, bringing in another table is allowed.



Art/Design Toy

HexConnect can also be used as a free play art & design toy.

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