

A Game by Malechi

HEXED HEX

A tile-laying, race game
for 2 to 6 players

Players: 2-6

Playing Time: 30-60 minutes

Game Design by Malechi
version 1.0

Contents

This "Print & Play" game includes

- 84 Maze Tiles
- 12 Text Tiles
- 6 Hex Color Cards
- 6 Pawn Tokens
- 1 2-piece Game Board
- 1 Rules Sheet (You're reading it!)

You will need to provide

- Your time

HEXED HEX



Important Printing Note

The tiles and cards in this game have front and back sides. The Materials document has been designed for **Letter** or **A4** paper printing. **DO NOT RESIZE** when printing. Print the Materials document off on double-sided sheets of cardstock then cut out the various pieces using the front as the cutting guide. You may print the pages out as single-sided, and leave the backs blank.

OBJECT OF THIS GAME

Place tiles to help you and hinder your opponent. Find a way through the ever-growing maze without passing through hexed halls. Be the first player to place their **Pawn** on a **Maze Tile** that rests on the **Red Finish Space**.

SETUP

Place the **Play Mat** in the center of the play area. Place one of the 'six-hall' **Maze Tiles** on the **Green Start Space**. Shuffle the remaining **Maze** and **Text Tiles** into a single **Draw Pile** and deal **5 Tiles** to each player. Shuffle the six **Hex Color Cards** and deal one card to each player. The card received represents the color you will play in the game. Randomly choose the first

player. Play continues *clockwise* around the play area. When placing your **pawn** for the first time, the last player places his **Pawn** first on any hall, continuing around the play area *counterclockwise* until all the **Pawns** have been placed. Player's cannot place their **Pawn** on a hall **Hex** of their own color.

PLAYER TURNS

A game round is divided into player turns, during which a player may complete any or all of the following actions one time each:

- Play a Tile
- Move Your Pawn
- Draw a Tile

PLAY A TILE

Playing a Maze Tile:

The current player may choose a **Maze Tile** from his hand and place it onto the play area. A **Maze Tile** must be placed in a *legal position*. A **Maze Tile** must be placed adjacent to at least one **Maze Tile** currently in play. A *legal position* is when the all the halls of the new **Maze Tile** match all halls of **Maze Tiles** currently in

Legal Placement



No Connecting Hall

Legal Placement



play. A *legal position* is when the all the halls of the new **Maze Tile** match all halls of **Maze Tiles** currently in play. The **Maze Tile** played may not close off the maze (*no open hallways remaining*) except when placing a **Maze Tile** on to the **Red Finish Space**.

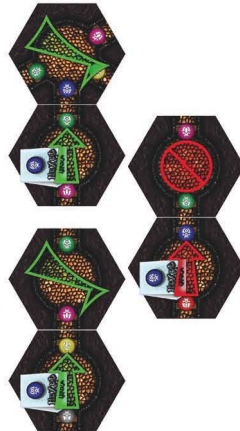
MOVE YOUR PAWN

Playing a Text Tile:
A player may, instead of playing a **Maze Tile**, play a **Text Tile**. Follow the instructions on the **Text Tile** played.

The current player may move his **Pawn**. A **Pawn** may only be moved once to an adjacent **Maze Tile**. The movement must be along a hall where the **Maze Tile** exit is not blocked by a **Hex** that matches the player's color. The player may enter a tile over a **Hex** that matches the player's color.

Move Your Pawn - Escape:

A player may choose to **Escape**. To Escape the player discards **3 Tiles** from



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WINNING THE GAME

A player instantly wins the game if his pawn lands on a **Maze Tile** that is currently resting on the **Red Finish Space**.

DRAW A TILE

The current player, as his final action of his turn, draws a new **Tile** from the **Draw Pile**. Play then passes to the next player.

his hand and may then move his **Pawn** over a **Hex** that matches the player's color.