HexWild Instruction Booklet

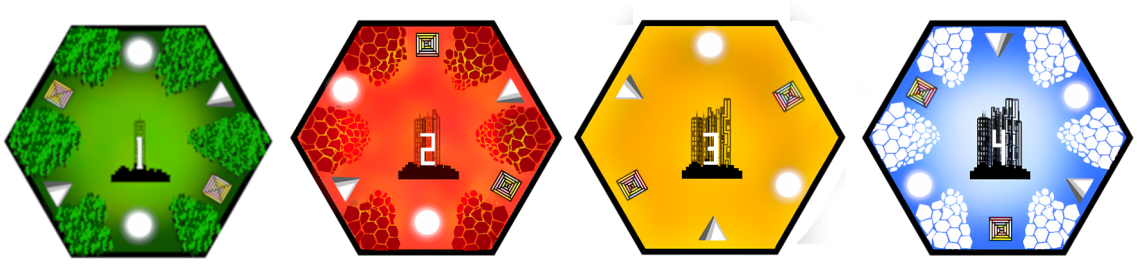


V 1.0.0

By: Stian Roussell
Moga Design Company

Introduction to HexWild:

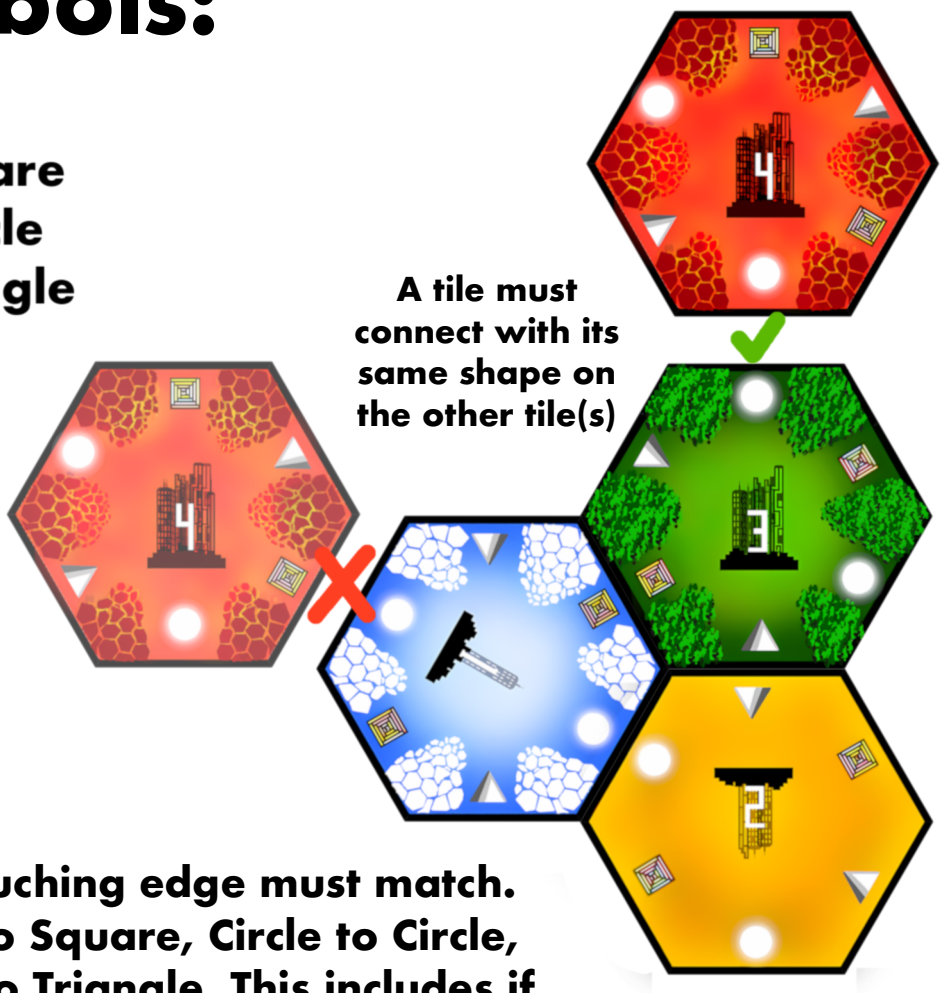
4 Patterns, 4 Colors, 4 Numbers



16 cards per color, 64 in the whole deck

3 Symbols:

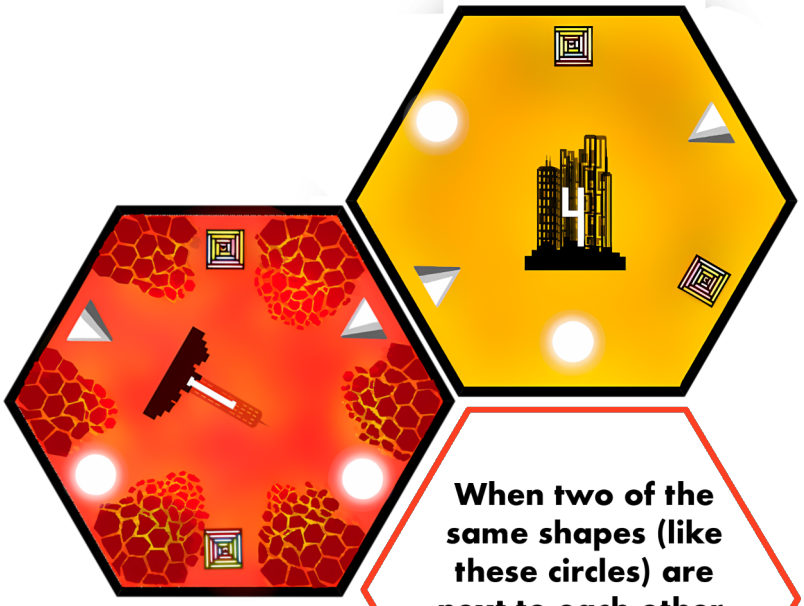
Square
Circle
Triangle



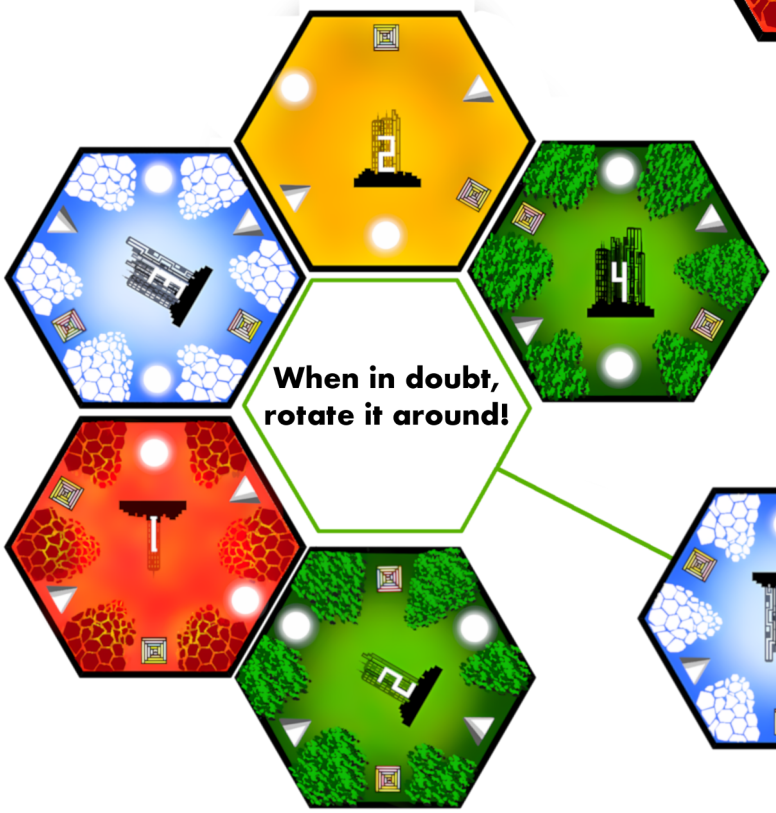
A tile must connect with its same shape on the other tile(s)

Every touching edge must match. Square to Square, Circle to Circle, Triangle to Triangle. This includes if multiple conenctions are needed like in this cluster.

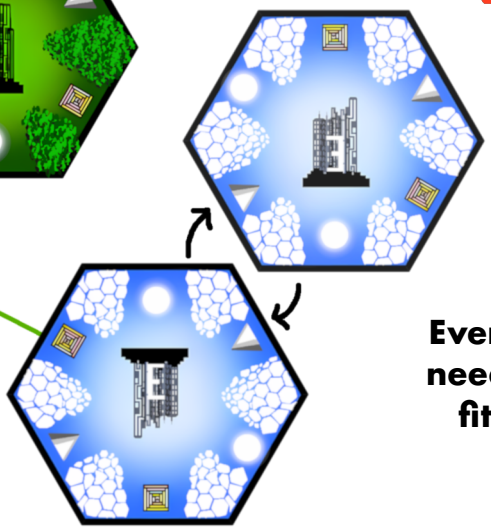
How to connect:



When two of the same shapes (like these circles) are next to each other, no piece will be able to fit.

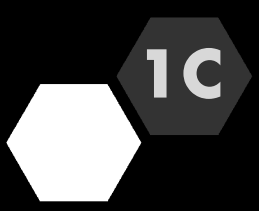


When in doubt, rotate it around!

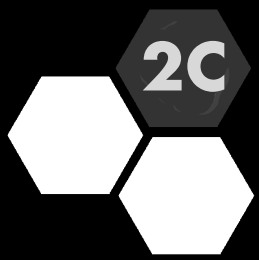


Even though this piece needs 5 connections to fit, when rotated it can!

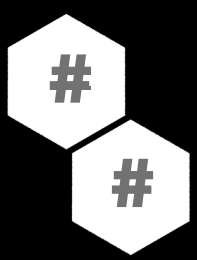
Some games will require just 1 connection on the board to play a piece. Other games require at least 2 in order to play a piece. Some games might require a piece to touch a piece with the same number on the board in order to be played. The symbols will tell you which rule to apply.



Symbol for 1 connection

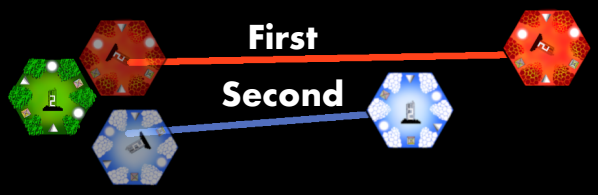


Symbol for 2 connections



Symbol for touching same number

THE BEFORE RULE:
You can place a tile connecting with only one symbol IF before the end of the round (when all tiles from the hand are placed) you place another tile and it connects to 2 symbols.



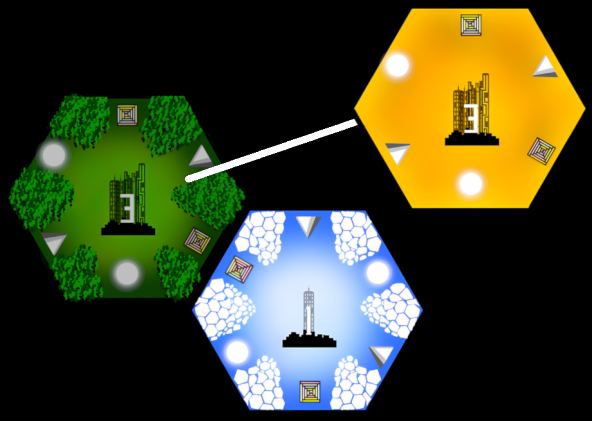
B4

Overtaking:

You may also overtake tiles (place on top of other tiles) if the tile has the same number or the next number above (depending on the game). The tile also must meet the same connections as the tile it is overtaking.

Same Overtaking:

You may cover a tile with one of the same number.

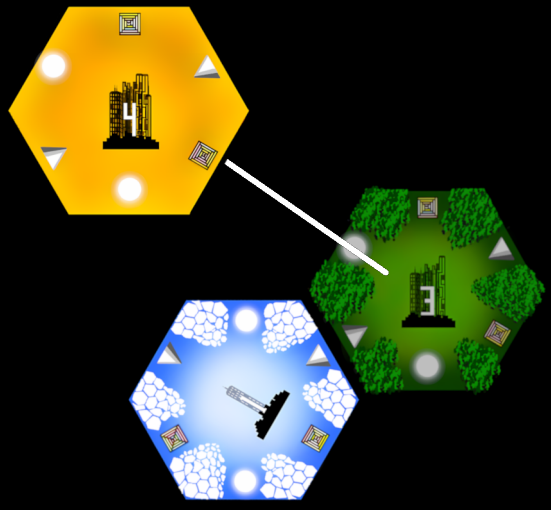


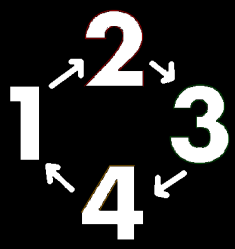
Same Overtaking Symbol:



Cyclical Overtaking:

You may cover a tile with the next number up.
(1 wraps around to cover 4)





1 overtaken by 2
2 overtaken by 3
3 overtaken by 4
4 overtaken by 1

Cyclical Overtaking Symbol:



MAIN GAME 1: HexWild Asteroids (PvP)

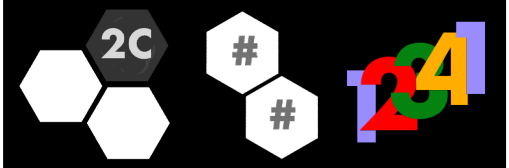
(2-4 Players, 30-40 minutes)

RULES TO PLACE A TILE:

1. MUST CONNECT 2 SYMBOLS (BY THE END OF THE ROUND)

2. HAS TO BE TOUCHING THE SAME NUMBER (IF OVERTAKING IGNORE THIS RULE)

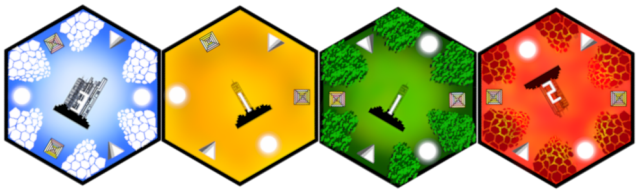
CYCLICAL OVERTAKING: HAS TO BE NUMBER ABOVE (1 OVERTAKES 4)



*If no single number is on your field, you may place that number anywhere.

Take a well shuffled deck.

Start: Each player gets four tiles (3 tiles if 3 players). They then place them in a straight line on their own individual playing field.



ROUND 1 SETUP:

Players are dealt 2 tiles each (1 tile if four players).
4 tiles are then layed out on the table as a shared row (only 3 tiles if 3 players).

With 3 or 4 players, pick one tile each clockwise. (With 2 draft in snake order). Each round the first pick rotates clockwise. The player with the largest number of their combined first line starts first. If a tie play rock, paper, scissors for the first pick.

How to bank tiles

1. Color run (1,2,3 or 2,3,4 or 1,2,3,4 same color in a row)

2. Same Color 3 or 4 of a kind

3. Full Hex (Circle of 6 cards same color)

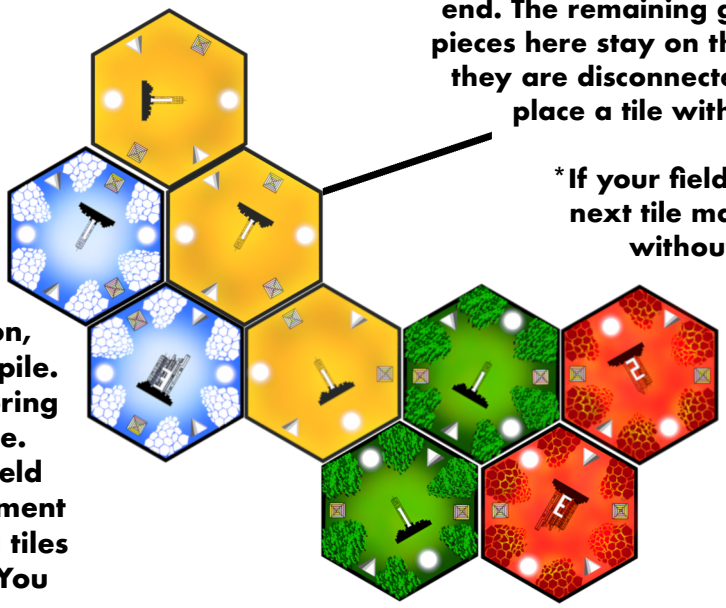
*To score tiles just need to touch, no shape needed (except for Full Hex).
*A full hex scores all of the tiles on your field. Your field is then left empty for the next round.

ROUND 1 PLAY:

Place tiles from your hand onto your own field, following the placement rules, working towards one of the three formations in how to bank tiles.

If you cannot place a tile, discard it — and discard that many tiles from your scoring pile as well. If you do not have any tiles scored you may discard without a penalty.

When you complete a formation, move those tiles to your scoring pile. Any tile buried underneath a scoring tile also goes to the scoring pile. Everything else stays on your field locked in (ignoring rules of placement if seperated). A full hex scores all tiles on your field, leaving it empty. You may score before you've placed your entire hand, as long as the tiles in the formation were placed legally.



The 3 yellow 1's are scored and added to the player's score pile counted at the end. The remaining green, red and blue pieces here stay on the field even though they are disconnected. (ignore rules to place a tile with leftover tiles)

***If your field is ever empty, your next tile may be placed freely without a connection.**

***If overtaking you must overtake a piece with at least 1 connection. Then this piece must connect to 2 pieces by the end of the round.**

The round ends when all players have placed all the tiles in their hands. Then a new round begins.

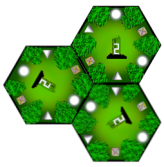
The game ends when the deck is empty (or 1 card left if 3 players). Players then count their scoring totals. Each scored tile is worth 1 point each. (On a tie count up the numbers on your score tiles). The player with the higher total wins!

MAIN GAME 2: HexWild: Solo/Co-op
(1-4 Players, 30-40 minutes)

TO WIN CREATE THESE SHAPES:

In easier mode create a 3 piece triangle somewhere on the board with the same color and same number

EASIER:



HARDER:

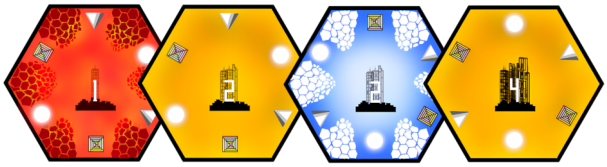


In harder mode you have to create a circle with the same color somewhere on the board. (It does not have to be the same number)

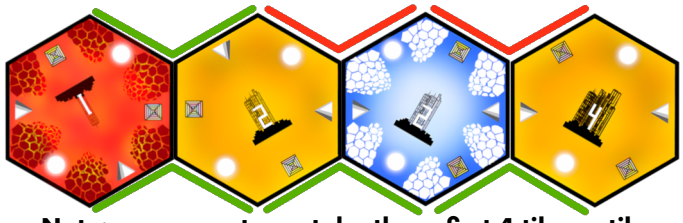
CHOOSE ONE MODE BEFORE PLAYING A GAME

SET-UP:

Take a well shuffled deck and flip over the first 4 tiles



Arrange the 4 tiles into a line (remember to try to make open spaces when connecting pieces)



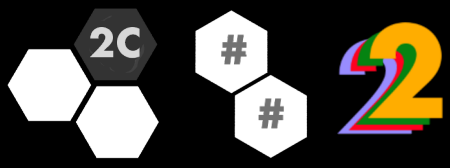
Note: you cannot overtake these first 4 tiles until they have two connections.

RULES TO PLACE A TILE:

1. MUST CONNECT 2 SYMBOLS (BY THE END OF THE ROUND)

2. HAS TO BE TOUCHING THE SAME NUMBER (IF A NUMBER HAS NOT BEEN PLACED YET, YOU MAY IGNORE THIS RULE)

SAME OVERTAKING: HAS TO BE SAME NUMBER



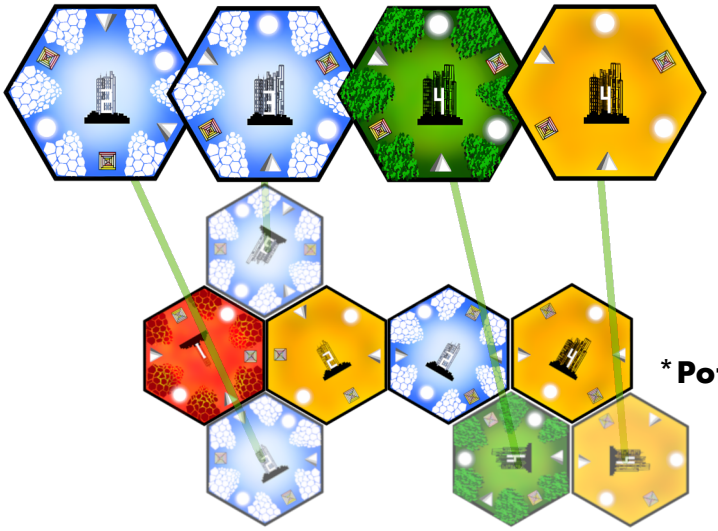
Remember to use the B4 rule found on page 3.

Rounds:

Each round flip 4 new tiles. Try to place these 4 tiles on to the board following the placement rules above. Once these 4 tiles are placed, a new round begins. The board will grow by 4 tiles each round.

Note: Tiles can only be moved during the round they appear. After they are locked in and can only be changed by being overtaken.

4 new tiles



WHEN IN DOUBT ROTATE AROUND!!!

*Potential placements for round 1

Play alone or together with others as if the game were a puzzle.
If you place the four tiles you advance to the next round.
If you cannot place a tile you lose the game.
If you play through the entire deck it is a stalemate.
If you are able to create one of the predetermined shapes without losing... YOU WIN!!!

MAIN GAME 3: HexWild: Takeover
(2-4 Players, 20 minutes)

4 Players: Each player chooses a color. Each player takes their color's 16 tiles and shuffles them into their own deck.

2 Players: Each player chooses two colors (can win with either color). Players take their 32 tiles made of two different colors and shuffle them into one pile each.

3 Players: Each player chooses a color to play with. Each player also gets 5 tiles of the unused color totaling 21. Discard the last unused tile from that color from the game. You cannot win with the unchosen color.

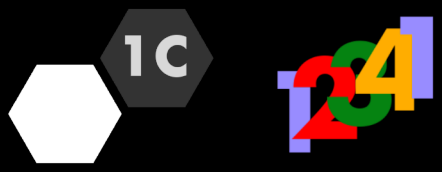
Draw 1 tile each from your own deck. The player with the highest number starts 1st. (If a tie use rock, paper, scissors) Players then use that tile they drew as their 1st turn.

Players then play in clockwise order. Remember the placement rules (ignore the rules for the 1st tile placed in the game). Only draw one tile from your own deck each turn.

RULES TO PLACE A TILE:

1. One Connection:
Must connect to at least 1 tile.

2. Cyclical Overtaking:
The number directly above overtakes (1 also overtakes 4).



*Note: You cannot overtake a tile until it has at least 2 connections. You may overtake your own tile.

Example Board with 4 Players:

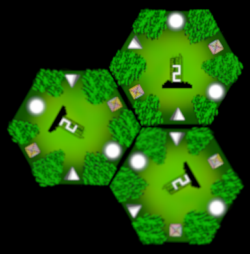


Players try to build either a circle with the same color or a triangle of 3 with the same color/same number in order to win. The player that does so first wins the game. If no one is able to win after all the tiles are played, the player with the most tiles on top (not covered) on the board wins. If still a tie, the game ends in a tie.

To win make one of these shapes:



Circle: same color



Same number, same color

BONUS GAME 1: Hexes Hold 'Em
(2-6 players)

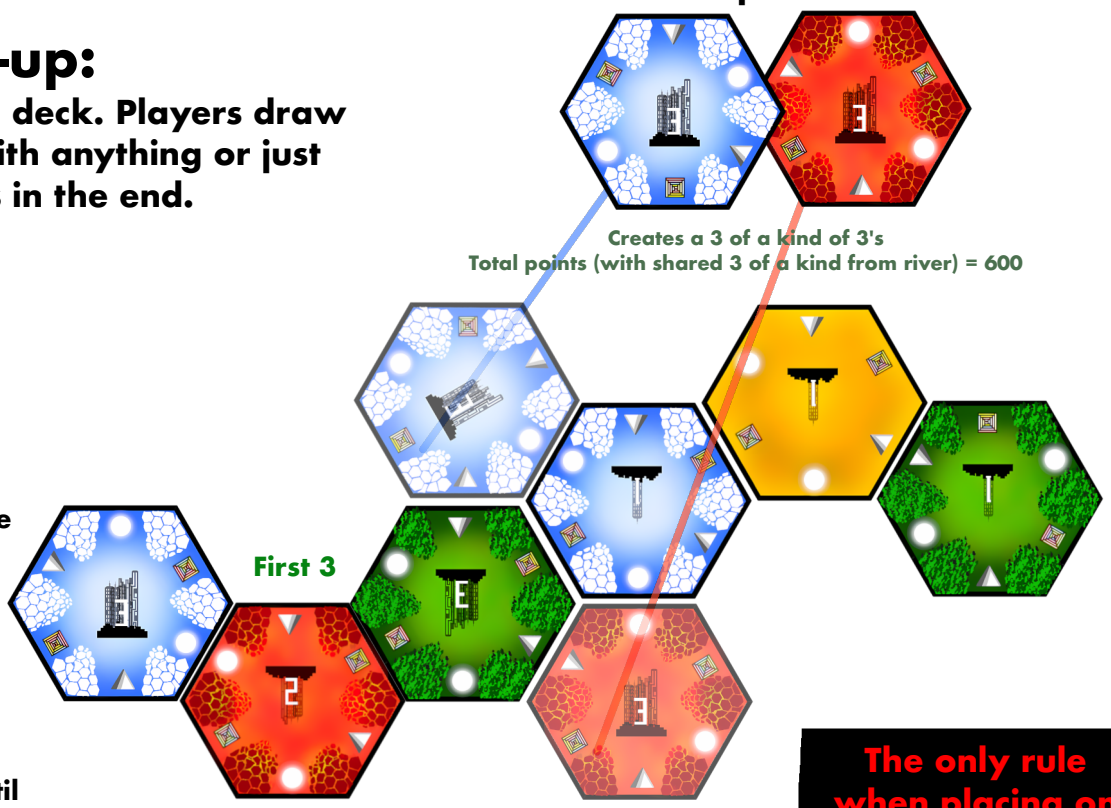
Set-up:

Take a well shuffled deck. Players draw 2 tiles each. Bet with anything or just tally points in the end.

River:

Players take turns flipping the river (shared cards to play from). The first three cards are flipped in a row without betting. After these three tiles are placed players reflect on their positions and bet. You can always fold and wait until your next hand. The following three tiles are flipped over one at a time and bet on individually until the final 6th tile is flipped.

Example hand:



After the sixth tile of the river is played players individually show their hands and place on the board their respective best hands one at a time. Tiles from the hand must be placed with two connections. There is no overtaking in this game. The player with the most total points from their winning hands wins!

The only rule when placing on the river is that it must touch the last played piece. This does not apply to the cards in your hand.

WINNING HANDS AND THEIR TOTALS

1. 3 of a kind (numbers)	300 pts.
2. 4 of a kind (numbers)	400 pts.
3 Straight (1-4 in a row)	500 pts.
4. Color run (1,2,3 or 2,3,4 in a row)	600 pts.
5. Color 3 of a kind	700 pts.
6. Color 4 of a kind	800 pts.
7. Color straight (1-4 in a row)	1000 pts.
8. Full Hex (6 same color in a circle)	1200 pts.

In order for a hand to count all tiles must touch. Ex: Straights must be created in such that 1,2,3,4 are in chronological order.

If you can play multiple winning hands combine the total score of all of your winning hands.

BONUS GAME 2: Hex Card Draw
(2-6 Players)

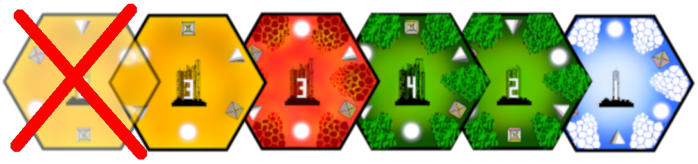
Draw 6 tiles.

Twice you may trade away as many of them as you like, drawing back up to 6 each time.

After your second trade build your final six tiles into a cluster. Each tile you place must touch at least two others.

SAME SCORING SYSTEM AS HEXES HOLD 'EM (page 7)

Folded card





New card from deck

x2

Build:



Ex. hand: straight

BONUS GAME 3: HexWild 11's
(2-6 Players)

Take a well shuffled deck and each player draws 3 tiles.

Players then try to arrange these cards into a cluster. IF they cannot they bust and their score is zero. IF they can then they pass the initial phase.

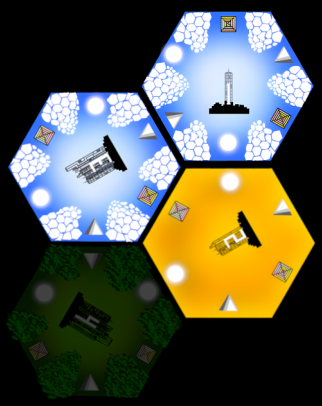
Players then have the option to "hit" where they may draw an extra tile to add to their cluster. (A placed tile must have at least 2 connections)

The total of the tiles' numbers are added up when a player decides to stay.

IF the card cannot be placed you bust and lose.
IF the total numbers exceeds eleven, you also bust.

IF you receive a perfect 11 (like 21 in blackjack) you have received the top score. At anytime players can stay if they are unsure whether the next card will have them bust or not.

First 3 cards



Hit card

BONUS GAME 4: HexWild: Vegvisir

(2-4 players) NEEDS DICE (NOT INCLUDED)

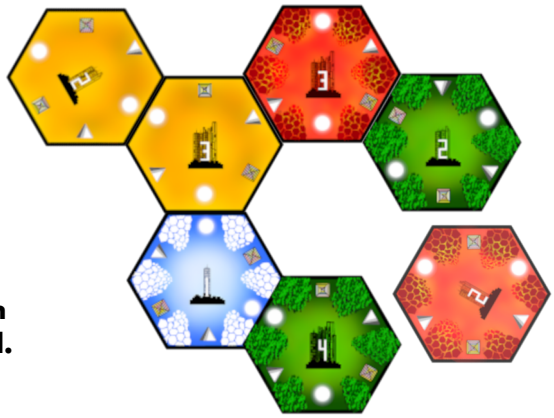
Set-up:

Seperate the deck in to 4 colors. Each player chooses a color and will exclusively draw from their color's deck.

Players draw one tile and try to place it. The first 6 tiles can only create a circle (first 6 possible moves).

If a player can't place their tile on the circle they may place with only one connection on their own color behind their own tile (going out from the center) otherwise their turn is skipped. It is not allowed to touch any other color if not in the inner circle (except when overtaking).

Note: You may overtake a tile with the same number as long as that piece is not in the inner circle.



When the final tile is placed completing an inner circle it triggers a roll and becomes (1,1) on the dice coordinates

Once the inner circle is completed, it triggers a roll. Take two dice and decide which one represents the inner circle and which represents the outer (or roll one dice twice).

The two dice are rolled

If one of the coordinates is rolled, that color and all its same color tiles directly touching each other are won and put on the side as a players winnings.

The rest of the tiles stay in place and players proceed to place again to trigger a roll (when the inner circle is complete).

If no piece wins from the roll, then roll again until one does. If a roll does not break the inner circle, it continually triggers a roll.

After the inner circle is broken by a winning roll, the player who was next to play, continues by placing their next tile.

The game ends when all of one players playing tiles have run out. The player that runs out of playable tiles first wins!

DICE MAP



***Coordinates extend clockwise from last placed piece completing the inner circle.**