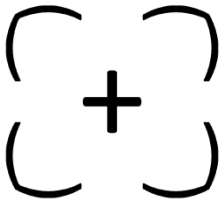


Hexit

At the beginning of the game, five hexes are dealt to each player, as well as a base hex. The remaining hexes are set in between the players as the draw pile.

Each player starts with a hand of five hexes and ten pieces in their reserves and a base hex set five hexes across from their opponent's based hex.



Base hex

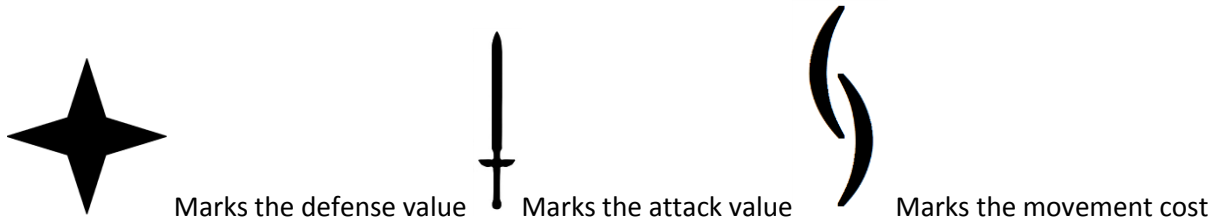
The game is won by occupying your opponent's hex for one whole turn.

Each turn, a player draws four hexes from the draw pile, up to twelve hexes per hand. They can then take as many actions as they are able.

If the draw pile is exhausted, the discard pile is reshuffled and placed into the draw pile.

If at any point there are no cards available to draw at the beginning of a turn, both players lose.

Each hex has 3 values on it: a defense value, an attack value and a movement cost.



Players can:

- Place a hex in which they would have an unbroken connection
- Discard a hex to spawn a single unit on their base hex
- Discard a hex to gain two movement points
- Discard four cards to move a hex you occupy off the table and into the discard pile.

All movements out of a hex must be declared at the same time. The movement cost is the number of movement points required for one unit to exit a hex. Any movement points not used by the end of the turn are lost. No more than four units can occupy a single hex.

Combat:

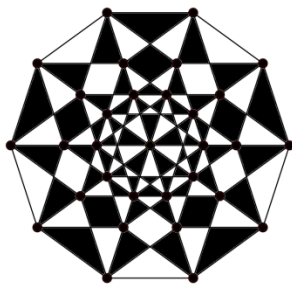
Combat is performed by attempting to move units into a hex occupied by another player. The number of units on the hex multiplied by the attack value of the hex they are exiting is the total attack. The number of units in the defending hex multiplied by the defense value of the hex is the total defense. The greater value of the two is the winner.

If the attacker wins, their pieces move into the defending hex.

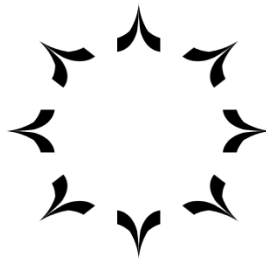
In the event of a tie, the defenders win.

Hexes can be attacked by more than four units. If the attacker wins, the attacker picks which pieces move into the conquered hex.

There are also two other special cards: explosions and traps.



Trap



Explosion

If a player enters a trap, the player's units are unable to leave the trap. Starting the next turn, one unit is moved back to the player's reserve until no other units are in the trap.

When an explosion is revealed, all of the hexes and units immediately surrounding the explosion are revealed and then moved to the discard pile. The only hex unaffected by the explosion is the base hex. Units in the base hex are also unaffected.

Player 1 units:



Player 2 units:

