zvata®

HEXPERT

PLAY THE GAME

You can also watch a quick explainer video at **www.zvata.com/hexr**

Your goal is to outscore your opponents by joining continuous colours of lights across your board! Place a tile here, another one there, matching up the coloured lights where you can. It seems easy at first, but difficult decisions are just around the corner. Everyone has the same chance since everyone will be using the same tiles, but the winner will be the one who uses these tiles most skillfully to score the highest total at the end of the game.

GAME CONTENTS

6 different coloured grid boards
6 matching sets of 27 hexagonal tiles

PREPARATION

Before playing for the first time, carefully push out the hexagonal tiles from the punched boards.

Each player takes one grid board and one set of tiles in the matching colour.

Decide which player will be 'caller'. This player turns his/her tiles face down and mixes them thoroughly.

All the other players place their tiles face up and organise them into three groups according to the top number (groups of 1s, 5s and 9s) to make it easy to locate the tiles when they are selected by the caller.

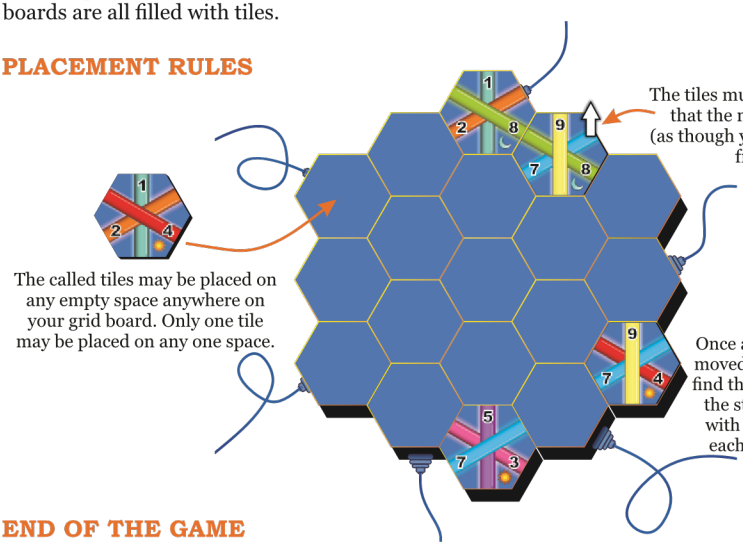
PLAYING THE GAME

The caller selects one of his/her tiles at random, turns it face up, and announces the three numbers on it.

All the other players locate the same called out tile from their own set of tiles. Every player including the caller now individually decides and places that tile on any of the hexes on his/her own grid board.

After all players have placed this tile, the caller selects the next tile. Play continues in this way until the boards are all filled with tiles.

PLACEMENT RULES

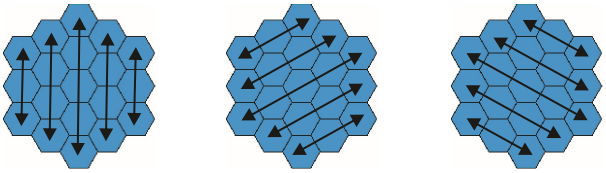


END OF THE GAME

After the 19th tile has been placed and all the players' boards are full, players count their scores.

CALCULATING SCORES

Points are scored for rows containing lights of continuous colour. The lights within such a row must run from one edge of the board to the other without any change in colour. These are referred to as "Scoring Rows". For each Scoring Row on your board, multiply the value of the light's colour by the number of tiles in that row to get the score for that row. If there is even one tile in a row containing a light of a different colour, then that whole row will score no points. Scoring Rows can be in any of the three directions below -

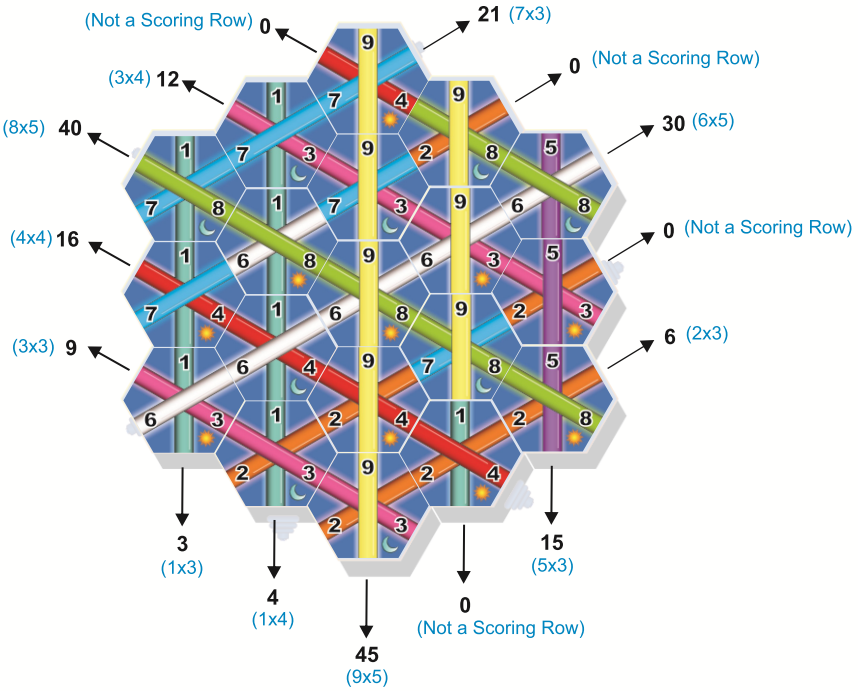


Vertical

Diagonal from bottom left to top right

Diagonal from top left to bottom right

An Example Game



The total score for this player is 201

Please note that the individual tiles are marked with either "suns"or "moons", symbols. These symbols have no significance when playing the standard game of Hexpert. They come into play in game variants, described on pages 3 and 4.

THE WINNER

The player who has the highest final score is the winner of the round!

Games can be played as a single round, or as a series of rounds where each player takes a turn as the caller, and where the scores from each round are added together to make a cumulative running total.

The maximum possible score when playing this standard game is **307**. There are sixteen different ways of doing this.

HEXPERT VARIANTS

The game rules provided thus far relate to the standard game of Hexpert. There are also a number of variants that you can play, which are described below. Some involve different rules for the placement of tiles. Others suggest different methods of scoring for the rows you create.

THE GAME FOR ONE PLAYER

Hexpert is also fun for one player. Keep on trying until you beat your 'personal best' score!

TILE PLACEMENT VARIANTS

1 Adjacent Placement

In this variant, your first tile may be placed anywhere on your board. However, the second tile must be placed so that it touches the first tile along one edge (even where this forces you to break a scoring row right from the start). All subsequent tiles must be placed so that they touch at least one other tile that is already on the board.

This variant is more difficult than the standard game because the placement opportunities are restricted.

2 Sun/Moon Adjacent Placement

As in the variant above, your first tile may be placed anywhere on your board. The placement of the second (and subsequent) tiles depends on the sun/moon symbol present on each tile.

If the symbol on the second tile is the same as on the first (e.g. if both tiles are sun tiles), then the second tile must be placed so that it touches the first, as in the first variant described above. If the two tiles are marked with different sun/moon symbols, then the second tile can be placed anywhere on the board.

Similarly, with all subsequent tiles, if the sun/moon symbol matches that of the previous tile, then the newly-drawn tile must be placed such that it touches at least one tile that is already on your board. If the symbols do not match, then the tile may be placed in any empty space on your board.

SCORING VARIANTS

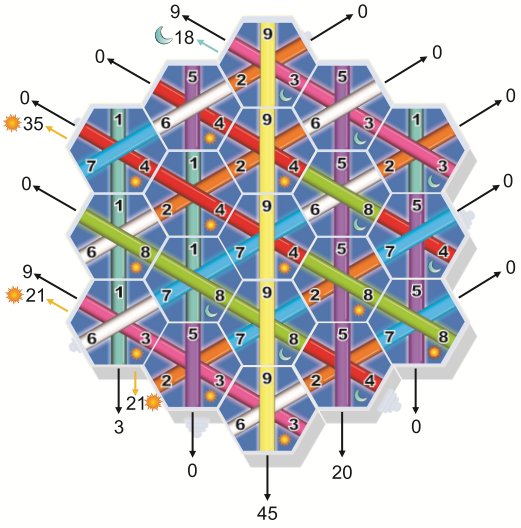
1 Sunrays and Moonbeams

A Sunray is completed whenever you form a continuous, straight row of sun tiles right across your playing board in any direction. A Moonbeam is formed in exactly the same way as a Sunray, but using all moon tiles instead of all sun tiles.

A Sunray or Moonbeam can be formed along a scoring row OR a non-scoring row. The colour of the lights contained within the row does not matter.

If a Sunray or Moonbeam is formed along the same row of tiles as a Scoring Row, you will score the normal points for the Scoring Row AND the points for the Sunray/Moonbeam!

For every Sunray you complete, score 7 points for each tile in that Sunray. For every Moonbeam you complete, score 6 points for each tile within it. These scores are added to the points you have obtained for normal Scoring Rows. The scoring in an example game of "Sunrays and Moonbeams" is shown here.



Total Score here is 181

2 Best Sunray/Moonbeam

This variant is suitable for between two and six players. It involves a strong interactive element, as players are competing to have the 'best' Sunray, and the 'best' Moonbeam. For this game, Sunrays and Moonbeams only count if they are formed along Scoring Rows. A Sunray or Moonbeam along a non-scoring row is not valid in this version.

Sixty bonus points are awarded to the player with the 'best' Sunray. Players each compare their best Sunray with those of their opponents. A Sunray on a longer Scoring Row will always beat one which is on a shorter Scoring Row. If two or more players have constructed best Sunrays that are the same length, then the one that is on the higher-valued Scoring Row will be the one that scores the sixty-point bonus. If two or more players have their best Sunrays on identical Scoring Rows (i.e. the rows are of exactly the same length and the same colour) then these players share out the 60 points evenly between them. So if two players both have the same best Sunray, then they receive 30 bonus points each. If three players tie for the best Sunray, then they will receive 20 bonus points each (etc., etc.). Exactly the same rules apply to Moonbeams. At the end of each round, the player who has the 'best' Moonbeam will also receive 60 bonus points, while if two or more players tie for the best moonbeam, they divide the 60 points evenly between them. If at the end of a round, none of the players has created a Sunray or a Moonray along a Scoring Row, then no bonus points are awarded for that round.

The winner is the player who has the highest total after any bonus points have been added to each player's normal Scoring Row totals.

HEXPERT

Made by zvata in collaboration with Burley Games

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