

AIM OF THE GAME

To capture the most Hexagone pieces.

SETTING UP

Empty all the Hexagone pieces out onto the table and arrange them randomly into a single block following the rules below:

- No piece can touch a matching coloured piece 
- Every piece must be touching all adjacent pieces on a minimum of 2 sides 
- You can leave gaps in the block; however, it is advised that you do not do this on your first game. 

In a 4 player game, set aside 1 white piece - more on this later.

PLAYING THE GAME

The youngest player starts. In a 4 player game, give the last player the reserved white piece to counteract being last to play. On your turn, you must try to capture pieces by making groups of 3 or more of the same colour.

ROLLING THE DICE

On your turn you get 2 rolls. Start your turn by rolling the dice. The colours dictate which pieces you can move. Note there's no white on the dice but the white pieces can still be moved following the rules below.

After rolling you must select **2 touching pieces** and swap them. You are allowed to swap **any 2 touching pieces**, as long as you rolled **at least 1 of the 2 colours that you are moving.**

ROLLED A DOUBLE?

If you roll a double, you may swap a piece of that colour with **any other piece** in the block.



CONNECTED 3 OR MORE?

If you make a group of **3 or more matching pieces**, remove those pieces from the block and add them to your captured piece pile. If you make more than 1 group of 3 or more connected pieces in 1 swap, you capture all the matching pieces. **This ends your turn.**



NO CONNECTIONS MADE?

If you didn't connect 3 or more matching pieces, you get to take a second roll. Follow the usual rolling process. **Your turn ends after this roll.**

Collect any pieces you have connected and pass the dice to the next player.

ROLLED COLOURS NOT IN THE BLOCK?

If you ever roll **2 colours** that are not in the block, retake your roll.



SPLITTING THE BLOCK

If **you** remove pieces from the block and it causes a section or sections to split off, then **you** must reform it.

Determine which section is the main block (the block with the most pieces). If multiple sections are the same size, **you** decide which section is the main block.

Break up the smaller **block(s)** and redistribute all the pieces onto the main block one by one, following setup rules. If you cannot reform the block following setup rules, the game is over!

GAME END & WINNING

When a player ends their turn and the block consists of **10 or less pieces**, or if you split the block and cannot reform it, the game is over.

Once the game is over, discard any leftover pieces. Whoever has captured the most pieces is the winner! If there is a draw, whoever has captured the most of one colour wins. If there is still a draw, the drawing players share the victory!



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Professor
PUZZLE

Suitable for 8 years +
Colour of contents may vary.

Made in China A100
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for the how-to-play video

Set contains:
42 Game pieces
2 Game dice
Instructions

ADVANCED RULE BUYING A BONUS ROLL

Buying a bonus roll is for advanced players. If you feel ready to play with this rule, see below:

At the end of your turn you can choose to buy a bonus roll.

To do this you must pay with one of your captured pieces. Take any one of your captured pieces and add it back anywhere on the block, following setup rules.

After this, follow the normal rolling and swapping process.

You can only do this once per turn, at the end of your turn.

You can use a piece you just won on to buy a bonus roll. After your bonus roll, claim any pieces you have successfully captured and pass the dice to the next player.



SOLO PUZZLE PLAY

The aim in solo mode is to capture as many pieces as you can in **15 rolls**.

SETUP

Setup the block following standard setup rules, then grab a pen and paper to record your rolls.

PLAYING THE GAME

Follow the rules below in order:

1. Roll the dice. Keep a tally of how many times you roll. Add 1 to your tally **every time** you roll.
2. Swap 2 touching pieces, 1 of them must be a rolled colour. If you can't do this, repeat step 1. Follow standard rules for **rolling doubles**.
3. If you make group(s) of 3 or more matching pieces, remove them from the block. Follow standard rules for **splitting the block**.
4. You may add 1 captured piece back into the block following setup rules. In solo mode this does not grant a bonus roll.

5. Repeat steps 1-4 in order until you have rolled the dice 15 times.

Try to remove as many pieces as you can!

SCORING

Once you have rolled **15 times**, or if you split the block and can't reform it, the game is over! Count how many pieces are left in the block to get your score.

Use the table below to see how you did:

Score	Result
17+	Novice
13-16	Rookie
9-12	Amateur
5-8	Master
1-4	Grand Master
0	Ultimate Champion

EN:

⚠ Warning! Not suitable for children under 3 years due to small parts which present a choking hazard. Please retain this information for future reference.

FR:

⚠ Attention ! Ne convient pas aux enfants de moins de 3 ans à cause des pièces de petite taille qui peuvent présenter un risque d'étouffement. Conservez ces informations pour vous y référer ultérieurement. Convient aux enfants de 8 ans et plus. Fabriqué en Chine.

GR:

⚠ Προειδοποίηση! Ακατάλληλο για παιδιά κάτω των 3 ετών, λόγω των μικρών κομματιών που μπορούν να αποτελέσουν κίνδυνο πνιγμού. Διατηρήστε αυτές τις πληροφορίες για μελλοντική αναφορά. Κατάλληλο για ηλικίες άνω των 8 ετών. Κατασκευάζεται στην Κίνα.

ES:

⚠ ¡Advertencia! No apto para niños menores de 3 años debido a las piezas pequeñas que pueden causar riesgos de asfixia. Conserve esta información para futuras consultas. Adecuado para mayores de 8 años. Fabricado en China.

RO:

⚠ Nu este potrivit pentru copiii sub vârsta de 3 ani din cauza pieselor mici care prezintă pericol de înec. Vă rugăm să păstrați aceste informații pentru a le putea consulta ulterior. Potrivit pentru 8 ani + Produs în China.

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GAMES



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HEXA GONE

INSTRUCTIONS

8+
1-4
20
MINS