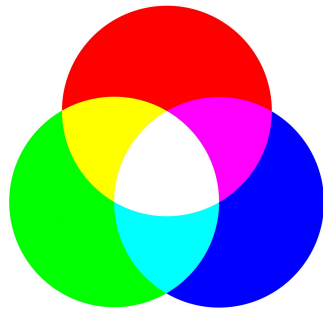


## Winning the Game

As the players keep adding pieces to the board, they will build up a path. A player's path is composed by every piece of his colour and every composite colour piece that uses his colour in its formation.

White pieces do not count to any player's path, representing an obstacle that must be overcome.

The first player to connect any two opposite sides of the board with a continuous path wins the game.



## Design de Jogos - Grupo N° 5

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Instituto Superior Técnico 2017/2018

# Colour Hex

## Rulebook

In a world of servitude, the primary colours (**Red**, **Green** and **Blue**) serve the White colour. There is no freedom and in the end, only one will be able to escape. Cooperate with your fellow colours or destroy their hopes of escaping by turning them to the White!

## Game Overview and Content

Colour Hex is a three player game where each player plays with **Red**, **Green** or **Blue** pieces. Each player must choose a colour before the game starts.

The game board has an hexagonal layout, with five hexagons on each side and there are 15 pieces of each color: **Red**, **Green**, **Blue**, **Yellow**, **Cyan**, and **Purple**. Each one of these pieces can be turned upside down to make a White colour piece.

## Object of the game

Each player has the objective of creating a path connecting any two opposite sides of the board with their colours and composite colours.

## Game Rules

Before the game starts, players must choose with which colour they will play and who is the first player. Afterwards they take turns clockwise.

### A Game Turn

In their turn the player can make one of three different moves:

- **Play a piece of their colour:** the player can place a piece of his colour in any unoccupied hexagon;
- **Combine a piece of their colour with another piece:** the player may chose to combine his colour with a piece already present in the board according to the Colour Combination rules;
- **Remove a White piece from the board:** the player may choose a White piece and remove it from the board.

### Double Pie Rule

In Colour Hex, there are hexagons that have strategic advantages over others (specially the center hexagons). In order to keep the game fair regardless of play order, the second player may choose to take over the first player's piece, and the third player may choose to take over the second player's piece. This rule only applies during each player's first turn.

## Colours and Colour Combination

There are three main colours in Colour Hex: **Red**, **Green** or **Blue**. These are the playable colours.

These colours can be combined to create new composite colours according to the RGB colour model: **Yellow**, **Cyan**, and **Purple**. Additionally, these composite colours can be used to create a White Piece, as depicted in the following diagram:

