HEX MACHINA RULEBOOK

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CONTEXT

Hex Machina is a mining strategy game for 2 players.

The year is 2134, Artificial Intelligence has developed a lot and most tasks that were done by humans have now shifted towards AI.

The two companies Blue Mining and Red Mining have pioneered the use of AI to dig tunnels, both of them are searching for way into the center of Mount Hex, a place rich in rare gems like Sapphire and Ruby, that Blue Mining and Red Mining are searching for respectively.

Blue and Red are racing between one another to see who crosses Mount Hex's first, the one who crosses the mountain first will render the other company's tunnel useless, as there can only be one tunnel across the mountain. This way not only will the companies try to reach the center the fastest as they will also try to stall their competitor.
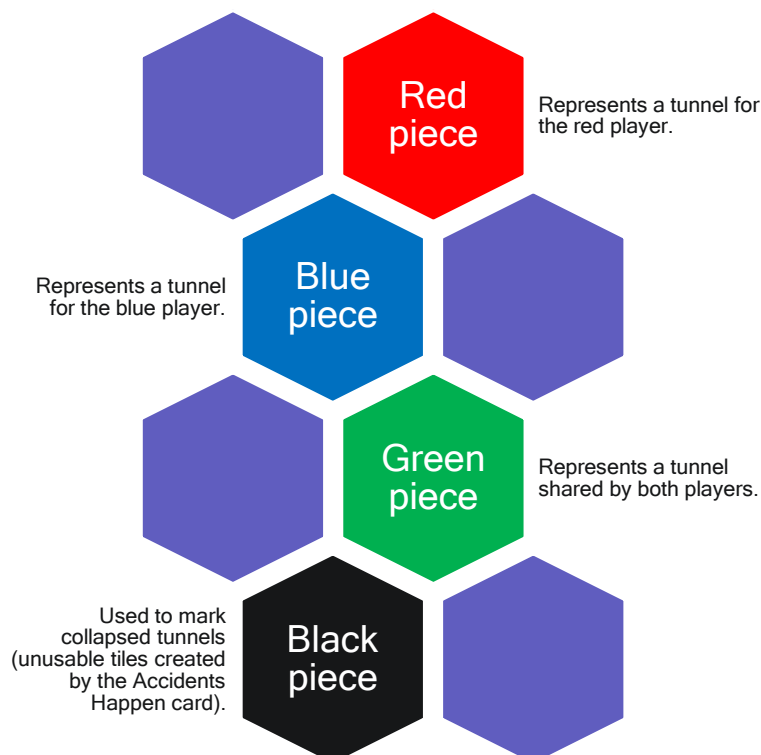
May the best AI win!

RULES

The players decide who plays first. **The second player gets an additional action card** that can only be used in their first turn (Breach of Contract card). Both players take their cards from the decks and place them on the designated slots.

Each turn, the player can decide to **place a tunnel** (piece with the player's color) in an empty tile of the grid **or sacrifice it to play an action card** instead. You must first play the card side of you color. The card is played and then **flipped** to the other side. That side can be played in a different turn. After playing **both sides of a card**, it is **discarded**.

If an action card is played, **do not place any piece** on the board unless the action card allows it. The **Short Circuit** card cannot be applied to a shared tunnel (green piece).

The first player to connect both sides of their color wins the game.

PIECES

Red piece — Represents a tunnel for the red player.

Blue piece — Represents a tunnel for the blue player.

Green piece — Represents a tunnel shared by both players.

Black piece — Used to mark collapsed tunnels (unusable tiles created by the Accidents Happen card).

ACTION CARDS

Accidents Happen

"It seems like your machine has used too many explosives! That hole is definitely not suitable for your mining equipment."

Choose an empty field. This field is no longer usable by either player. Place your tunnel after and finish your turn.

Tango For Two

"Well, that was a really nice section that we could use. A shame that the other company already took it. Hm? What is this? It seems like the other company built the tunnel deeper than normal. We can build ours on top!"

Mark an opponent's field as green. This field can now be used by both players.

Power Spike

"Our engineers have completed the nuclear power source that you requested. Unfortunately we only have enough Uranium for one use… You better make the most of it."

For one turn build two tunnels instead of one.

Breach Of Contract

"Uh oh! It seems like your rival has trespassed on your property! Would you like to replace their newly built tunnel with your own?"

Play this card on your first turn to steal the first tunnel built by your opponent. Do not build any additional tunnel.

Short Circuit

"What a shame, accidentally attached the power line for your new hole on the power line of the other company at an adjacent hole of theirs. With this smell, both of them can probably not be rebuilt for the time being"

One of your fields and an adjacent field of the opponent are no longer usable by either player.

It's A Feature

"We are in! We gained control over the machinery of the other company. Now let them build their tunnels in no man's land where they cannot bother us. But hurry up before they notice us!"

Only playable at the start of the opponent's turn. Choose the position of their next tunnel for them.

Phoenix

"That's a nice looking pothole you got there. It would be a shame if someone were to... Fix it up."

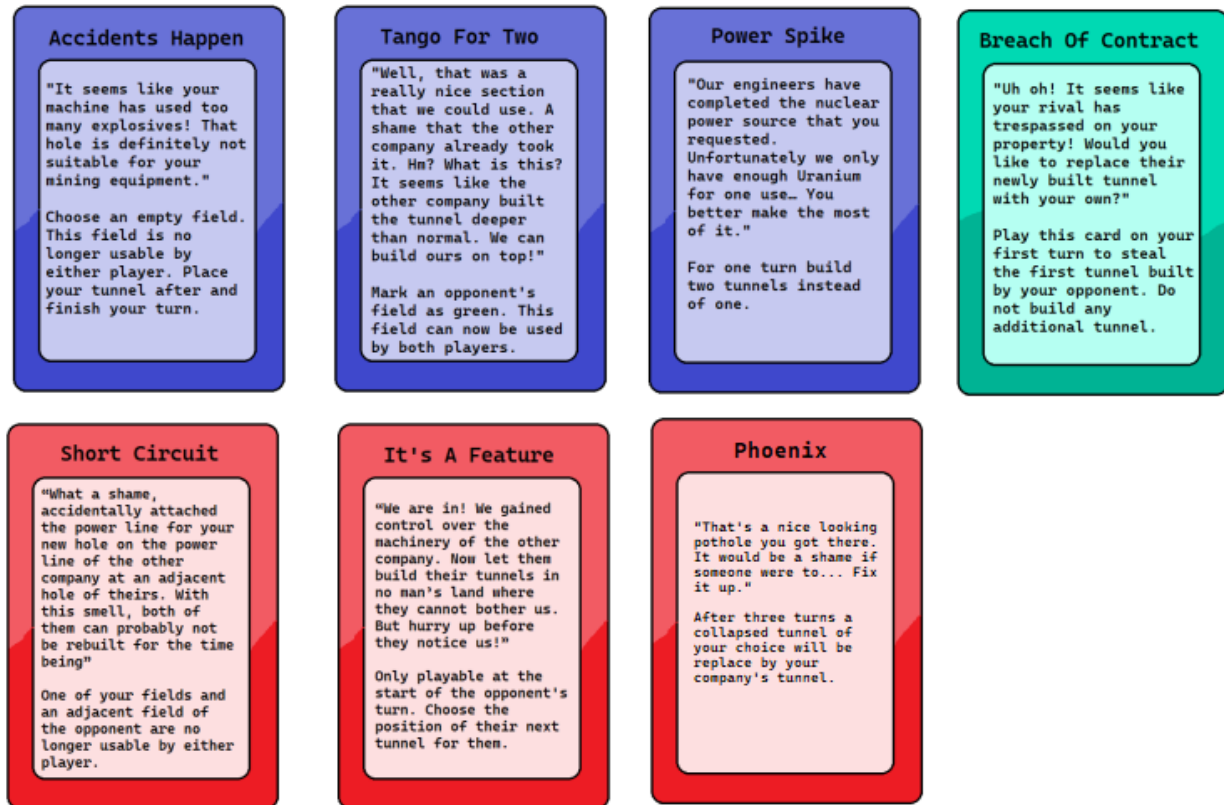After three turns a collapsed tunnel of your choice will be replace by your company's tunnel.

Figure 1. Deck for Blue Player, with the extra second player card

The cards have two playable sides and are as follows (backside/frontside):

- Accidents Happen / Phoenix
- Tango For Two / It's a Feature
- Power Spike / Short Circuit

The frontside always has the player's color and is to be played first. You cannot play the backside without playing the frontside first.