

The Game of Hexa

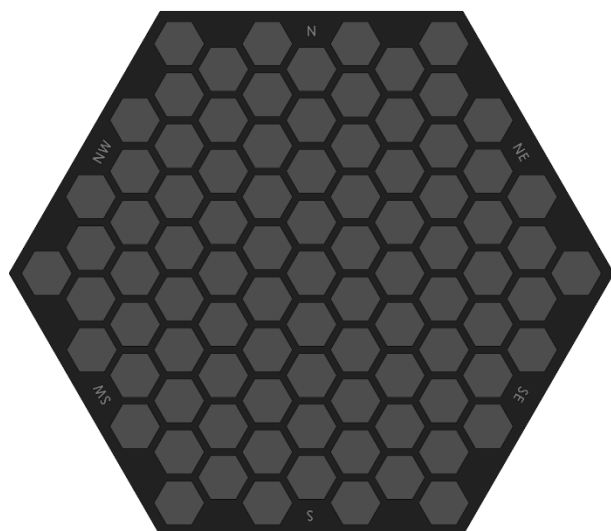
Play it three different ways
Virtual Instructions

OVERALL GAME RULES

2-4 Players, both sighted & blind (if playing in teams, up to 8 players)
Age range depends on the game version

CONTENTS

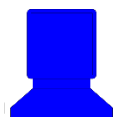
Plastic hexagon gameboard, 4 player tokens (a cube, sphere, pyramid, and diamond) 30 textured “stone” pieces (feel squared), 30 textured “grass” pieces (feel prickly), 30 textured “water” pieces (feel wavy), 4 victory tiles (3 extra), a tactile dice, and instructions.



Piece 1. A hexagonal gameboard.



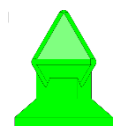
Piece 2. Player one token—sphere-shaped and red.



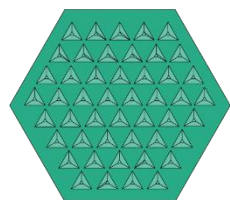
Piece 3. Player two token—cube shaped and blue.



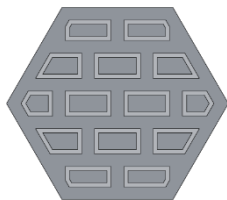
Piece 4. Player three token—pyramid shaped and yellow.



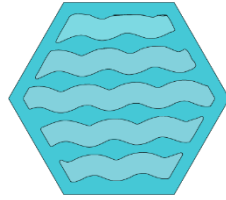
Piece 5. Player four token—diamond shaped and green.



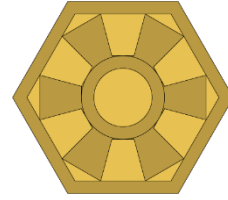
Piece 6. 30 textured “grass” tiles.



Piece 7. 30 textured “stone” tiles.



Piece 8. 30 textured “water” tiles.



Piece 9. 4 textured “victory” tiles.

STARTING

Hexa can be played three different ways by reusing all provided pieces. In each game, pieces serve different functions, as explained below. Each game is designed to be played by sighted and blind players. Some games also have virtual add-ons.

Players may choose for sighted individuals to read instructions aloud, or they may be read aloud using the Microsoft Word or Adobe PDF “Read Aloud” functions. See the [accessibility](#) section for instructions. Screen readers may also be used to access documents.

GAME VERSIONS

1. [Labyrinth](#)
2. [Around the World](#)
3. [Sailing](#)

ACCESSIBILITY

A virtual copy of the Hexa instructions may be downloaded, so they can be accessed and read aloud via the **Microsoft Word or Adobe PDF “Read Aloud” functions**. These are **best used on desktop or laptop devices**. Instructions may also be accessed via screen readers.

1. To use Microsoft Word’s “Read Aloud” function
 - a. Click the “download” button in the upper right corner.
 - b. The document should appear with a Word icon in the upper right corner.
 - c. Select the icon and it should automatically open in Microsoft Word.
 - d. To activate the “Read Aloud” function click the **“Review” tab** on the Microsoft ribbon. In the **“Speech” group** select the **“Read Aloud” button**.
 - e. The text will then be read aloud. You may use the play/pause button in the upper right corner to start/stop the reading.
2. To use Adobe PDF’s “Read Aloud” function
 - a. Click the “download” button in the upper right corner.
 - b. The document should appear with a PDF icon in the upper right corner.
 - c. Right-click and select “show in folder.” When the system viewer opens, right-click and select **Open with > Adobe Acrobat or Adobe Reader**.
 - d. To activate the “Read Aloud” function click **Menu > View > Read out loud > Activate read out loud**.
 - e. Click on an area of text to begin the read-aloud or use the up/down arrow keys to control what is read.
3. Instructions may also be accessed via screen readers. Opening them as a PDF document in Google Chrome is recommended. Follow sections [2a-2b](#) (above) for doing this, if using a desktop/laptop device.
 - a. Once you have completed steps [2a-2b](#), select the PDF icon and it should automatically open in a new tab in Google Chrome (if using the Chrome web browser).

GAME #1: LABYRINTH

A maze game designed to test your strategy skills.

Estimated game time: 10-15 minutes

Ages 10+

Objective

In the Labyrinth game version, players' objective is to find their way through the maze and reach the "victory" tile. Each player does this by moving "stone" tiles to clear a path for themselves or block their opponents.

Pieces Needed & Functions

- **Player tokens & Dice**
- **1 "Victory tile:"** serves as the game "trophy."
- **"Grass" tiles:** serve as "safe" areas. These pieces are not movable and will stay in the same place throughout the gameplay. Players may move their tokens atop these pieces.
- **"Stone" tiles:** serve as obstacles. Players *cannot* place their tokens on a "stone" tile but *are* allowed to move the tile. "Stone" tiles may not be placed on top of "grass" tiles.
- **"Water" tiles:** serve as additional obstacles. "Water" tiles cannot be moved. Neither player tokens nor "stone" tiles can be placed atop "water" tiles.

Setup

Each player's token should begin at a start point as labeled in Figure 1. Starting points are 1) the corner between N & NE, 2) the corner between NE & SE, 3) the corner between S & SW, and 4) the corner between SW & NW. Compass directions are indicated by the raised N, NE, SE, S, SW, and NW marks on the gameboard.

"Grass" tiles are required at all starting points.

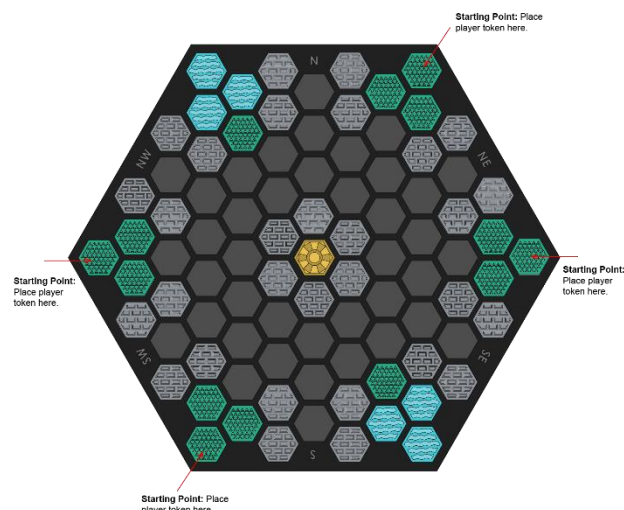


Figure 1. Gameboard setup for the Labyrinth.

Gameplay

1. Ensure the gameboard is set up correctly (see Fig. 1). Each player should choose a corresponding starting point.
2. Players should roll the dice to determine gameplay order. The player with the highest number goes first. Play proceeds clockwise.
3. During each turn, every player has 2 actions. These may be done in any order:
 - a. **Moving their token:** Players must move their token 1 space on top of any nearby "grass" tile. They *can* move to unoccupied spaces.
 - b. **Moving a "stone" tile:** Players must move a "stone" tile to any unoccupied adjacent space. Players *are not* allowed to move these tiles atop a "grass" tile.
4. **Note:** The gameboard will shift with each play, so blind players should periodically check (feel) for a path to the victory tile. Sighted players are also encouraged to narrate their moves aloud by using the directions on the gameboard (i.e., N, NE, SE, S, SW, & NW).
5. Repeat this gameplay until one player has landed on top of the victory tile. This player wins the game.

GAME #2: AROUND THE WORLD

A game designed to test your knowledge of world facts with a virtual add-on.
Ages 13+

Objective

In the Around the World adaptation, the player's objective is to reach the "victory" tile by moving around the board as quickly as possible. Players roll a dice to determine the number of spaces they move each turn. Some spaces may require players to answer trivia questions. The game can also be adapted for teams of 2 with a maximum of 8 players (4 teams total), if desired.

Pieces Needed & Functions

6. **Player tokens & Dice**
7. 1 **"Victory tile:"** serves as the game "trophy."
8. **"Grass" tiles:** serve as "land" areas.
9. **"Water" tiles:** serve as "ocean" areas and additional obstacles.
10. **"Stone" tiles:** serve as "mountain" areas or obstacles.
11. **Empty Spaces:** no gameplay is allowed on an empty space, players may only progress by moving on top of textured pieces (see Fig 2).
12. **Virtual Materials:** trivia questions in [Microsoft Word](#) or [Adobe PDF](#)
13. Stopwatch or timer (a phone timer would work well)

Setup

The gameboard should be set up as illustrated in Figure 2, which outlines a path to the "victory" tile. Player tokens should be placed horizontally across 4 spaces on the South side of the board (indicated by the raised "S" mark on the board). These starting points should have "grass" pieces for players to place their tokens on top of.

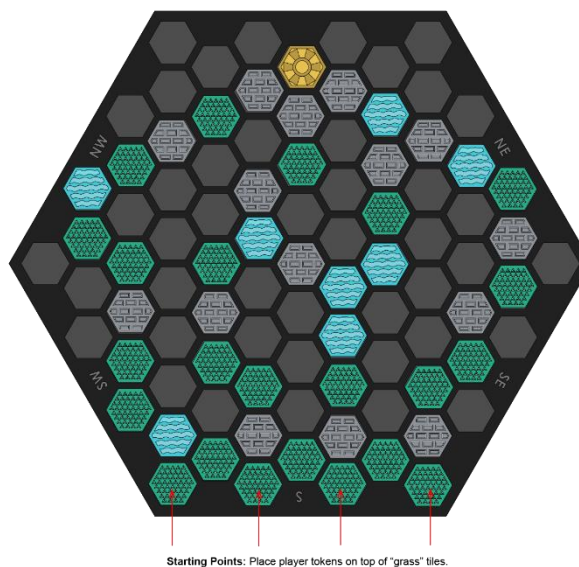


Figure 2. Gameboard setup for Around the World.

Gameplay

1. Ensure the gameboard is set up correctly (see Fig. 2) and trivia questions have been downloaded. You can download a [Microsoft Word version](#) or a [PDF version](#).
2. Players should roll the dice to determine the gameplay order. The player with the highest number goes first. Play proceeds clockwise.
3. On the first round of play, the first player should roll the dice to determine how many spaces they will move. If a player lands on the following pieces:
 - a. **"Grass:"** Players are safe, and their turn doesn't require any other action.
 - b. **"Water:"** Players lose their next turn and must return to where their turn started.
4. The following rules apply for **"stone"** tiles:
 - a. Players must answer a trivia question correctly to pass over the "stone" tile.*

- i. *Even if a player does not land exactly on a “stone” tile, but the tile is in their path, they are still required to answer a trivia question correctly to move forward.
 - b. A sighted person may either read the trivia questions aloud OR the Microsoft Word (see accessibility [1a-e](#)) and/or Adobe PDF (see accessibility [2a-e](#)) “Read Aloud” functions can be used. Either the sighted or blind player can control this function. See section [3-3a](#) for screen reader instructions.
 - c. Once the question has been read aloud, players have **10 seconds to answer correctly**; they should be timed using a phone timer or stopwatch.
 - d. If the player answers...
 - i. **Correctly:** they may move the number of spaces their dice roll indicated.
 - ii. **Incorrectly:** they must return to the space where their turn originated.
5. Repeat this gameplay until one player has reached the “victory” tile. This player wins the game.

GAME #3: SAILING

A cooperative game designed to test the partnership between players.

Estimated game time: 5–10 minutes

*3-4 players only

Ages 8+

Objective

In the Sailing game version, players' objective is to work together to create a path through the ocean to the "victory" tile. Each player will have a role—"Captain," "Sailor," or "Lookout." Players will work as a team to move *one* token to the "victory" tile.

Pieces Needed & Functions

1. **1 Player token and Dice**
2. **1 "Victory tile:"** serves as the game "trophy."
3. **"Grass" tiles:** serve as "land" areas. These pieces are not movable and will stay in the same place throughout the gameplay.
4. **"Water" tiles:** serve as "ocean" areas and additional obstacles. The "Captain" may place the player token on any "water" tile that does not have a "stone" tile on top.
5. **"Stone" tiles:** serve as "mountain" areas or obstacles. If a "stone" tile is placed on top of a "water" tile, the "Captain" *cannot* move to this space.

Setup

The gameboard should be set up as illustrated in Figure 3. The "victory" tile and starting point should be on opposite corners of the board—place the "victory" tile on the corner between SW & NW and the "grass" tile on the corner between NE & SE.

Roles

1. **(1) Captain** – they oversee moving the player token and always start the round.
2. **(1-2) Sailor** – they oversee building a path through the ocean that the "Captain" can follow. The path may be built *ahead* of whatever space the "Captain's" token is on.
 - a. **Note:** If playing with four players, two players will serve as "Sailors."
3. **(1) Lookout** – they oversee removing "stone" tiles to keep the "Captain's" path clear.

Gameplay

1. Ensure the gameboard is set up correctly (see Fig. 3).
2. Players should roll the dice to determine gameplay order. The player with the highest number is automatically assigned the role of "Captain." The player counterclockwise of the captain is the "Lookout," and the remaining player[s] is/are the "Sailor[s]."
3. **During the "Captain's" turn:**

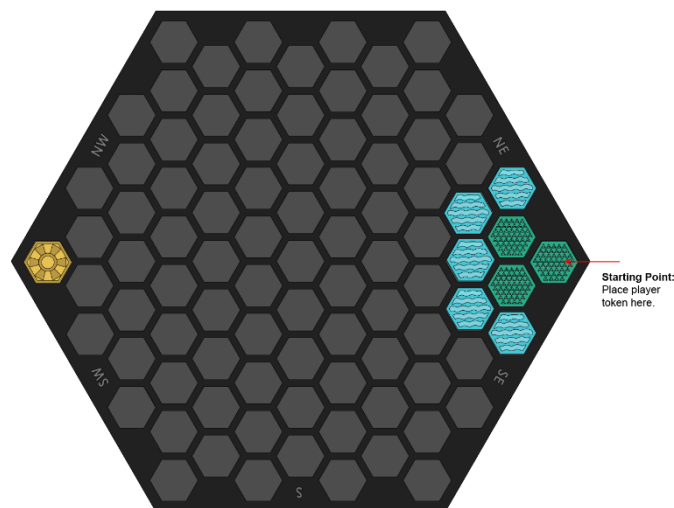


Figure 3. Gameboard setup for Sailing.

- a. The “Captain” starts the gameplay by rolling the dice *once*. They may move *up to* the number indicated by the dice roll or split their turn.
 - i. To split a turn, the “Captain” moves forward a select number of spaces and uses the remaining moves to place, **but not move to**, “water” tiles. They may split their turn anyway they would like.
 1. For example, if the “Captain” rolls a 6 they may split their turn by moving three spaces and placing three “water” tiles.
4. **During the “Sailor’s” turn:**
 - a. The sailor should roll the dice *twice*.
 - i. **On the first roll:** this determines the number of “water” tiles they can place on the board.
 - ii. **On the second roll:** this determines the number of “stones” they can place. “Stone” tiles can only be placed on top of “water” tiles.
5. **During the “Lookout’s” turn:**
 - a. They should roll the dice *once*. The number rolled determines how many “stone” tiles they can remove. When removing a “stone” tile, they must also remove the “water” tile beneath it.
 - b. The following additional rules apply during the “Lookout’s” turn:
 - i. The “Lookout” may not break the path when removing “water” and “stone” tiles. There must always be a clear path to the starting point.
 - ii. If there are not enough “stone” tiles to remove on the the “Lookout’s” turn, they must remove “water” tiles to complete the number of moves indicated by their dice roll.
 1. For example, if a 5 is rolled and there are only 3 “stone” tiles, they must remove the “stone” tiles along with 2 “water” tiles.
6. Repeat this gameplay until the “Captain” lands on the victory tile. This wins the game.
 - a. **Note:** if the “Captain” is near the “victory” tile they cannot split their turn to win. They must roll the **exact number of spaces** to land on the “victory” tile. They may split their move to get as close as possible to the “victory” tile but must still place “water” tiles during their turn.

Automatic Losing Condition

If at any point all “water” tiles become occupied by a “stone” tile, the players automatically lose the game and must begin again. Figure 4 illustrates an example of a losing gameboard; however, your gameboard may look different.

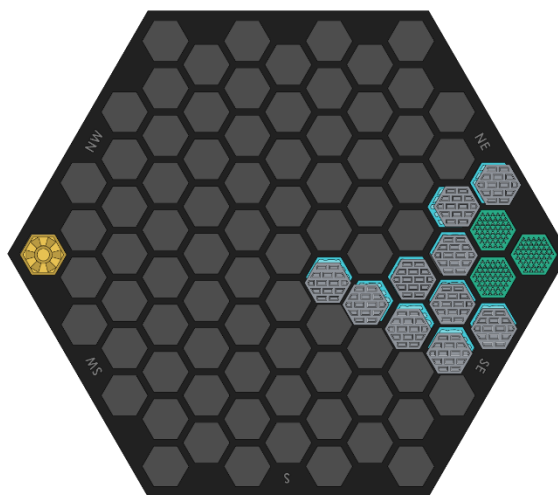


Figure 4. Example of a losing condition for the Sailing game.