

Pocket Hexes

A light strategy dice game for 1 to 6 players by Phil Tootill

Components Needed:

1 score sheet and pencil per player,
1 of each dice: 4, 6, 8, 10, 12, 20 sided.

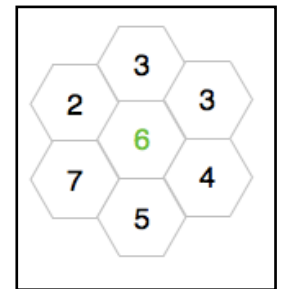


Summary

Players roll dice and write numbers into a hexagonal grid. After writing a number, you can later score it by completely surrounding it with other numbers.

Example (right): The player scores 6 points for completely surrounding a 6 with other numbers.

You can score up to 9 of the numbers you write. Try to score as many high valued numbers as possible!



How to play

Give each player a scoring sheet and a pencil. Choose a random player to take the first turn. Players take turns in clockwise order.

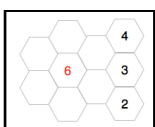
On your turn:

1. Roll all six dice.
2. Choose one of the dice, and write the value in your grid. Re-roll that die.
3. Each player chooses two of the six dice, and writes those values into their grid.

Writing a number

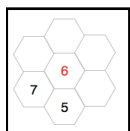
When adding a number to your grid, you must satisfy the following two rules. The new number must be:

- A. Next to an existing number.
- B. At least as big as all numbers it is next to.

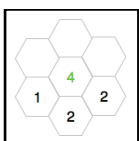


Examples:

- The 6 cannot be placed here because it is not next to an existing number, so breaks rule A.



- The 6 cannot be placed here because it is smaller than the 7, so breaks rule B.



- The 4 is next to another number and at least as big as everything it touches, so may be placed here.

There are two exceptions to these rules: 1 and 0.

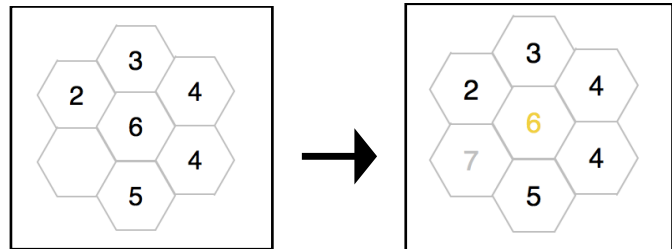
- When writing a 1, you may break rule A, so may be away from the other numbers.
- When writing a 0, you may break both rules, so you can place it in any free hexagon.

Scoring

Score points by completely surrounding a number with other numbers. When completing a ring of six numbers around a number, you may choose to score that number by writing it into one of the scoring boxes on the bottom of the score sheet.

Example:

Claire has a 6, surrounded by five other numbers. She writes a 7 into the empty space. She may now score the 6.



Penalties

Each turn, the current player must write three numbers into their grid and the other players write two numbers. If for some reason, you are ever unable to do this, then score -3 points for each number you cannot place by writing these values into a scoring box.

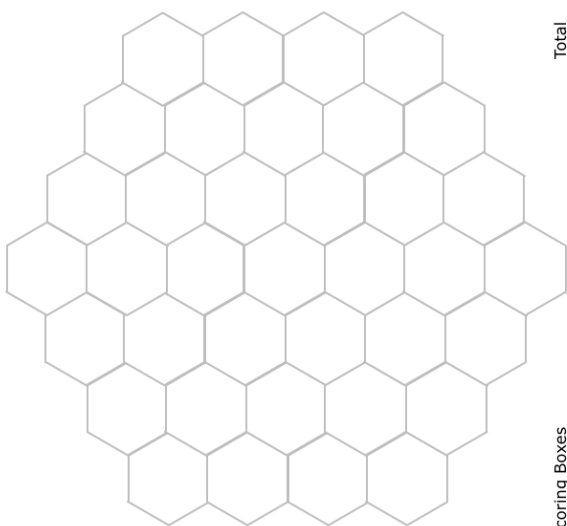
End of the game

When any player has scored a value in all nine of their score boxes, the game ends at the end of the current turn. Players add up the values in their scoring boxes, and the player with the highest score is the winner.

In the case of a tie, players compare their highest scoring value, and the player with the highest value is the winner. If both players scored the same highest value, compare their second highest value, then the third, and so on.

Clarifications

- Points are only scored **when completing** a ring of six numbers around another. Creating a ring around an empty space and then writing a high value into the already complete ring does not score the high value.
- Placing two of the same number next to each other is allowed.
- The game does not end immediately when a player scores nine values. Other players may finish the current turn.
- Once a player has scored nine values, they cannot score any more values (even through penalties).
- Scoring a value when a ring of six is completed is optional, but must be decided when the ring is completed. If a player chooses not to score a value, they may not change their mind and score it on a later turn.
- If the current player cannot write any of the values they rolled, they take a penalty and choose any die to re-roll.
- Each penalty taken uses up a scoring box. For example: if you take two penalties in the course of a game, you can only score up to seven other values during the game.



On your turn

1. Roll the dice
2. Write one die, re-roll it
3. All players write two dice

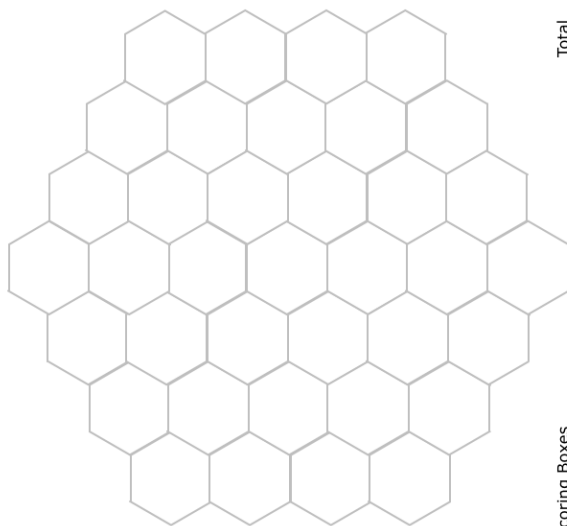
Each new number must be:

A. Next to an existing number

- B. At least as big as everything it is next to

When completing a ring of six numbers around a number, you may choose to score it.

Example 1 If you ever need to write a number but can't place one, score -3.

[illegible]

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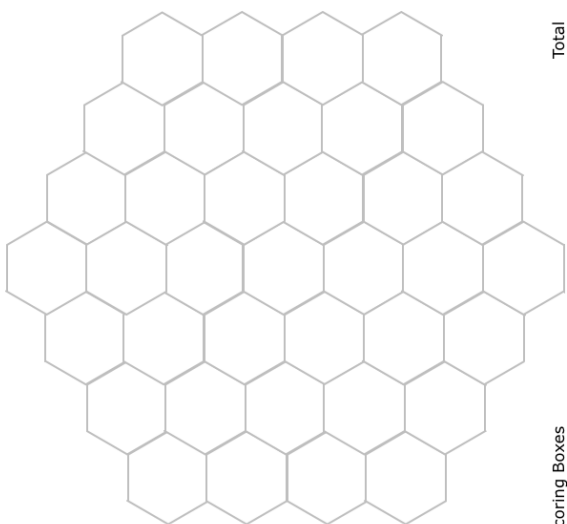
A. Next to an existing number

- B. At least as big as everything it is next to
- 1 can break rule A
- 0 can break both rules

When completing a ring of six numbers around a number, you may choose to score it.

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Scoring Boxes						Total Σ



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2. Write one die, re-roll it
3. All players write two dice

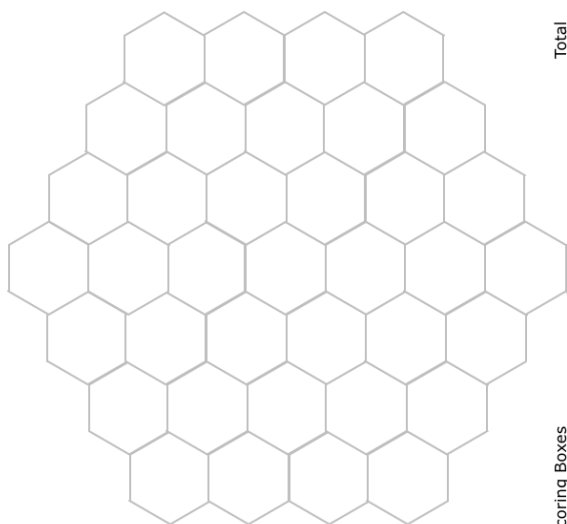
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