

# HEXAEQUO

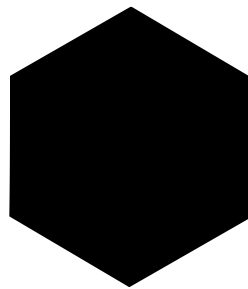
 30'  2  14+

 Piero Barrette

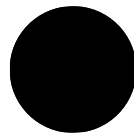
# MATERIAL

For each color :

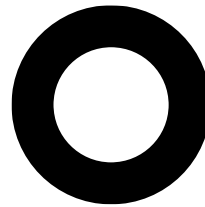
- 9 tiles
- 6 discs
- 3 rings



Tiles



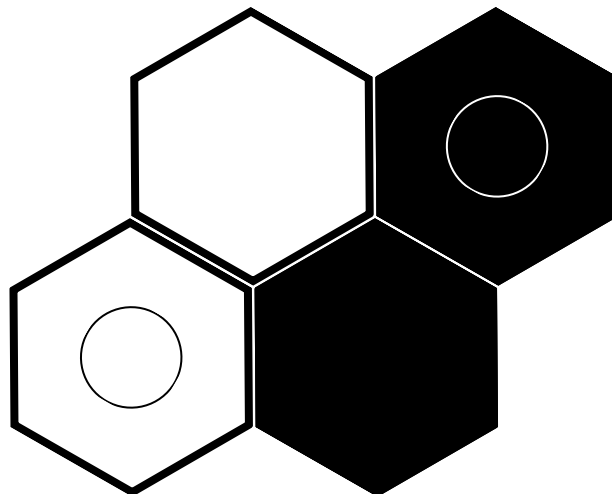
Discs



Rings

# PREPARATION

Place two tiles of each color next to each other with a **disc** at each end (matching the tile color). The player with the black pieces starts.



# GOAL

Capture all opponent discs

or

Capture all opponent rings

or

Empty all tiles of opponent's pieces

Note :

If a player cannot make a move on their turn, or if a position is repeated three times, the game is over and it's

**Ex Aequo!**

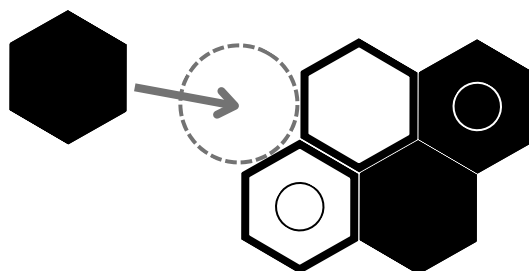
# TURN

Take one of the following actions :

- Place a tile
- Place a piece
- Move a piece

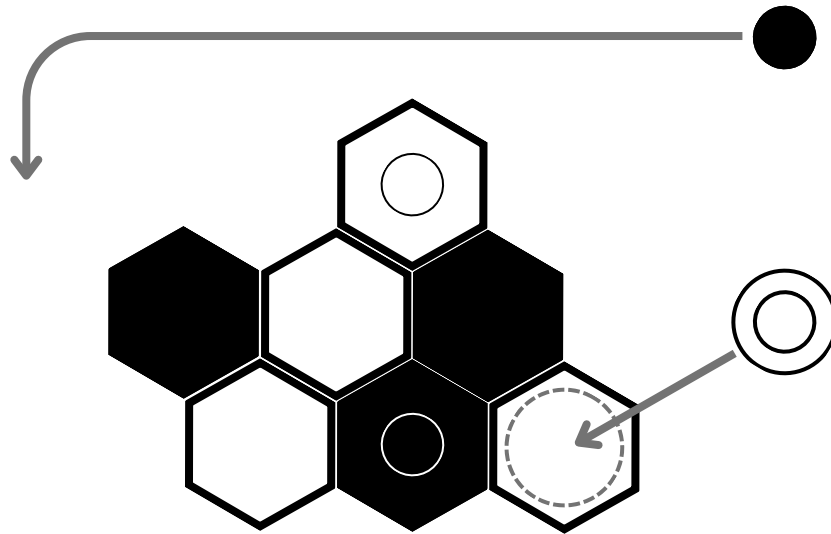
## Place a tile

The tile must be adjacent to two already placed tiles.



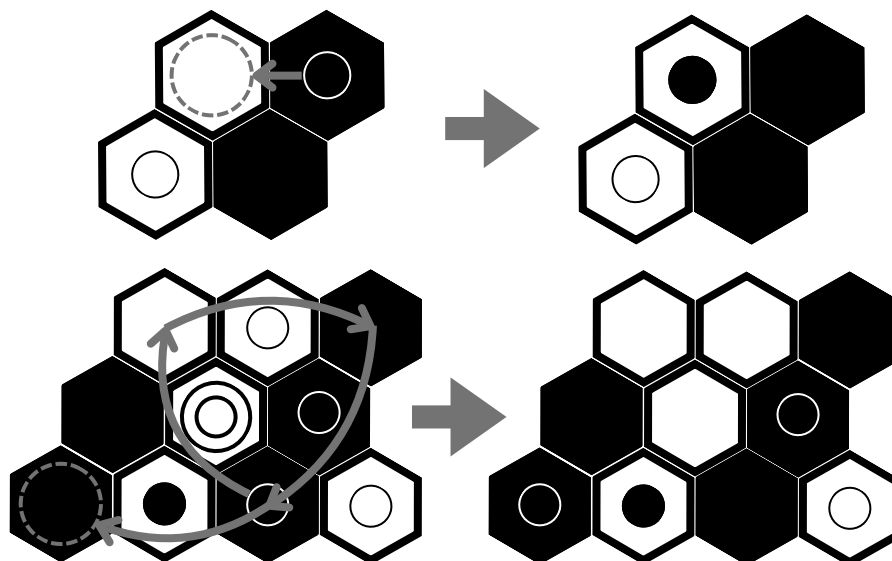
## Place a piece

The piece must be placed on an empty tile of its color. To place a **ring**, you must return a previously captured **disc** to your opponent.



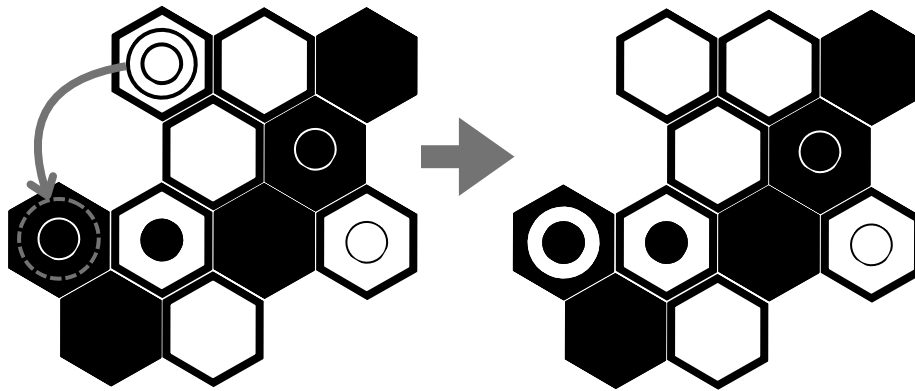
## Move a piece

A **disc** moves to an adjacent empty tile **or** can perform one or multiple jumps over any piece, capturing only the opponent's pieces.



## Move a piece (2)

A **ring** precisely jumps a distance of 2 tiles only once, capturing an opponent's piece upon arrival if applicable (and cannot finish its move on a disc or a ring of its own color).



Good game!