

# HexaPace Rules

## Hiperbol

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### Equipments:

- Cardlets
- Hexapace Log Tablet
- Hook

### Rules:

- Team or player chooses whether they are going to take a mission or land.
- If a team chooses a mission their turn passes to the other team and they need to finish the mission by the end of the game. If they can't finish the mission the mission's points will be subtracted from their total points.
- If a team chooses to take land they need to fish from the flying magnetic "cardlets". If they can fish a card successfully in a single attempt they will have one reward and one penalty according to their card number. Players can see which reward and penalty they get, from the Hexapace log tablet. However if they can't fish any card their turn will be skipped to the other team.
- points can be obtained with:
  - For each hexagon claimed teams gets 1 point
  - Conquering the surrounding hexagons of the Sirius gives 3 points. You can't conquer Sirius itself.

Missions and hexagons are applied to the whole team. Teams should discuss and decide accordingly.

When a team reaches 30 points, the game stops and then players calculate their total point by adding the mission point on top of their point. However if the team has unfinished missions according to the missions penalty value points are substituted from the total points and the team with the most points wins.

Maximum 2 hexagons of opponents could be claimed per round

#### Cardlet Rewards:

Claim 1 hexagons

Claim 2 hexagons

Claim 3 hexagons

Claim 4 hexagons

Claim 5 hexagons

Claim 6 hexagons

Claim 7 hexagons

Your opponent has to give up control over 1 hexagon

Your opponent has to give up control over 2 hexagons

Your opponent has to give up control over 3 hexagons

Your opponent has to give up control over 1 hexagon and You can claim 1 hexagon

Your opponent has to give up control over 2 hexagons and You can claim 2 hexagons

Your team can sacrifice his control over maximum 3 hexagons giving you right to claim as much hexagons as the deleted hexagons

#### Cardlet Penalties:

Wait 1 Turn

No Penalty

Give up your control over 1 hexagon

Give up your control over 2 hexagons

Give up your control over 3 hexagons

Give up your control over 4 hexagons

Give up your control over 2 hexagons and Your Opponents can claim 2 hexagons

Your teammate has to give up control over 1 hexagon

Your teammate has to give up control over 3 hexagon

#### Cardlet Missions:

Claim all 6 squares around the starting hexagon +3 -2

Claim Ceres +2 -1", "Claim Ceres +2 -1

Claim Eres +2 -1", "Claim Eres +2 -1

Have an adjacent hexagon to your opponents starting hexagon +5 -2

Become neighbours with your teammate +3 -3", "Claim minimum 4 hexagons around Sirius +3 -2

Claim Ceres and all surrounding hexagons +5 -3

Claim Eres and all surrounding hexagons +5 -3