

# HexaPace Rules

## Hiperbol

Boran Doruk Adsay

Lorin Arslan

Mehmet Furkan Erdem

Ömer Efe İyicioğlu

### Equipments:

- Cardlets
- Screen
- 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 award and one punishment according to their card number. Players can see which award and punishment they get, from the Hexapace log tablet. However if they can't fish any card their turn will be skipped to the other team.
- Stars can be obtained with:
  - For each hexagon claimed teams gets 1 point
  - Conquering the surrounding hexagons of the Sirius 3 point. You can't conquer Sirius itself

Missions and hexagons are teamwise. Teams should discuss and decide accordingly.

When reached to 30 stars 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 stars and the team with the most stars wins.

#### Cardlet Awards:

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