

Hexagon Chase

Summary

It's a board game about 2 police officers, 2 prisoners, and a middlemen who are hostile to each other and try to guess each other's identity numbers.

Collaboration

It was a collaborative project in which I was responsible for Table game planning

Video Link: <https://youtu.be/KD9mO-JPTX0>

Emotions: #Tense#Joy



Age: 8+

Time : 15min-30min

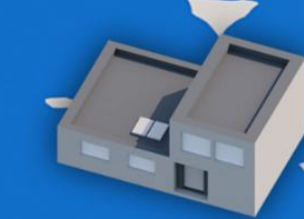
Genre : Strategy



Player : 5



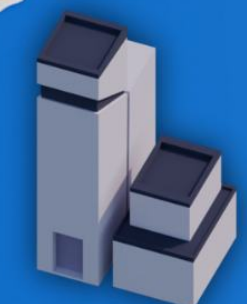
Hexagon Chase



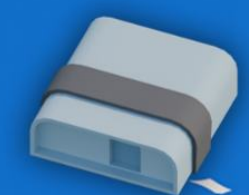
Police Station



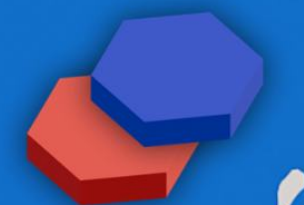
Safe House



Hotel



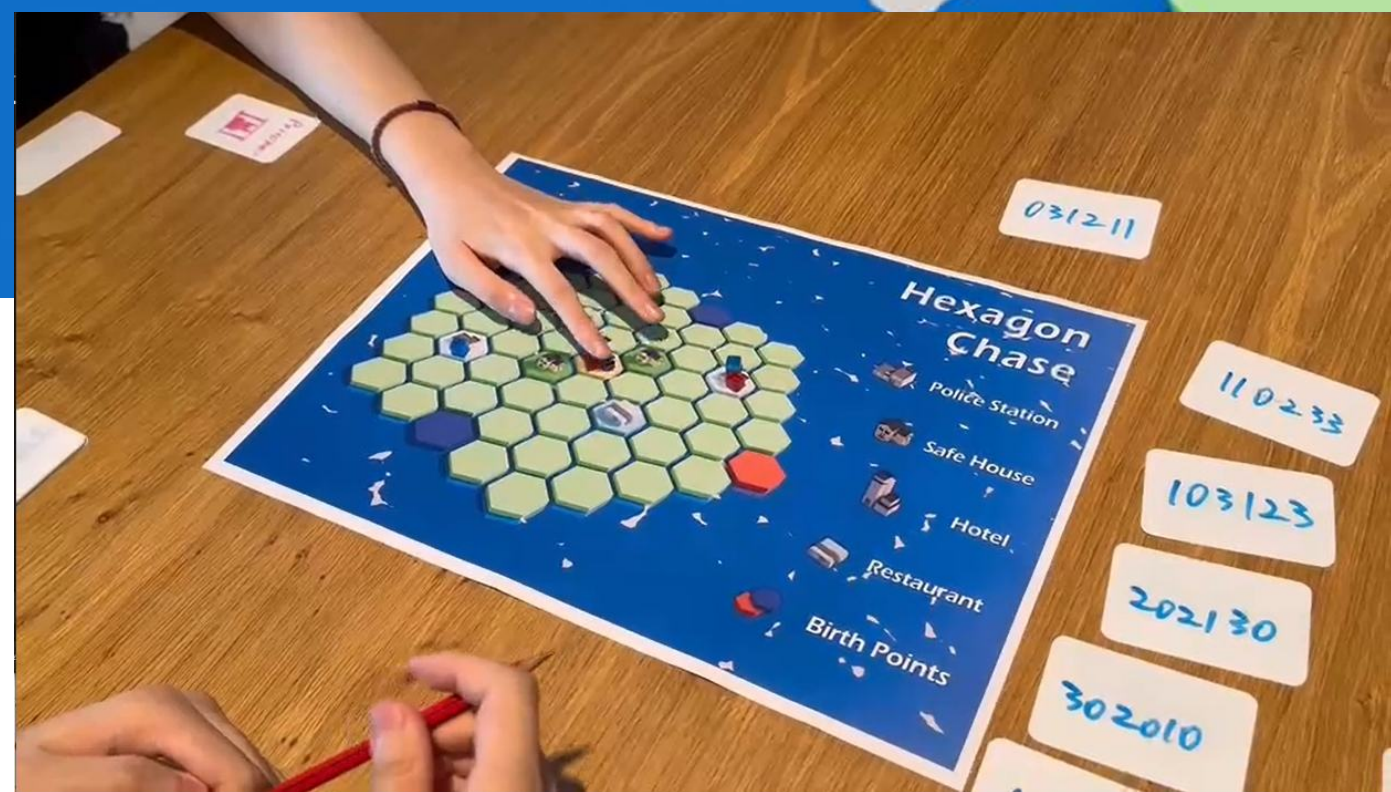
Restaurant



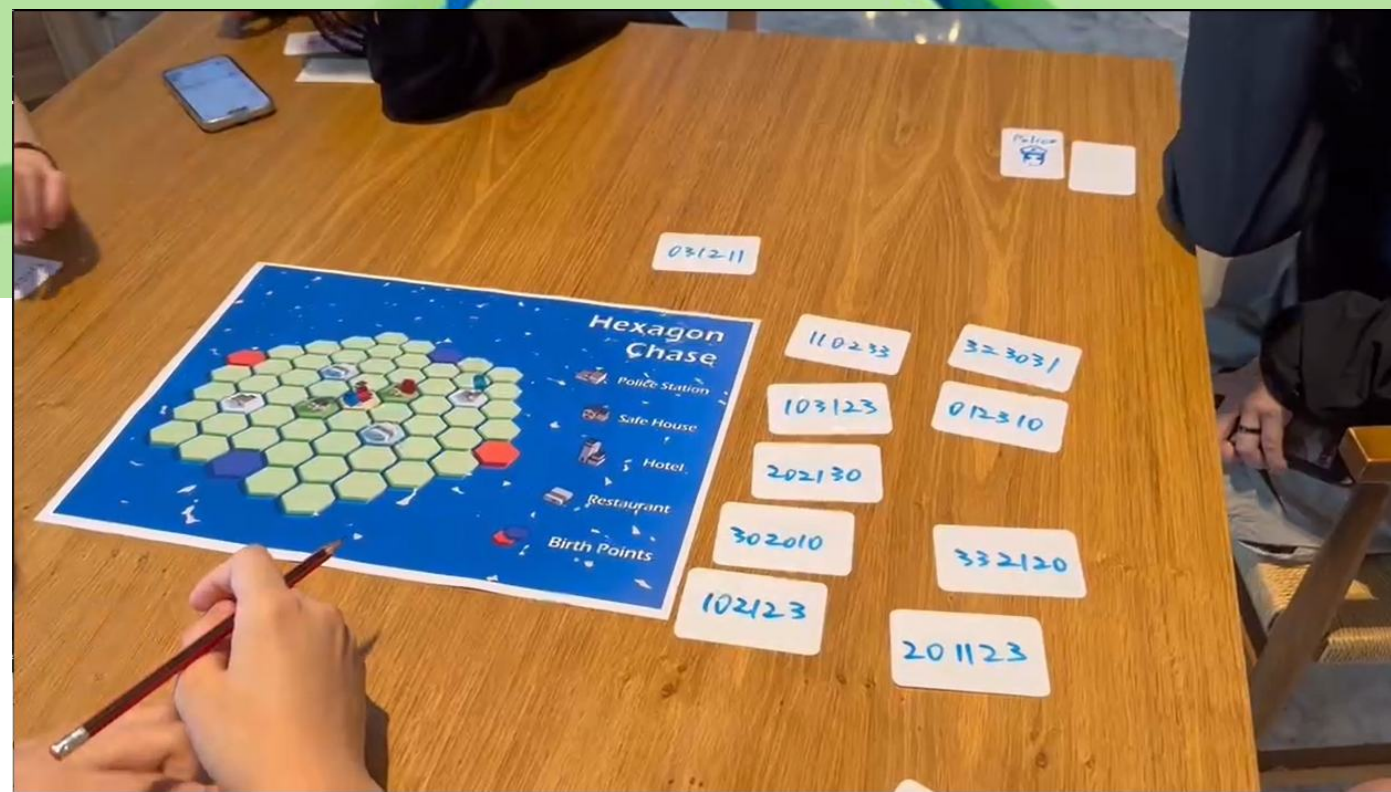
Birth Points

Game Play

How to win



1 Police Officers move 2 steps each round.



2 Prisoners move 3 steps each round.



3 Both sides move based on a dice.



4 The Maximum Steps a player can move in this round.



5 Police Officers move when it's at Day.



6 Prisoners move when it's at Night.

For Police Officers:

- Both sides are allowed to make turns when they move, but they can't pass a point multiple times within one round

Day and Night

- At first, the game is at Day.
- When both Police Officers are done, the game turns to Night

Buildings

- As shown above, the buildings have different functions.

Setup

- When game starts, each player draw a random identity card.

- The Middleman takes 8 number cards, and lay them side by side on the table.
The Police Officers close their eyes, and each Prisoner selects a number card at their will. Only themselves and the Middleman knows the numbers.

- The Middleman also selects a number, but only himself/herself knows the number.

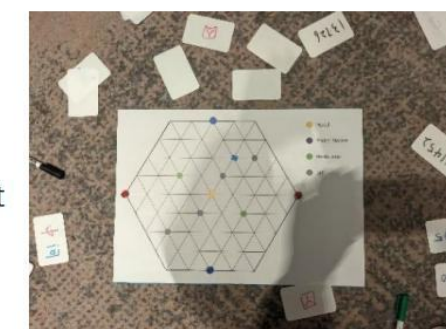


Rule Book

Boardgame Design:

Hexagon Chase: Information

Introduction: this is a boardgame about police and prisoner.



Emotions: tense, joy,

Contents

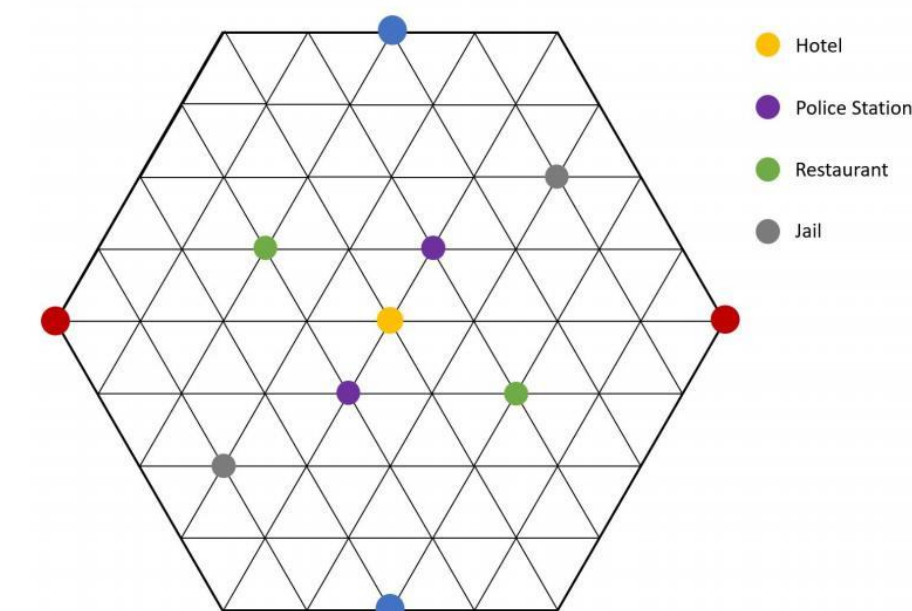
Two types of Cards: **Identity Cards** and **Number Cards**.

There are three **identities**: **Police Officer**, **Prisoner**, and **Middleman**.

There are **2 Police Officers** and **2 Prisoners**.

The map is a **hexagon**, as shown below:

//We'll introduce the dots on the map later.



There are 8 number cards, each has a random 5 digits number on it.

//The numbers on the cards are erased and written manually before each game for now. Maybe we'll find a better solution later.

Setup

- When game starts, each player draw a random identity card.

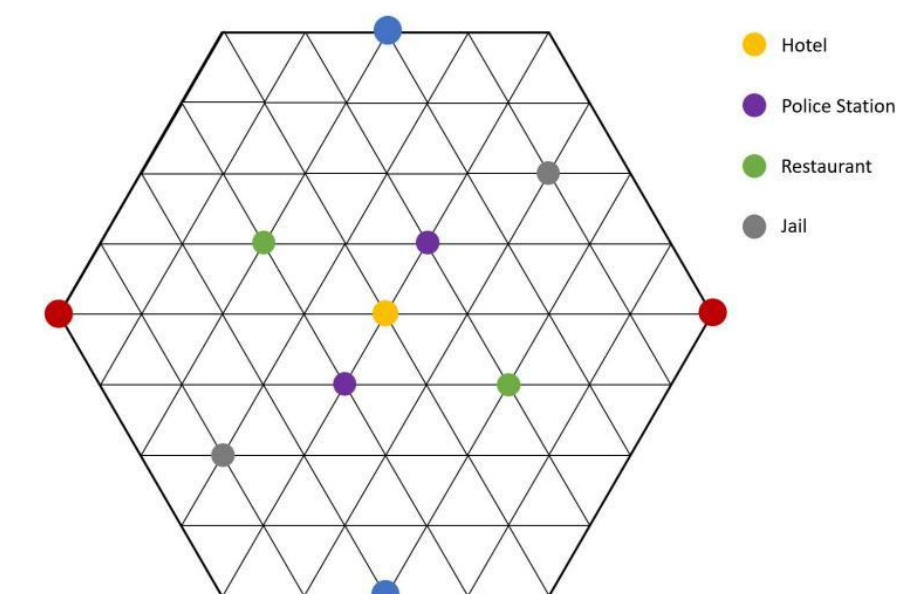
- The **Middleman** takes 8 number cards, and lay them side by side on the table.

The **Police Officers** close their eyes, and **each Prisoner** selects a number card **at their will**. **Only themselves and the Middleman** knows the numbers.

- The **Middleman** also selects a number, but **only himself/herself** knows the number.

//IMPORTANT: The number cards are kept in their original positions.

Gameplay



Hexagon Chase

As shown above, the two **Police Officers** are at the **BLUE** dots initially.

The two **Prisoners** are at the **RED** dots initially.

Moving

#if Game_Emphasizes_Skill

Police Officers move 2 steps each round.

Prisoners move 3 steps each round.

//Both sides are allowed to make turns when they move, but they can't pass a point multiple times within one round.

#endif

#if Game_Emphasizes_Luck

Both sides move **based on a dice**. The number on the dice indicates the

Maximum Steps a player can move in this round.

#endif

Day and Night

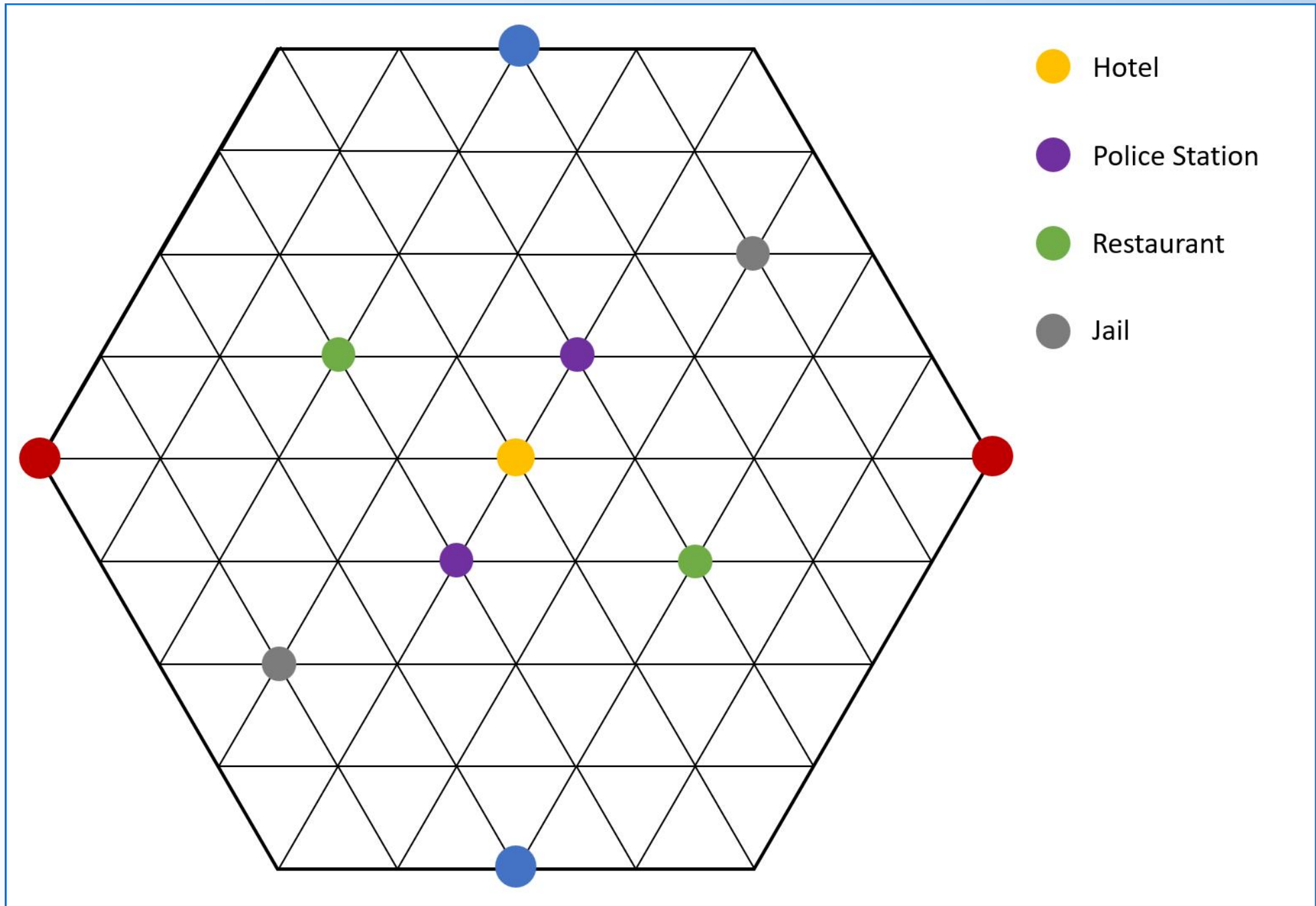
At first, the game is at **Day**.

Police Officers move when it's at **Day**.

When both Police Officers are done, the game turns to **Night**.

Prisoners move when it's at **Night**.

Contents



As shown above, the two Police Officers are at the BLUE dots initially.
The two Prisoners are at the RED dots initially.

The numbers on the cards are erased and written manually before each game for now. Maybe we'll find a better solution later.

Number Cards.

| | | |
|---|--------|--------|
| 201123 | 110233 | 031211 |
| 332120 | 103123 | 012310 |
|  | 202130 | 323031 |
| | 302010 | 102123 |

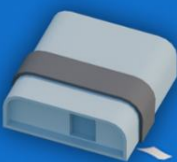
Identity Cards

-  Police Officer +2
-  Prisoner +2
-  Middleman +1




There are 8 number cards, each has a random 5 digits number on it.

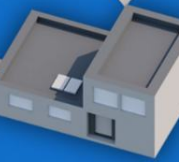
Map

 Restaurant

 Hotel

 Birth Points

 Safe House

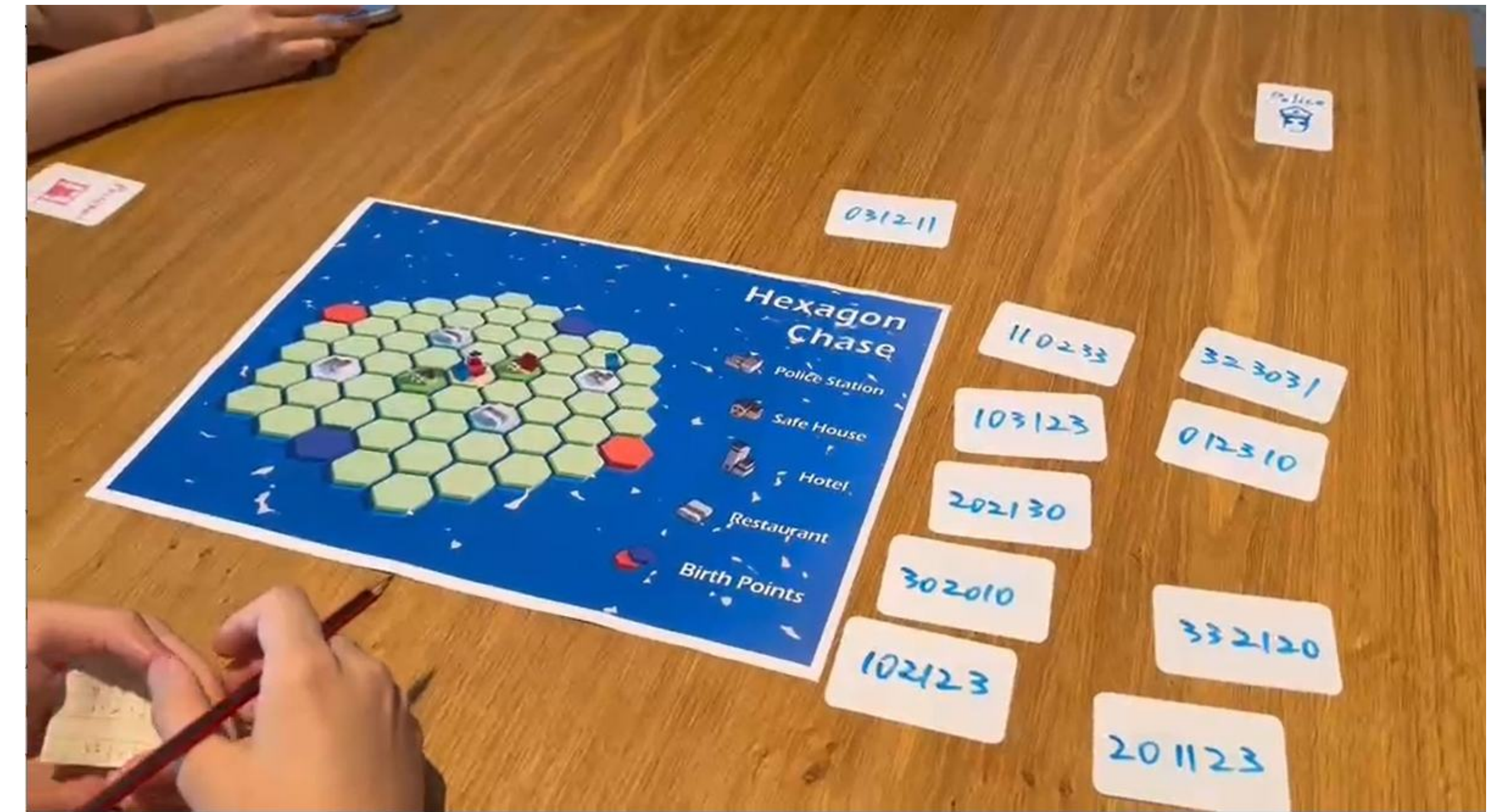
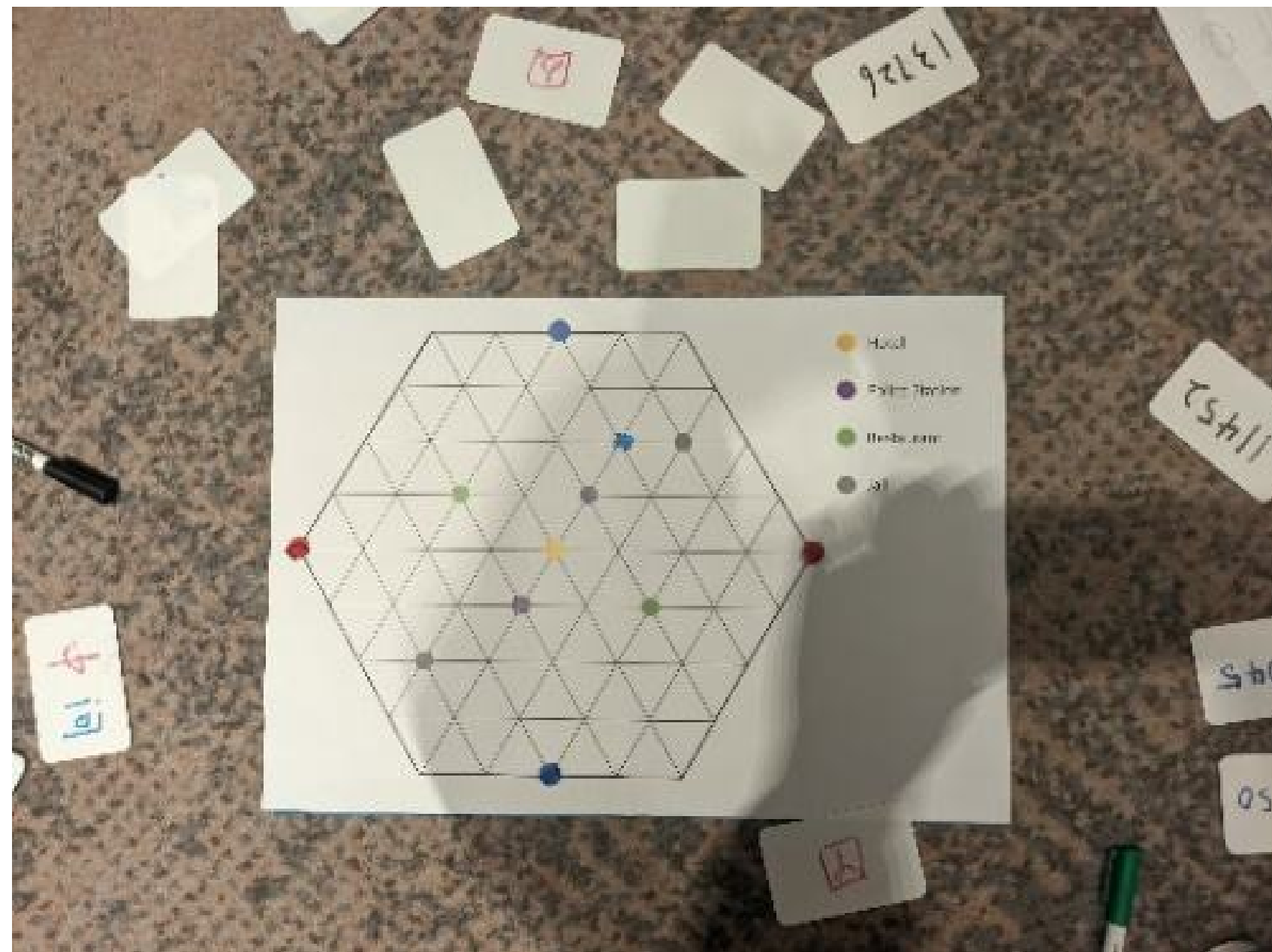
 Police Station

Iteration

//The above rules are for the first version.

Iteration - V2.0:

In this version, the player can ask the Middleman if a number is included in the number card chosen by one side (namely, the Middleman or the Prisoners). After confirming that a number is included, players can ask if a second of the number is included. We made this revision because the Middleman was too busy in the former version.



Feedback

Gameplay is too Long

Prisoners are easily caught by the police.

Iteration - V3.0:

When the Prisoner is player, he/she doesn't really feel like he/she is escaping because it was too easy for he/she to be caught by the police. Therefore, we changed the Jail into a "Save House", where the prisoner would not be caught by the police. Besides, the players can now travel to the opposite side of the map by stepping on the birth points of their side.