Tile Ideas

1. Tile that can only move diagonally
2. Tile that can only move vertically
3. Tile that can only move horizontally
4. Tiles that can only move a few times before permanently locking in place
5. After a certain amount of tile movements, all tiles get shifted across by 2 spaces
6. Symmetrical/Mirrored tile movement
7. Tile that can only move around the layer of the grid they start in e.g. if the hex starts in the outer section of the grid, it can only move in the section.
8. Tiles that can only move on edges attached to matching hex