

# Hexagonal Iso-Path

## -RULES-

### Goal-

- \* The object is to move one of the player's pieces to the opposing base.
- \* Once the opponent's base has been infiltrated, the game has ended.
- \* This is a zero-sum game.



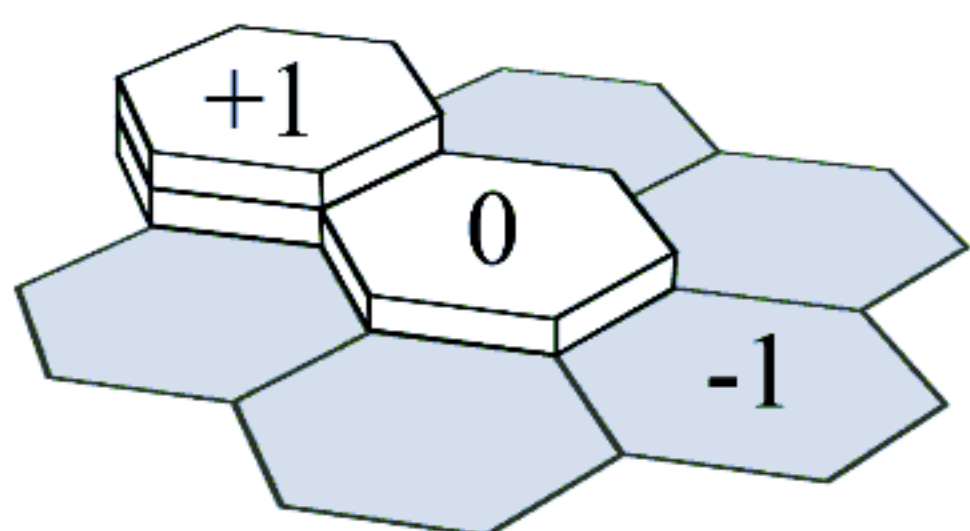
### Game Board-

- \* The suggested playfield is a hexagonal arrangement of 37 individual hexagonal spaces.
- \* This board will be known as an h4 game board, because each of the six sides has four perimeter spaces.
- \* An h5 (61-space) board may also be used to create additional game complexity.

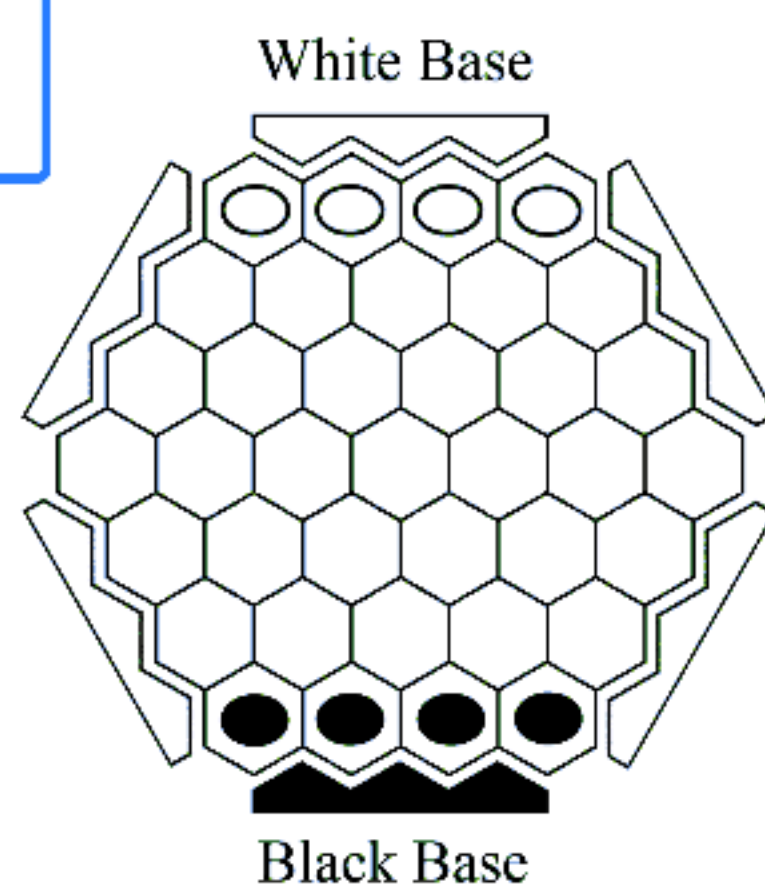
## Black vs. White-

1

- \* One color "digs," and the other color "climbs."
- \* Diggers must stay in their trench path. They must remain on the game board (at the -1 tile value), and must never occupy tiles.
- \* Climbers must stay on their mountain path. They must remain on a stack of two tiles (at the +1 tile value), and must never occupy the game board.
- \* No game piece may occupy single tiles (spaces that are at the 0 tile value).



Tile values.



Black Base

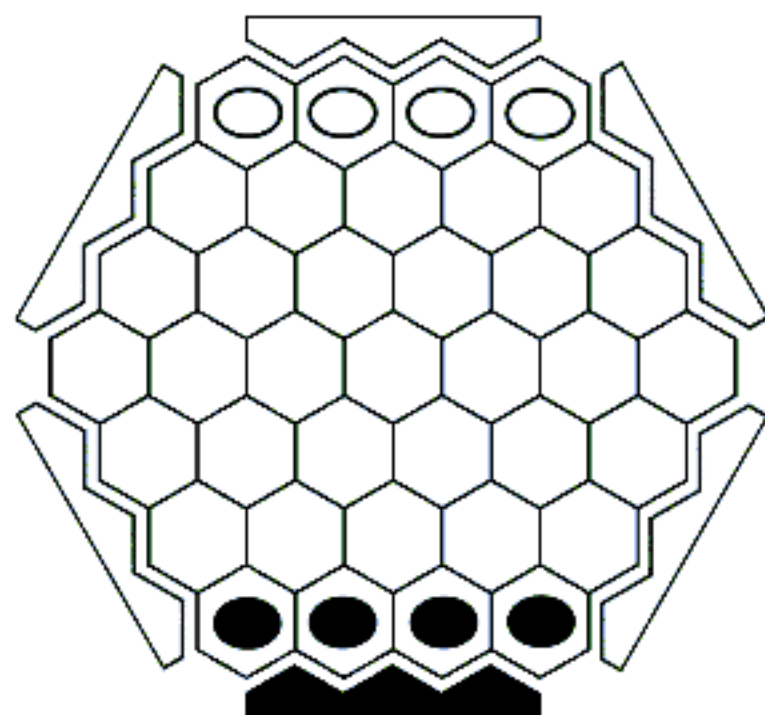
## Two Moves-

2

### Each turn consists of two moves:

- 1) One build move, where the player must relocate one of the hexagonal tiles from one location to another. Any tile may be moved, except for tiles on a player's own home base (see Home Row Rule).
- 2) One locomotive move, where the player must advance any of their pieces to an adjacent hexagon.

- \* Note: Both the build and locomotive moves must be made on each turn. A player may not opt to "pass" on either move. Further, any move that results in an inability to complete the second move is not permitted.



Black and White on their own home rows.

# Hexagonal Iso-Path

Rule sheet 2 of 3



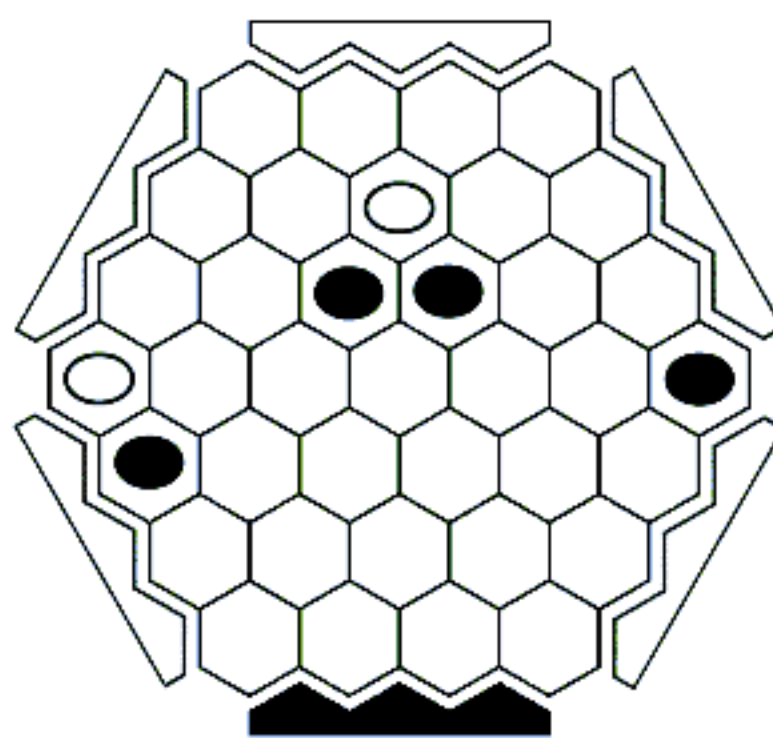
## Capture & Threat

### Capture-

- \* An opponent's piece may be captured, and thus removed from gameplay, if it is surrounded on any two of its six adjacent sides by opposite game pieces. Before a piece can be captured, it is first put under "threat," from which escape may still be possible.

### Threat-

- \* Once an aggressor moves into a position that threatens one of the opponent's pieces, the opponent under threat must immediately evade the threat to avoid capture. If the piece under threat does not or cannot evade, then the aggressor may use one move from their following turn to capture the piece.
- \* Passive capture: Players who willingly (or unknowingly) move into a position of threat may have their piece immediately captured.
- \* Following a successful capture, the aggressor may use the remaining move in their turn for either building or for piece locomotion.

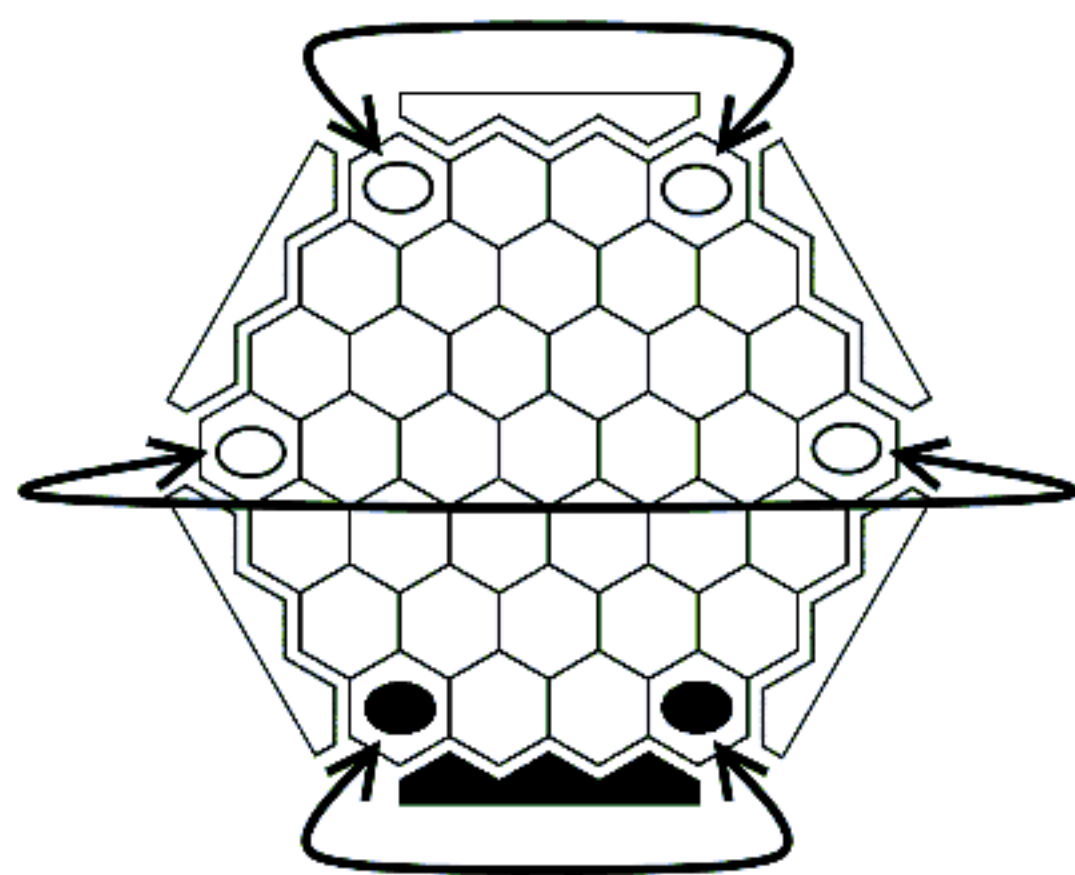


Two examples of white under threat.

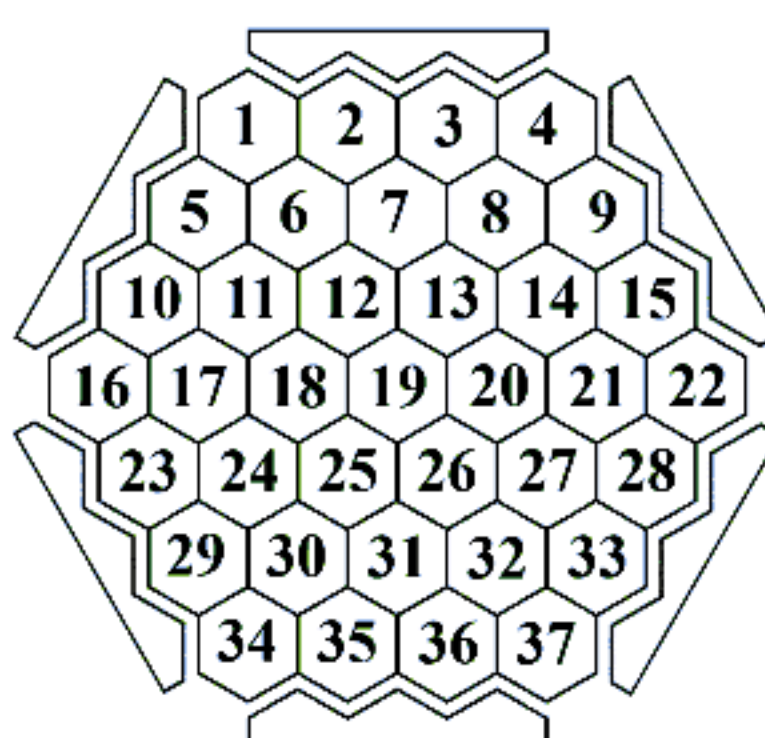
## Cross-Board Adjacency-

4

- \* Pieces occupying either space #16 or space #22 may be put in threat by opponents occupying the other; spaces 16 and 22 are adjacent spaces (see Lateral Teleports).



Six possible ways to teleport.



h<sub>4</sub> board with numbered spaces.

### Lateral Teleports-

- \* The breaks in the hexagonal playfield's vertices allow cross-board transport in both directions perpendicular to goals.
- \* Teleport requires that the target space is at the tile value that is appropriate to the player; diggers may only teleport into (-1) trench paths, and climbers may only teleport onto (+1) mountain paths.

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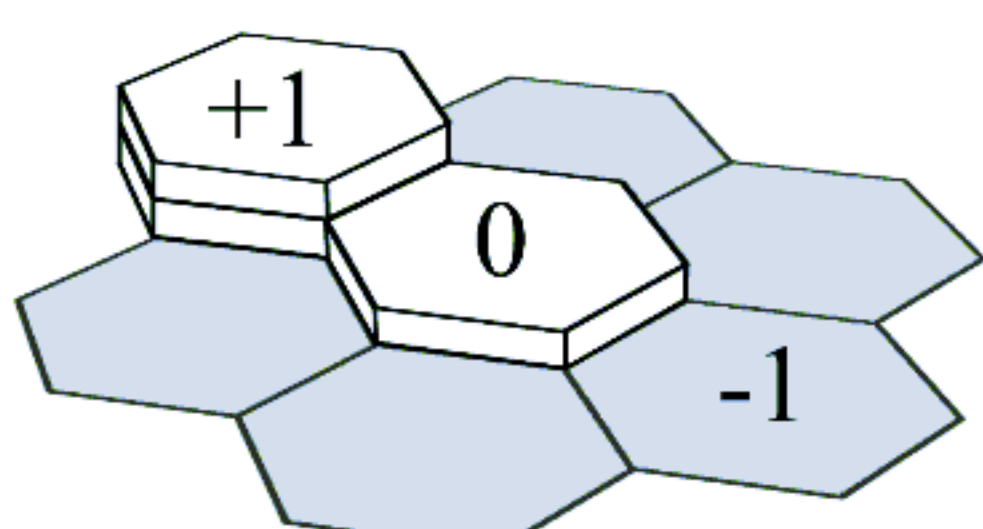
Rule sheet 3 of 3



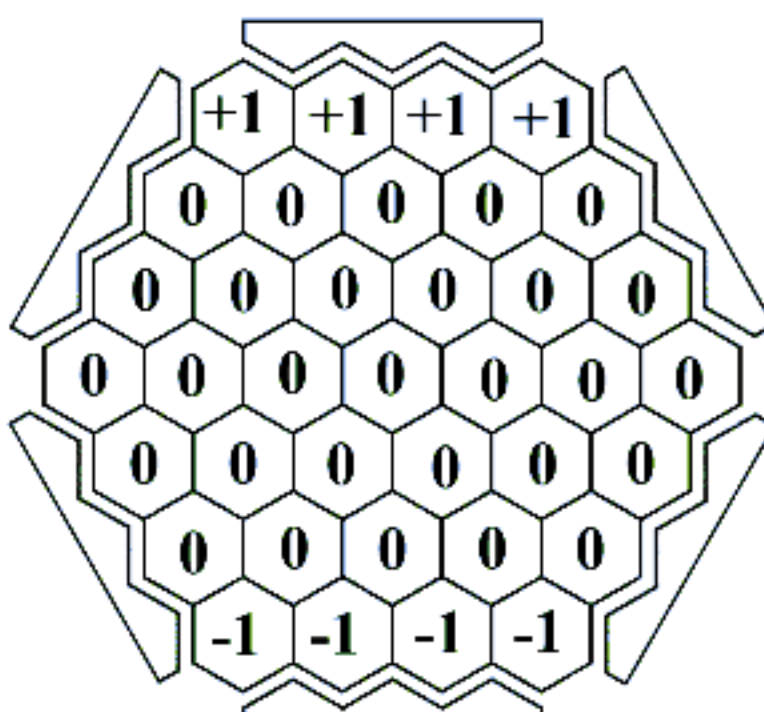
## Home-Row Rule-

5

- \* Players may not use build moves on their own home-base spaces. Once a piece has been moved from the home row, that space becomes immediately vulnerable to the opponent's build moves. This rule attempts to prevent ad infinitum defensive building, and thus, stalemate.



Tile values.



Tile values at home position.

### Alternatives and similarities-

The first rule-set for this game was created by pocket83 in March, 2017. These rules apply specifically to a 37-space hexagonal game board which uses eight game pieces. They are subject to revision and addition. Any similarity to existing board games or their game play elements is entirely coincidental. For the most up-to-date information, please follow the video description where this game was first published by pocket83. Reproduction or distribution of any of this material for the purpose of presenting it as an original work is entirely prohibited, and such thefts will be aggressively acted upon. However, this material is entirely free for personal use, and credit given to pocket83 where appropriate is very much appreciated. I truly hope that you enjoy this game.