

HEXTEROYD

Rules V 1.0

by Remo “Khoril” Conzadori e
Emiliano “Wentu” Venturini

Hexteroyd is an abstract strategy game for 2 players.

A game lasts approximately 20 minutes and is won by the player who conquered the most points.

Components

- An hexagonal board divided in 61 hexagonal cells
- 12 pawns of the same color. Each pawn has a value according to the following distribution: 6 pawns valued 1, 4 pawns valued 2, 2 pawns valued 3.
- 60 black and white double faced discs

Setting

Place the board between the two players, Black and White.

Place 6 discs on the board according to Image 1.

Divide the pawns between the players so that each gets the same set in numbers and values.

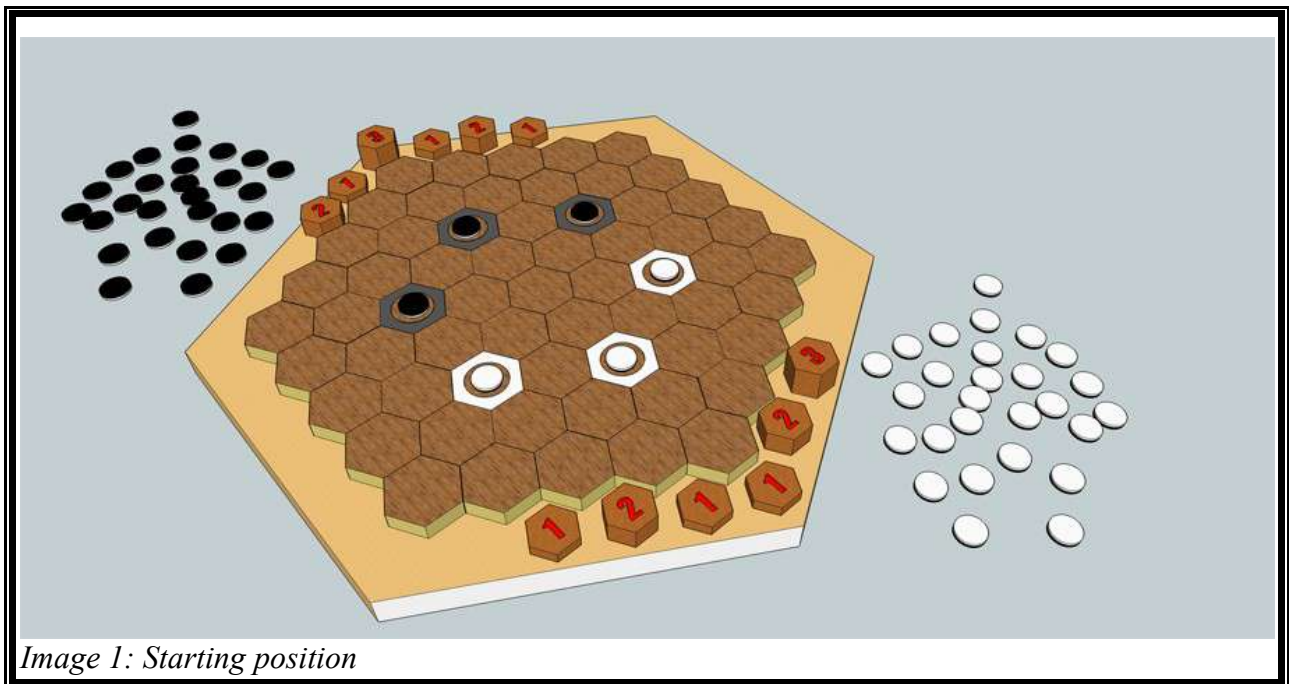


Image 1: Starting position

Structure of a game

The game is played in turns, starting with the White player.

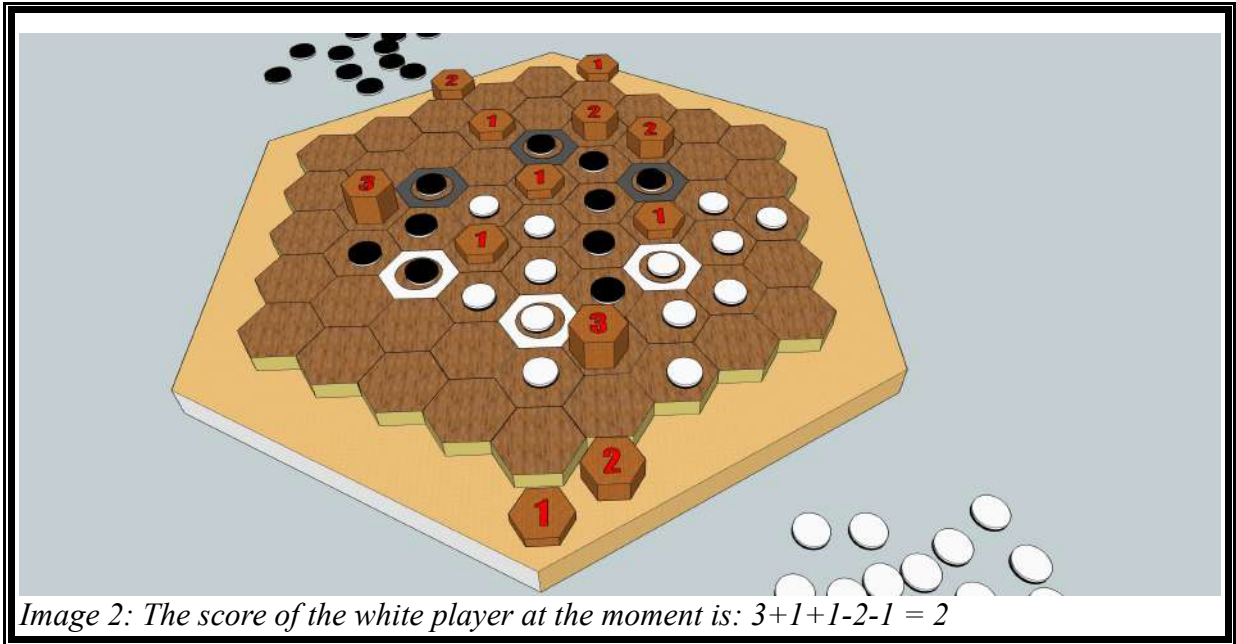
When a player cannot or doesn't wish to move, he passes. He can rejoin the game later. The game ends when both players pass consecutively.

Score

One or more adjacent discs of the same color form a “group”.

The value of a group is the sum of the values of the pawns that are adjacent to it.

The score of a player is the value of his best group minus the sum of the values of the pieces still in his hand.



Example: White has 2 groups valued 4 and 5. In his hand he still has a pawn valued 1 and one valued 2. His score is $5 - (1+2) = 2$.

Important: a pawn is not part of a group therefore two discs connected only by a pawn are part of two different groups.

Turn of play

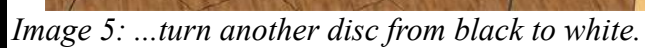
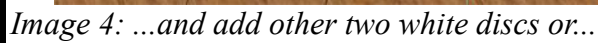
At his turn a player must execute one of the two following moves: place a pawn or take back in hand a pawn. If he can't do that or he doesn't wish to, he passes but can rejoin the game later.

Placement of a pawn

This move is divided into two parts, the first one is compulsory, the second is optional. The player places a pawn from his hand on the board so that it is adjacent to at least as many of his discs as the value of the pawn. He then turns these discs onto the opponent's side.

After placing the pawn the player completes his move with one of these two actions:

- fill all free cells adjacent to the played pawn with his discs.
- Turn one or more of the opponent's adjacent discs that weren't turned in the first part of the move. At most he can turn as many discs as the value of the played pawn.



White can then fill with white discs all the cells around the pawn or turn up to two opponent's discs (but not those just turned)

Removing a pawn

The player takes back in his hand a pawn already on the board provided that it is adjacent to a number of his discs at least equal to the number of opponent's discs increased by the value of the pawn. The player puts one of his discs in place of the removed pawn.

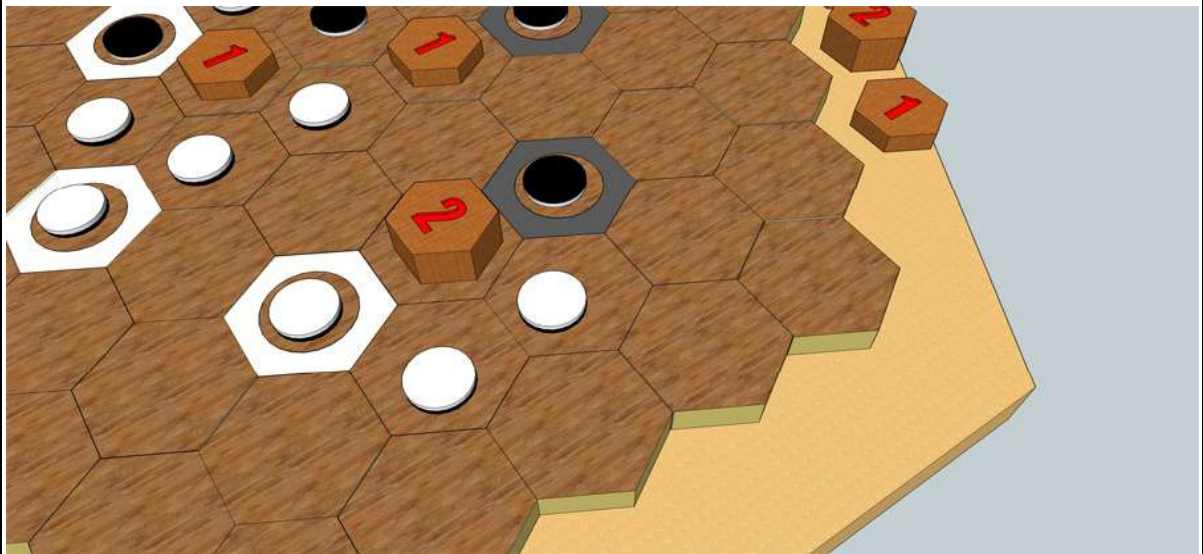


Image 6: White can take back the pawn valued 2 because the white discs around it are at least 2 more than the black ones. ($3 \geq 1 + 2$).

Example: White, in order to remove a pawn valued 2 that is adjacent to one black disc needs at least 3 white discs near the pawn.

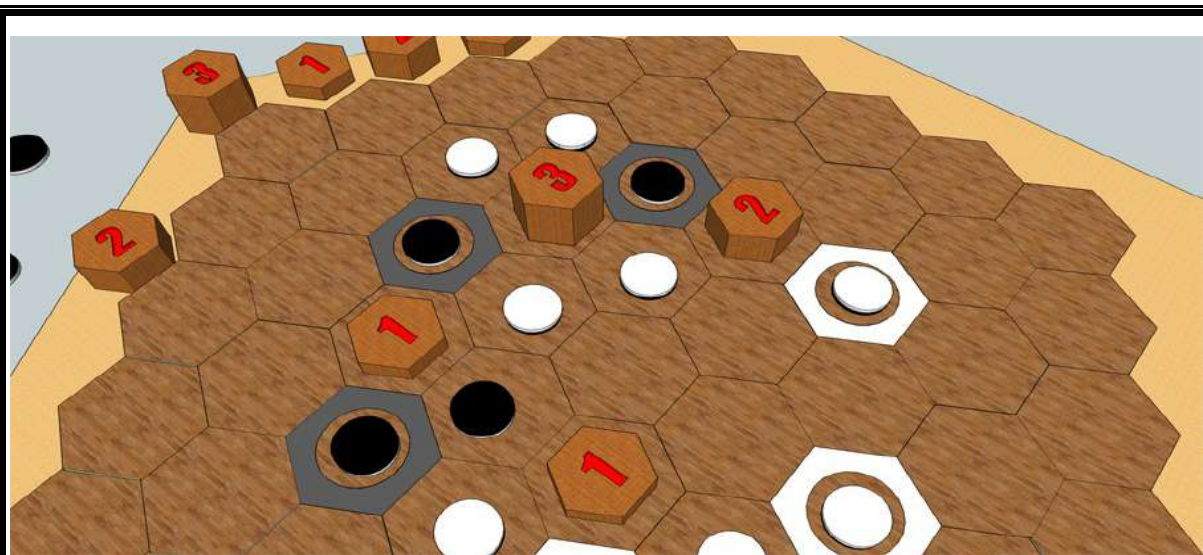


Image 7: White cannot remove the pawn valued 3: he needs at least 5 white discs around it.

Example: a pawn valued 3 with 2 adjacent black discs cannot be removed by White because he cannot put other $3+2=5$ white discs around it.