

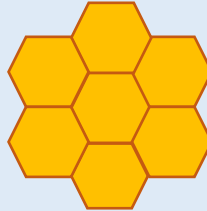
HEXAROOT

Number of players: 2-4

Time of the game: ~30 min

Game components

- D6 dice (1 pcs)
- Hexagonal field cells (37 pcs)
- Root crystals (4 pcs)
- Root parts (arrows) (240 pcs)



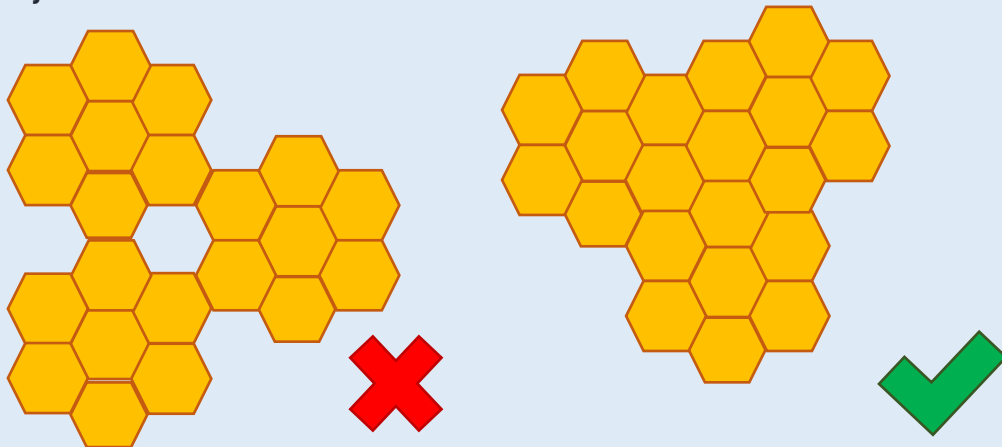
Game goal

Build your way to the enemy's root crystal and take it before they took yours

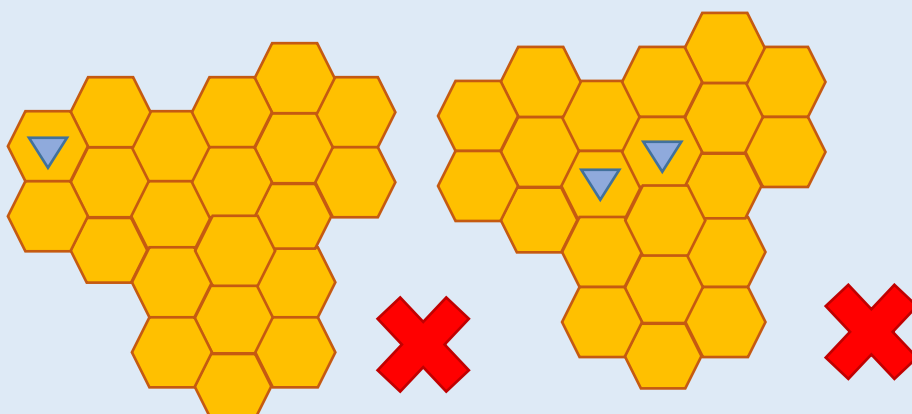
Before the game

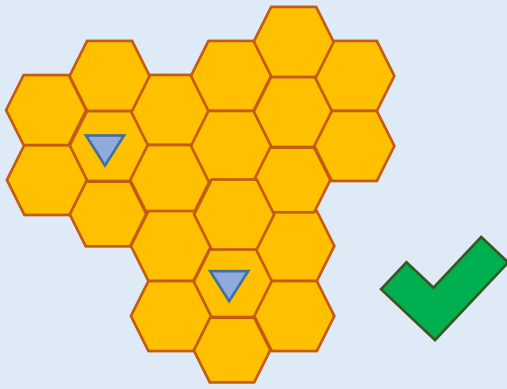
1. Prepare the game field. You can build a standard one – just set one cell at center and set other cells around to form a big hexagon, or you can form your own field due to flexible design of HexaRoot. The only rule is that it cannot be any hole on the field.

2.



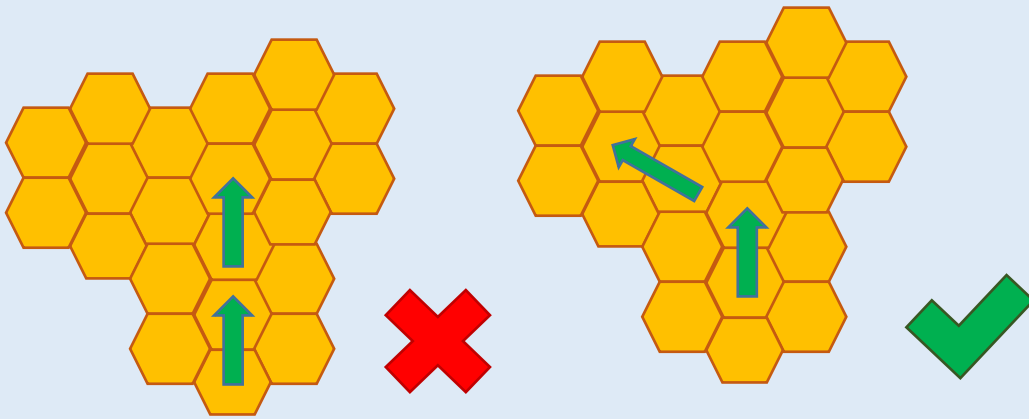
3. Set your root crystals on the field. Do not set it on the edge and set it as far from your opponent's crystal as you can.



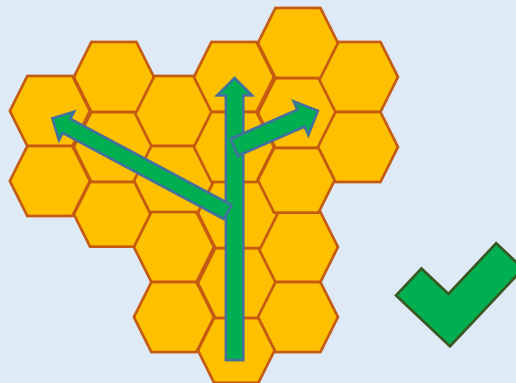


Rules

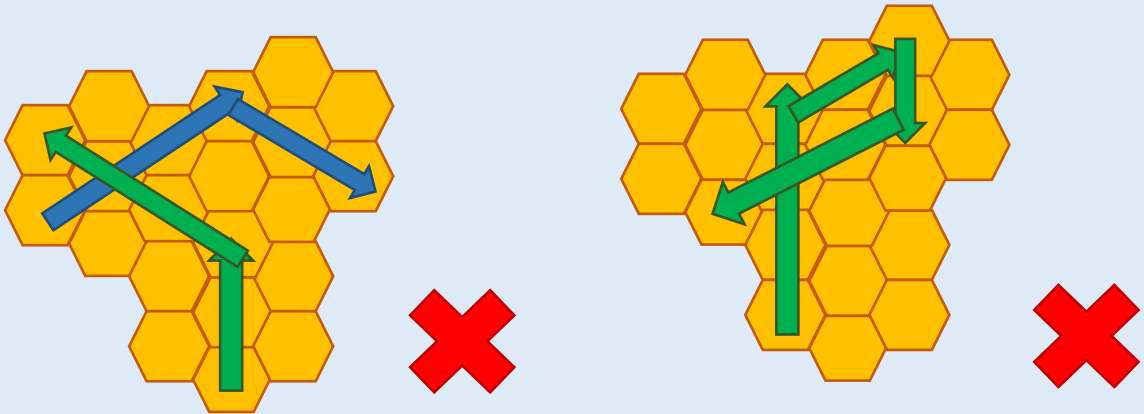
- Each player's move defined with D6. If you take 6, you can move to 6 cells etc.
- You can't repeat one direction twice in a row.



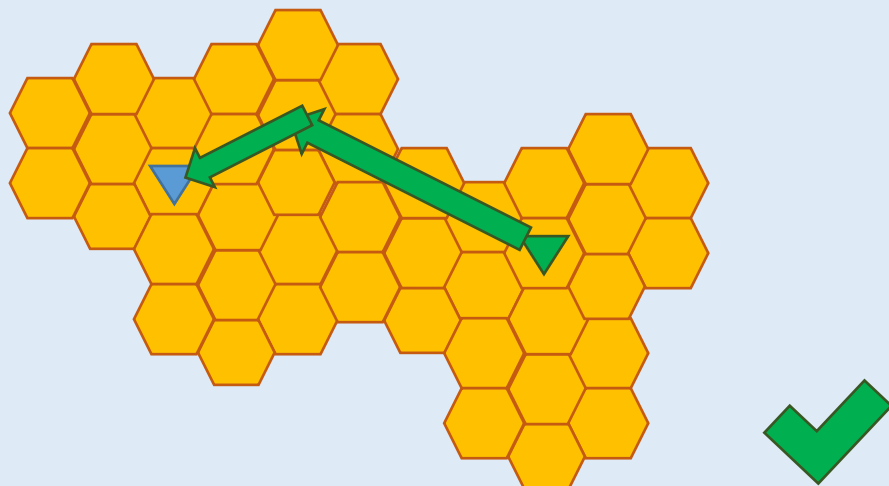
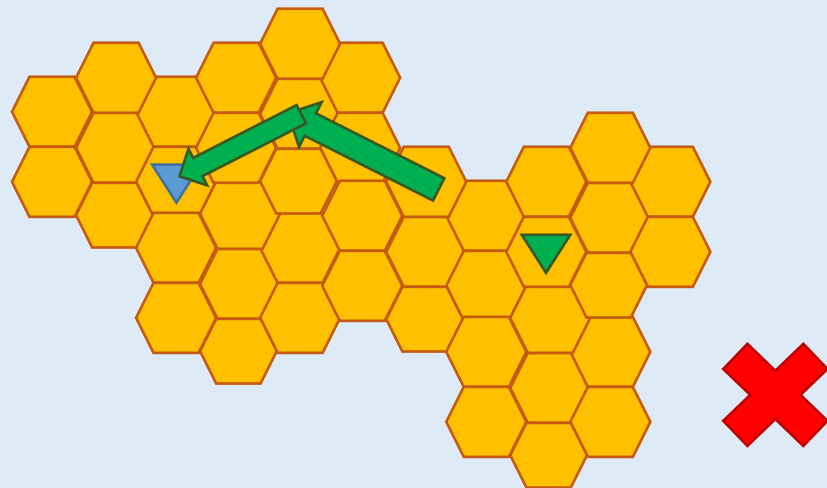
- You can grow your root sprouts from any space of root. Don't separate your root



- You can't cross either opponent's root nor yours



- Your root grow from your crystal. Take your opponent's root crystal before they took yours



- In two-player game wins the player who reached the opponent's root crystal first. If the number of players more than two, you play an elimination game: wins the player, whose crystal was not taken
- If in process of the game one of the root crystals was locked so you can't reach the crystal without crossing the root, the game ends in a draw

