

Hexploration

a game by: Chevee Dodd

Each player has two pawns and five scoring markers.

At the start of the game, players will draw two tiles from the bag. Starting with the first player and proceeding in a clockwise manner, each player will place one tile next to the starting board and place one pawn and one scoring marker on it. Players may not place their starting tiles adjacent to their own tiles. After all starting tiles are placed, the game will begin.

On your turn:

During each of your turns you must perform one action per pawn. There are two possible actions:

Move:

You may move your pawn to an adjacent area. An area is comprised of any and all adjacent tiles of matching type. If you move off of a tile containing your score markers (see Score Markers below), you may move those score markers with your pawn, leave them to occupy the area left, or remove them from the board. (You may divide them among these options as you see fit)

Place a Tile:

To place a tile, you must first either draw one from the bag or purchase one from an opposing player.

- You do not have to keep the tile drawn. You may instead pay and discard the tile. Pay the bank \$2 and place the unwanted tile in your market. You may then draw a new tile or purchase a tile from another player. *Note: You may continue drawing tiles as many times as you wish.*
- To purchase from a player, pay that player the appropriate amount and take the tile.
- You may only purchase what you can afford.

The tile must be placed adjacent to the area occupied by one of your pawns. Each pawn may move or explore only once per turn.

- If it borders an area controlled by an opponent, gain \$1
- If it does not match the area your pawn is currently occupying, you may move your pawn to the new area for free.
- If the tile placed completely enclose an opponent's area, you may take over the area for free. Remove their score marker and replace it with one of your own. You must have a score marker in reserve to execute this action.
- If the tile placed would connect two areas of common type:
 - the larger area absorbs the smaller if and only if the larger area

contains a score marker. When absorbing an area controlled by another player you must pay that player \$1 for each tile in their area and return their score marker to their reserve.

- the smaller area absorbs the larger area if the smaller contains a score marker and the larger does not.

- If your pawn is in an area controlled by an opponent, and you place a tile that does not match their area, you earn \$2.

Score Markers:

At any time during your turn, you may place or remove a score marker from your supply into a space occupied by one of your pawns. You may have multiple scoring markers in an area.

If you wish to place a score marker in an area currently occupied by an opponent's score marker(s), you must purchase that area from the player. The cost to purchase an area is \$2 per tile per scoring marker.

Examples:

- If the area contains 4 hexes and a single scoring marker, you must pay \$8.
 - If the area contains 4 hexes and two scoring markers, you must pay \$16.
- Because there are two scoring markers, you must pay twice as much.

End of Turn:

At the end of your turn you receive income for each area that contains one of your score markers. Consult the payout schedule to determine how much income each area generates.

The Market:

Each player controls a market where they may sell unused tiles. Each player may only have three tiles in their market. If you would ever have more than three tiles in your market, you must return tiles to the bag until you have exactly three tiles for sale. You may not choose to return tiles at any other time.

Pricing:

Players set the price of the tiles they have for sale when they discard the tile. Place the tile in one of the three market squares on your player mat. You may re-arrange the prices of your tiles during your turn and only your turn.

End Game:

If at the end of a player's turn, 21 tiles of a single type have been removed from the bag, the game ends. All tiles on the board and in the player's markets are counted for the purpose of ending the game.

Scoring:

Each player receives \$3 for each tile in their largest two territories.
Most money wins.

\$3	Payout Schedule 1-2: \$1 3: \$2 4: \$3 5: \$4 6: \$5 7-8: \$4 9+: \$3
\$4	
\$5	