

▣

Hexcape Rules

Version 1.0

April 24th, 2009

Aaron Chapin

kavwoosh.com

This work is licensed under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 United States License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/3.0/us/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA.

Terms

There are several phrases that will be repeated throughout the rules. They are not difficult concepts, but it is necessary to grasp them before playing the game.

- Hex – In Hexcape, you move your tokens on a map made up entirely of hexagons, which is shortened to “hexes”.
- Action Point (AP) – The amount of Action Points you have on your turn determines how far you will move and/or how you can modify the map.
- Movement Cost (MC)– The amount of Action Points it takes to move into a specific hex
- Raise – Using an Action Point to increase the Movement Cost of a hex by one.
- Lower – Using an Action Point to lower the Movement Cost of a hex by one.

Hex Details

- The Starting and Ending hexes (which are marked with an S and an E, respectively), always have an MC of 1. All hexes that are the same color as these hexes have an MC of 1.
- Hexes that do not have a number written inside them, but are not the same color as the Start and End hexes are impassible. Players may not move into these hexes, nor can they Raise or Lower them.
- All other hexes will have a number from 2-10 that shows their MC. These numbers are smaller and on the left hand side to allow players to write on the maps (with a dry-erase marker), if the hex's MC is changed by Raising or Lowering it.
- Some Hexes also have a "swirly" pattern on them. If a hex has a "swirly" pattern, it is a teleportation hex. Teleportation hexes also have a small number (or numbers), or letter (or letters) on the right side of the hex called the Teleportation Index (TI). If you move onto a teleportation hex, you may be able to teleport. If the TI is a number, roll a die. The number you roll corresponds to the TI of the hex that you can teleport to. If the TI is a letter, you may teleport to any hex that shares that letter TI. Regardless of the roll, you still must pay attention to the MC of the destination hex. If you do not have enough AP to move onto the destination hex, you may not teleport to it. If you begin your turn on a teleportation hex, you cannot use that teleportation hex again unless you move off of it, and back on again.
- Other Hexes may have a picture of a card on them. When you move onto one of these hexes, you may draw a card from the top of the special cards deck. You do not have to show anyone the card, unless the card specifically says to. While you can move onto as many Card hexes as you like, you may only pick up one card per game.

Before Playing the Game

- Have everyone who is playing select a token.
- Roll a die to determine order.
 - Whoever rolls highest gets the first turn. Then, the rolls of the players on the left and right side of the player going first determines whether rolls are taken in a clockwise or counterclockwise manner.
- Decide on a map to play
 - If a consensus cannot be formed, the player who is going last decides.
- After a map is selected, players can swap turn orders if they both agree to the swap.
- Place all player tokens on or near the starting hex. Every player begins their first turn on this hex, and does not have to spend any AP moving onto it.

On Your Turn

- Begin by rolling a die. The number it shows is the number of Action Points (AP) you have for this turn.
- Every hex has a Move Cost (MC) that it takes to move into that hex. You may only move into a hex if you meet or exceed the hex's MC. When you move into a hex, subtract the hex's MC from your AC. If your AC is 0, your turn is over.
 - You may move into any passable hex that shares a side with the hex you are in.
 - If another player is in your way, you can swap hexes with them. This costs 1 + the MC of the hex the other player is occupying.
 - You do not need to use all of your AP just by moving.
- After you are done moving, you can modify the map. Using your remaining AP, you can alter the MC of any hex on the map.
 - You can Raise or Lower the MC of any hex on the map by 1 for every point of your remaining AP.
 - Every time you increase or decrease the MC of a hex by one point, subtract 1 from your remaining AP
 - You cannot increase or decrease the MC of a hex that is impassible.
 - A hex's MC cannot be made lower than 1, or higher than 10.
- When you are out of AP, your turn is over. However, you can end your turn without using all of your AP, if you like.
- Moving into the finish hex wins the game!