HEXPATH

THREE SIMPLE PIECES, INFINITE POSSIBILITIES
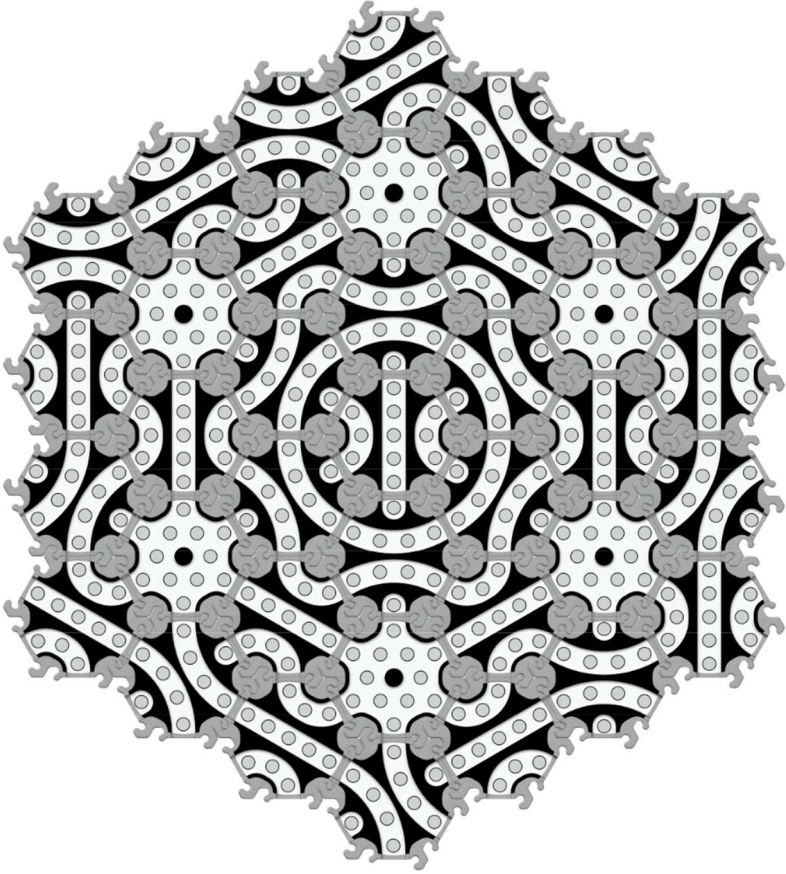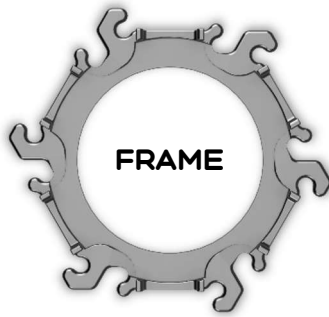

GAME

INSTRUCTIONS

CONTENTS

FRAME

TILE #1   TILE #2   TILE #3

HEXPATH is a new board game platform that features simple modular design and innovative mechanics. Combined with a variety of rules, the possibilities of gameplay are endless.

Frames fit together like a jigsaw puzzle.

You can connect frames to achieve the desired size and shape.

Each frame can hold one tile and allows it to rotate clockwise at 60° increments.

As you play, you can rotate the tiles to change the connected paths.

Whether you choose one of the game rules featured in this booklet, or come up with your own, you're sure to never run out of ways to play.
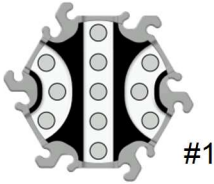
DETOUR

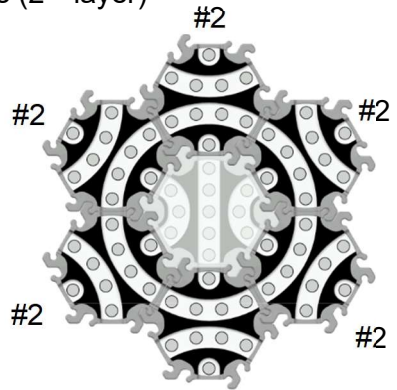Number of players: 2 - 6

Type of gameplay: Dice & Pawns

Board Setup:

Items needed: 37 frames, 37 tiles (16 #1, 15 #2, 6 #3), Pawns (1 to 4 per player) of one color per player, and two 6-sided Dice.

1. Place a #1 tile at the center (1st layer)

#1

2. Place 6 #2 tiles around it and rotate them forming a circle (2nd layer)

#2

#2   #2

#2

#2   #2

#2

3. Place 6 #3 tiles at the corners and connect them using 6 #1 tiles (3rd layer)

#3

#1   #1

#3   #3

#1   #1

#3   #3

#1   #1

#3
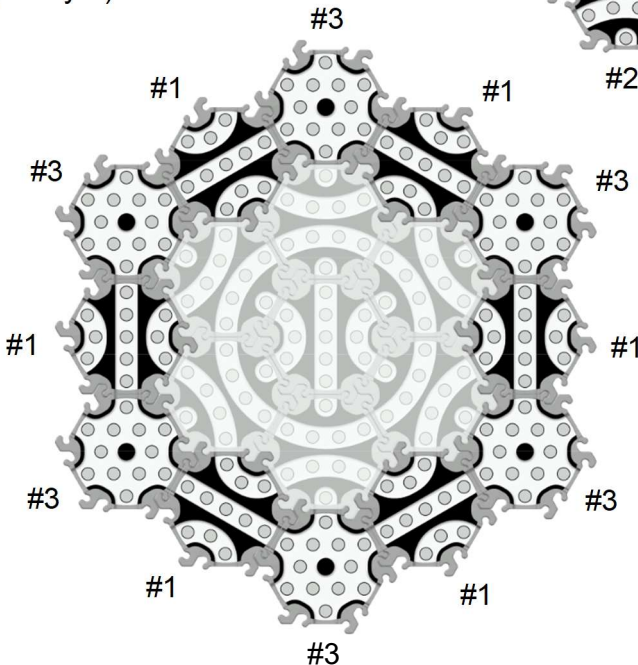
4. Alternate 9 #1 and 9 #2 tiles along the edges (4th layer)
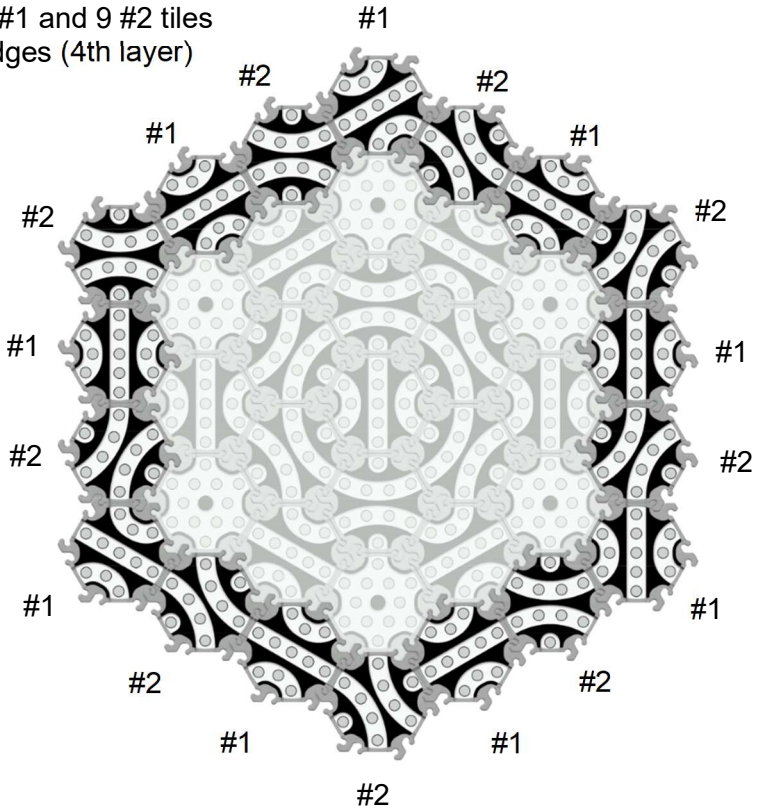
5. Add the color exit cards under the side of the board for each player
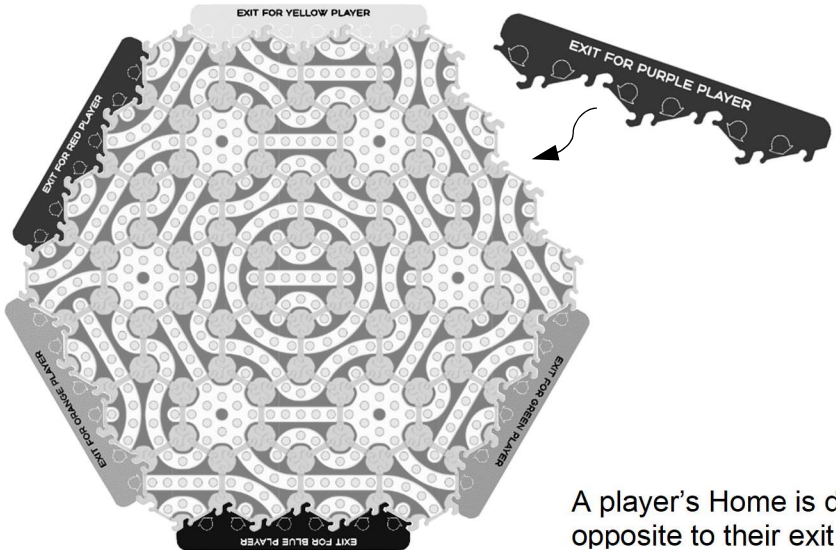
A player's Home is directly opposite to their exit

This area is considered a player's "Home"

The number of pawns need to be agreed upon by all the players. Each player picks a color and then puts their pawns outside the board on their chosen side or "Home".

To decide who starts the game, each player rolls one dice. Whoever rolls the highest number starts the game. In case two or more players roll the same highest number, those that are tied must repeat the process until a single player rolls the highest number.

Direction of play: Players take turns in a clockwise direction around the board.

Detour gameplay description:

The objective of the game is to have your pawns get to the exit first. To do this you must move your pawns along the paths created by the tiles. During gameplay, the paths will change. Rotate the tiles to open a path for your pawn or to block other players.

The first player to have all their pawns exit the board this way is the winner.

Detour Rules:

  - Players take turns to move their pawns along the path. Each turn consists of rolling the two dice, moving one or two pawns based on the dice values, and rotating one tile on the board. There is no specific order.
  - The turn ends once a tile has been rotated and all dice values have been used (unless there are no valid moves).
  - Pawns have to follow the paths and cannot jump over to a different path.
  - If there is pawn in a tile, that tile cannot be lifted, exchanged or rotated. It is considered locked until there are no pawns occupying it.

Detour Rules continued:

  - Only one person can be playing at each turn.
  - Tiles can only be rotated clockwise one click at a time.
  - Players use 2 regular 6-sided dice.
  - Players get a new turn (including dice throw & tile rotation) when they roll pairs.
  - Pawns can be moved in any direction, however, a pawn has to be moved in a continuous direction for the full value of the dice.
  - When the path splits like on Tile #3, the player can choose either left or right within the same dice value.
  - There can only be one pawn at each stop. If a player's pawn ends in the same stop as an opposing player's pawn, the pawn that was already in that spot is sent to their corresponding home. The current player's pawn takes the spot. If, instead, the pawn in the spot belongs to the current player, that move is considered invalid and therefore another move has to be made.
  - A player has to make use of the values of both dice rolled unless the player has no available valid movements.
  - Pawns can jump over other pawns along the path without affecting them.
  - A pawn can exit the board as long as the value of the dice used is larger than the minimum value needed.
  - If a player has only one pawn left, and that pawn is on the last tile before exiting the board, that player must use only one dice and must roll the exact amount needed for the pawn to exit the board.
  - If the value is greater than needed, the player has the option to move the pawn backwards or to deem the value invalid and pass.
  - If the last pawn is moved backwards enough to clear the last tile, the player can then go back to using both dice and the value no longer has to be exact.
  - Before starting their very first turn of the game, each player gets to rotate the four tiles directly adjacent to their "Home" as many times as they wish as long as they're not locked. These don't count toward the one rotation per turn. Once the turn has started, any tire rotation will be considered the one free rotation of the turn.
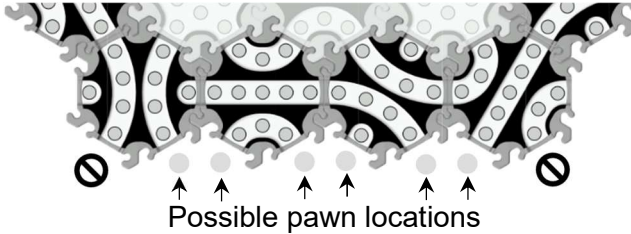
HEXPATHGAMES.COM

Number of players: 2 - 6

Type of gameplay: Pawns

Board Setup: Same as "Detour" game.

 - Players place each of their pawns in front of one of the 6 available paths in their "Home" area.

Possible pawn locations

To start the game, the starting player is decided by rolling dice.

Direction of play: Players take turns in a clockwise direction around the board.

Mexican Standoff description:

The objective of the game is to "shoot down" opposing pawns before they can shoot yours down. This is achieved by rotating tiles during your turn and creating a path connecting one of your pawns to an opposing player's pawn(s). A player is dead if they have no available pawns. Be the last player standing.

Mexican Standoff Rules:

 - "Shots" have to follow the paths and cannot jump over to a different path.
 - Pawns cannot be relocated once the game starts.
 - Players take turns rotating one tile and removing any pawn that can be shot down.
 - Multiple pawns can be shot down at the same time as long as their paths connect to any of the current player's pawns.
 - Pawns can be shot down at any point during the current player's turn.
 - Only one player can be active at each turn.

Number of players: 2 - 6

Type of gameplay: Pawns

Board Setup: Same as "Detour" game.

  - Players place each of their pawns in front of one of the available paths anywhere outside the board.

To start the game, the starting player is decided by rolling dice.

Direction of play: Players take turns in a clockwise direction around the board.

Predator description:

The object of the game is to "hunt down" opposing pawns. This is achieved by rotating tiles during your turn and creating a path connecting one of your pawns to an opposing player's pawn(s). To hunt an opposing player's pawn you move one of your pawns to the location of the hunted pawn and remove it from the game. A player is dead if they have no available pawns. Be the last player standing.

Predator Rules:

  - Multiple pawns can be hunted in the same turn as long as the paths connect at any point during the turn.
  - Pawns can be hunted down in a chain reaction using the same pawn.
  - The hunting pawn is left at the location of the last pawn killed.
  - At the end of a turn, a pawn can be moved to an empty location as a strategic move, but only one such move is allowed per turn.

Want to make it more challenging?

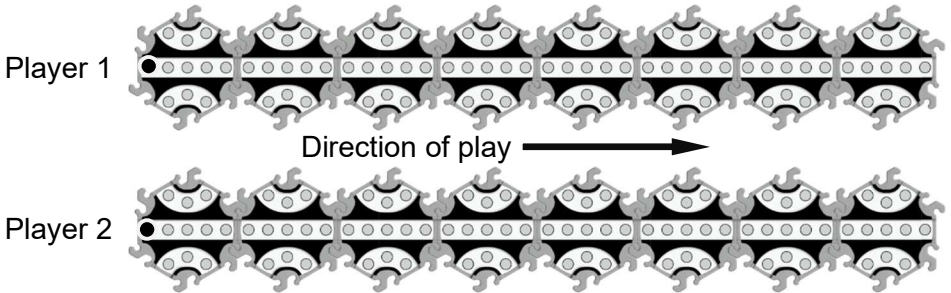Replace the #3 tiles with either #1 or #2 tiles

DRAG RACE

Number of players: 2+

Type of gameplay: Pawns + Dice

Board Setup:

Items needed: 8 frames & 8 #1 tiles per player, 1 pawn per player and two 6-sided Dice of different colors.

1. Each player places all their #1 tiles in a straight line and next to the other players. And places their pawn in the first stop of their path

Decide who starts by rolling one dice each.

Direction of play: If there are more than two players, they take turns from left to right starting with the winner of the roll.

Drag Race Rules:

The object of the game is to be the first to reach the end of the path.

Drag Race Rules:

  - Pawns can only move on a straight path.
  - If there is pawn in a tile, that tile cannot be rotated.
  - Only one person can be playing at each turn.
  - Tiles can only be rotated clockwise one place (60 degrees) at a time.
  - Players use 2 regular 6-sided dice of different colors. One will be used to define the "rotations" and the other will be used to define the "moves". Take note of which is which, write it down if needed, to avoid confusion later during the game.
  - Players DO NOT get a new turn when they roll pairs.
  - Pawns can ONLY be moved FORWARD and only on a straight line.
  - The first player to have their pawn exit at the end of the path wins.

SOLITAIRE

Number of players: 1

Type of gameplay: Markers

Board Setup: Open

Choose any combination of tiles in any shape you want. Choose a starting point just outside any path on the board. Take note of the initial board setup including rotation of the tiles. Taking a picture would help.

Solitaire Description:

The object of the game is to identify game board configurations that have connections to every path in as few moves as possible. After configuring the board and placing your "player marker" (i.e. dice) at your chosen starting position, start placing "reach markers" (i.e. pawns) just outside any path that is connected to the player marker. Rotate tiles to connect different paths and keep adding reach markers as needed. Keep track of the times you rotate tiles. At any point, you can move your player marker to a location that is currently connected. Keep track of these moves. Once you reach all possible locations outside the board, take note of the number of rotations and moves you made. Try reverting back to the original setup and try different starting position and rotations to lower the number of moves and rotations to achieve the goal.
Make it interesting by sharing your initial setup and counts with others to see who can solve it in the least amount of moves and rotations.
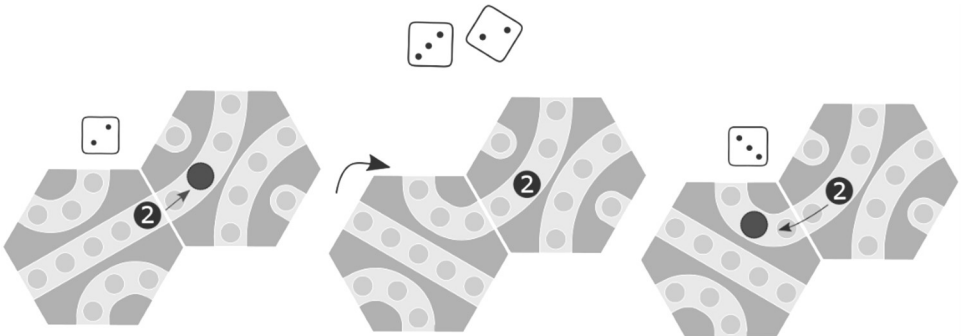
Pawns can be moved in any direction; however, it has to be moved in a continuous direction within the same dice value. Pawns have to follow the paths and cannot jump over "walls"
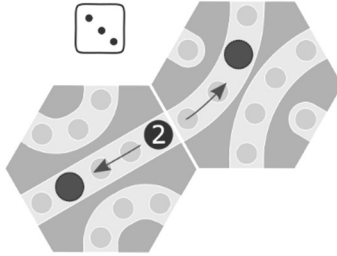
A player can change the move direction between dice moves.

PLAYER ❷ =
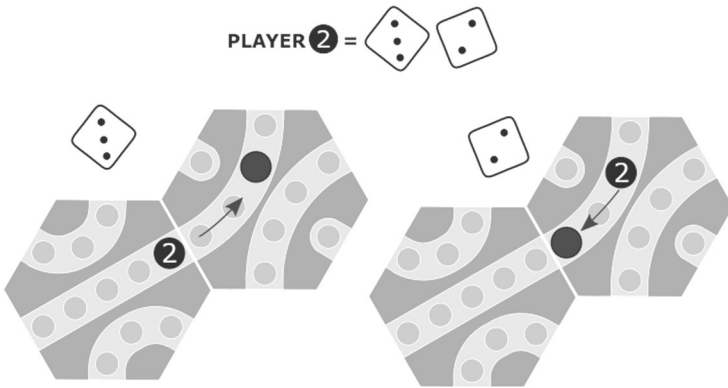
A tile can be turned between the two dice moves

NOTES

Our HexPath platform allows for infinite possibilities.

For more ways to play visit our website

HEXPATHGAMES.COM/BOARD-GAME

If you have an idea for a new game using the HexPath platform, create a video with the name and explanation of how to play, upload it to your favorite social media and share the link with us. If it's unique enough, and we like it, we may include it in our list of games and give you appropriate credit.