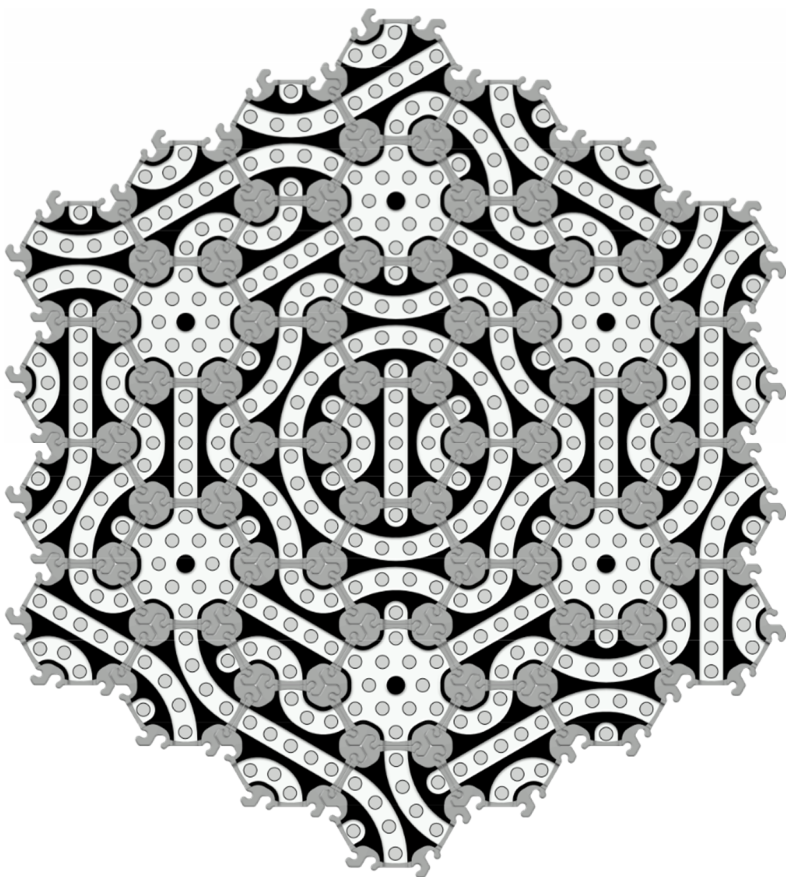


HEXPATH

THREE SIMPLE PIECES, INFINITE POSSIBILITIES



GAME INSTRUCTIONS

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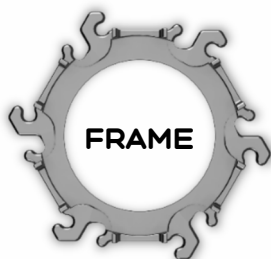
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GENERAL INFORMATION

HEXPATH is a groundbreaking board game that features a unique modular design and innovative mechanics. With a diverse range of games and rules to explore, players of all skill levels will discover limitless gameplay options.



TILE #1



TILE #2



TILE #3

THE BASICS:

Each game begins by building the game board. The frames and tiles fit together seamlessly, like a jigsaw puzzle.

Frames can be connected to create virtually any size or shaped game board.

Each frame holds one tile, which can rotate in 60° increments.

NOTE: Tiles **always** rotate clockwise.

During gameplay, players can rotate the tiles to alter the connected paths, this keeps each game dynamic and engaging.

Whether you play using the rules provided in this booklet or invent your own, HEXPATH guarantees endless ways to play and enjoy!

DETOUR

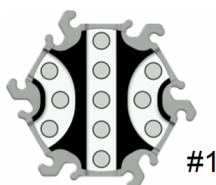
Number of players: 2 - 6

Type of gameplay: Dice & Pawns

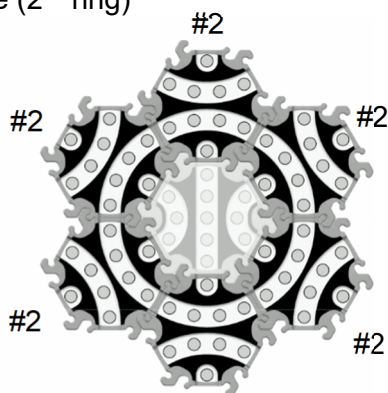
Setup:

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.

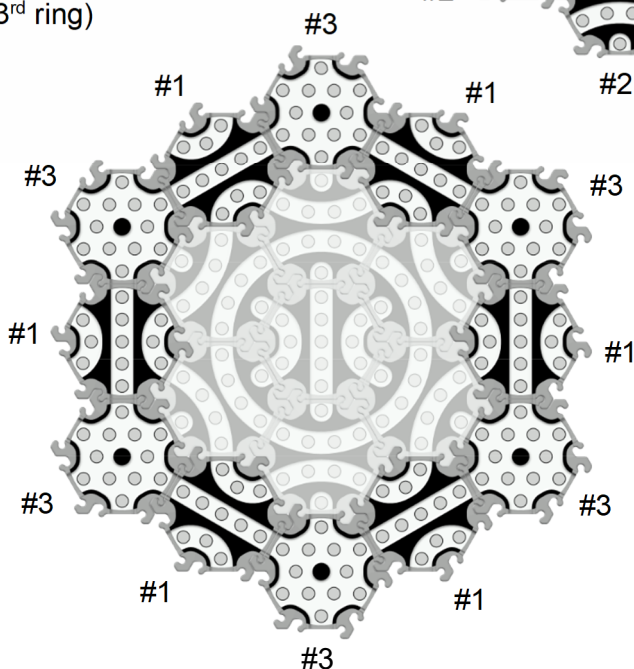
1. Place a #1 tile at the center (1st ring)



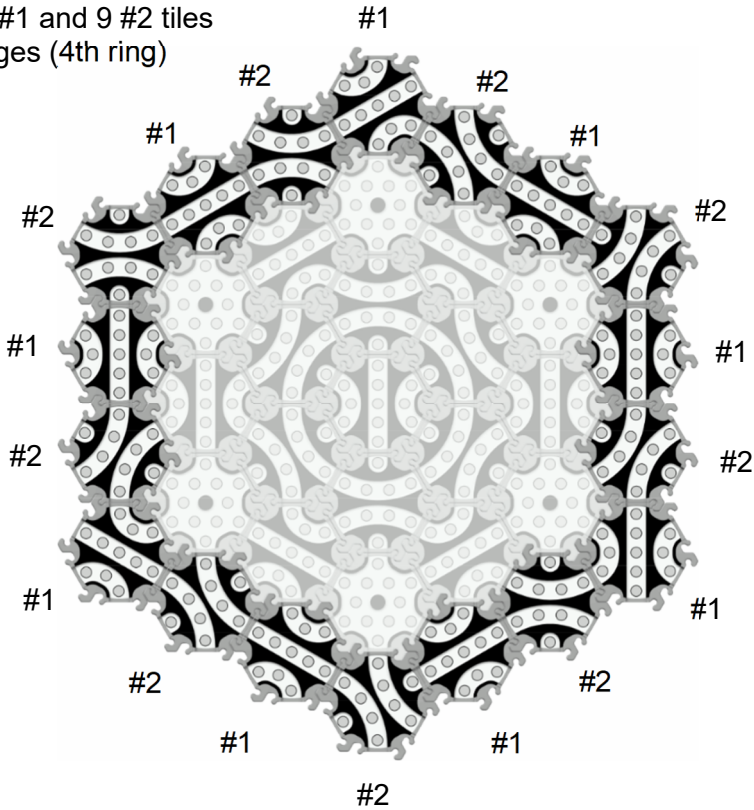
2. Place 6 #2 tiles around it and rotate them forming a circle (2nd ring)



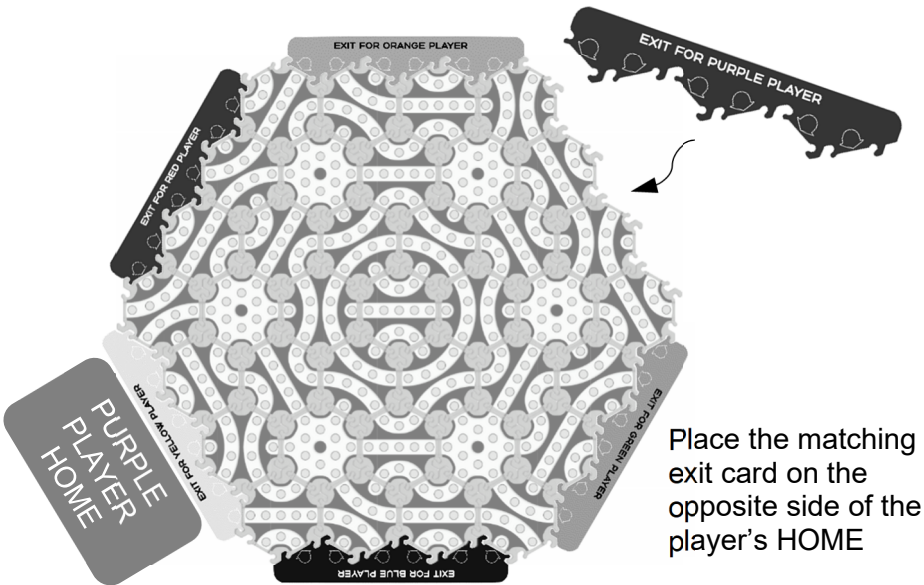
3. Place 6 #3 tiles at the corners and connect them using 6 #1 tiles (3rd ring)



4. Alternate 9 #1 and 9 #2 tiles to fill the edges (4th ring)



5. Choose where each player will seat



Place the matching exit card on the opposite side of the player's HOME

Getting Started:

1. Decide on the number of pawns each player will use. This should be agreed upon by all players.
2. Each player chooses a color and places their pawns outside the board in front of them. This is the starting point for all pawns, it is directly opposite the matching color exit board for your pawns. This means your starting point will not match the color of your pawns. *If you have already taken your seat you may need to move or adjust the exit boards now.* During the game you will be trying to get your pawns across and off the board to the exit that matches their color.

Determining the First Player:

- Each player rolls a single die to determine who starts.
- The player with the highest roll goes first.
- If two or more players tie for the highest roll, those tied must roll again until a single player achieves the highest number.

Direction of Play:

- Clockwise

OBJECTIVE:

The goal of the game is to guide your pawns to the exit before your opponents do. To achieve this, players must navigate their pawns along the ever-changing paths created by the tiles.

During gameplay, tiles can be rotated to create new paths, clear the way for your pawns, or block other players' progress.

The first player to successfully move all their pawns off the board through the exit wins the game!

Gameplay Overview

Before your first turn, you may rotate the four tiles adjacent to your Home freely. This does not count as your single allowed rotation.

- Starting with your first turn, all rotations—including those near your Home—are limited to one per turn.

Players take turns one at a time. On your turn, you can:

1. Roll two 6-sided dice.
2. After rolling you may move one pawn the full value of the roll or split the roll and move two pawns each moving the value of one of the dice rolled.
3. Rotate one tile on the board clockwise (one click). **This can be done at any point before, during or after rolling the dice and moving your pawns.** Tile rotation can even be made between splitting the dice values for different pawns

Your turn ends once all dice values are used (unless no valid moves are possible) and a single tile has been rotated.

Rolling Doubles

If you roll doubles (pairs), you earn an extra full turn, including:

1. A new dice roll, with corresponding dice movement
2. Another tile rotation.

Tile Rules

- Each turn, you must rotate one tile clockwise (one click).
- Tiles occupied by pawns cannot be rotated and are considered locked until empty.

Movement Rules

- Pawns must follow the path and cannot switch to a different path mid-move.
- Pawns can move in any direction but must travel in a straight, continuous line for the full value of the dice. You cannot double back.
- If a path splits (e.g., on Tile #3), players can choose either left or right as part of the move.
- Each stop can hold only one pawn.

- Landing on an opponent's pawn "bumps" them and sends their pawn back to their Home, and yours takes its place.
- If you "bump" a player with the first of your two dice you must then move a different pawn the value of the second die.
- Landing on your own pawn is not allowed.
- Both dice values must be used unless no valid moves are available.
- Pawns can jump over other pawns during movement. The space they occupy counts as a spot when you are moving.
- All pawns may exit the board if the dice value exceeds the spaces needed to exit UNLESS a player starts their turn with only one pawn remaining and that pawn is on the last tile before the exit (See Rule for Exiting)

Rule for Exiting to end and win the game:

If at the start of your turn, you have only one pawn and it is on the **final tile** before the exit, you must roll a single die and match the exact number needed to exit. If the value is too high, you can either:

1. Move the pawn backward, or
2. Pass and forfeit the move.

If you move the final pawn so it is no longer on the last tile before the exit, you can resume using both dice and no longer require an exact roll to exit.

Options to add after you have played and learned the basics.

At the start of the game, choose as a group what happens if a player rolls 3 doubles in a row. Either:

- a) A REWARD: The player gets to take one of his pawns to the exit, pawn is chosen by the player who has the next turn.
- b) A REWARD: The player gets to swap one of their pawns with any other pawn in play on the board.
- c) A PENALTY: The player takes one of their pawns back home and forfeits any other pawn movement
- d) OR: Nothing happens and the player continues following the normal rules.

VARIATIONS TO CONSIDER FOR DETOUR:

Mental Challenge mode:

Instead of dice, use two sets of numbers. The first consists of numbers 1 through 6, while the second set consists of numbers 5 to 1. At each turn, the next number of each set is used for movement. When the last number of a set has been used, it loops back to the start of that set, and any player that gets two equal values gets another turn. For example, the first turn would use values 1 and 5, second turn 2 and 4, third turn 3 and 3, which is doubles (pairs) so the player gets another turn, that turn would get values 4 and 2, fifth turn would have values 5 and 1, and sixth turn would get values 6 and 5, since the second set starts again. Seventh turn would see values 1 and 4, and so on. By using this system, players know ahead of time exactly what values they will get during their future turns.

You can write them down on a piece of paper at the start of a game, or you can use our free online tool **Player Moves Calculator** by going to HexPathGames.com/board-game/tools

Two player mode:

Arrange the tiles in a rectangle shape with each player taking position at opposite ends.

Limit bumping:

For faster games, limit bumping to a specific number per player, or remove it altogether. If you land on a spot occupied by another player and you cannot bump, you can place your pawn at any empty space closest to the original landing spot.

Always require exact value to exit:

To make it more challenging, require that exact values are always required to get a pawn to the exit.

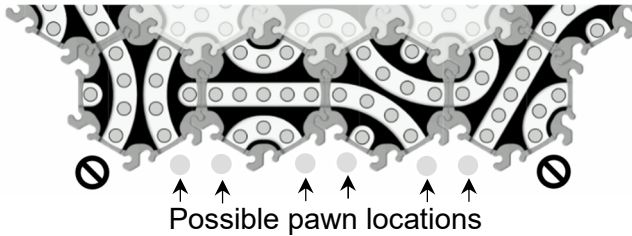
MEXICAN STANDOFF

Number of players: 2 - 6

Type of gameplay: Pawns (4 per player)

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.



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

Direction of play: Clockwise

Objective:

The goal 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:

- 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.

Optional: At the start of the game, remove all #3 tiles and rearrange the board to remove chance of multi-shot.

PREDATOR

Number of players: 2 - 6

Type of gameplay: Pawns (4 per player)

Board Setup: Same as “Detour” game.

- Players take turns placing each of their pawns in front of one of the available paths anywhere outside the board until all pawns are placed.

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

Direction of play: Clockwise

Objective:

The goal of the game is to “hunt down” other player’s pawns. This is achieved by rotating tiles to make a path connecting one of your pawns to another player’s pawn (pray). A player is dead if they have no available pawns. Be the last player standing.

Predator Rules:

- Only one tile can be rotated each turn.
- The tile can be rotated at any point during the player’s turn.
- 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 kills another pawn by moving to its location.
- A pawn can be moved to an empty location if connected to the current path as a strategic move.

Optional: Change the shape of the board and remove all #3 tiles to make it more challenging

DRAG RACE

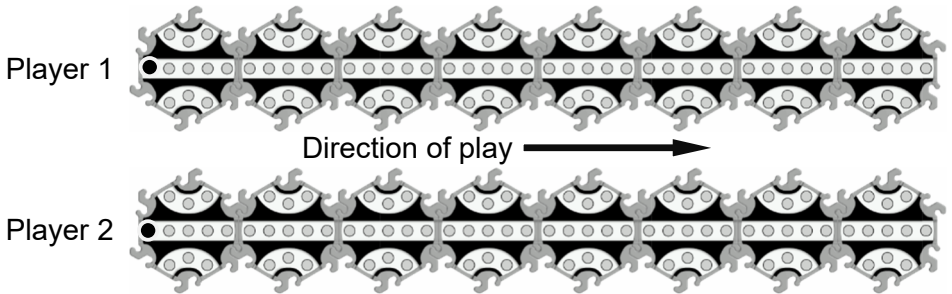
Number of players: 2+

Type of gameplay: Pawns + Dice

Board Setup: Multiple straight paths

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.

Objective:

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.
- Only empty tiles can be rotated.
- 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 move FORWARD and only on a straight line.
- The first player to have their pawn exit at the end of the path wins.

Optional: Let the player choose which die to use for movement and which to use for rotation at each turn.

SOLITAIRE

Number of players: 1

Type of gameplay: Markers

Board Setup: Open

Choose any combination of tiles in any shape you want. Take note of the initial board setup including rotation of the tiles. Taking a picture would help.

Objective:

The goal of the game is to place markers at every possible open path outside the board by connecting them to your player marker (i.e. die).

Choose a starting point just outside any path on the board. After placing your player marker 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 as each rotation (click) counts as one move. At any point, you can move your player marker to a location that is currently connected. That counts as a move also. 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 a lower rotation count.

Suggestions:

- Start small with only 4 or 5 tiles to practice. As you get the hang of it, increase the number of tiles to make it more challenging.
- Avoid using #3 tiles to make it more challenging.
- Make it interesting by sharing your initial setup and counts with others to see who can solve it in the least number of moves.

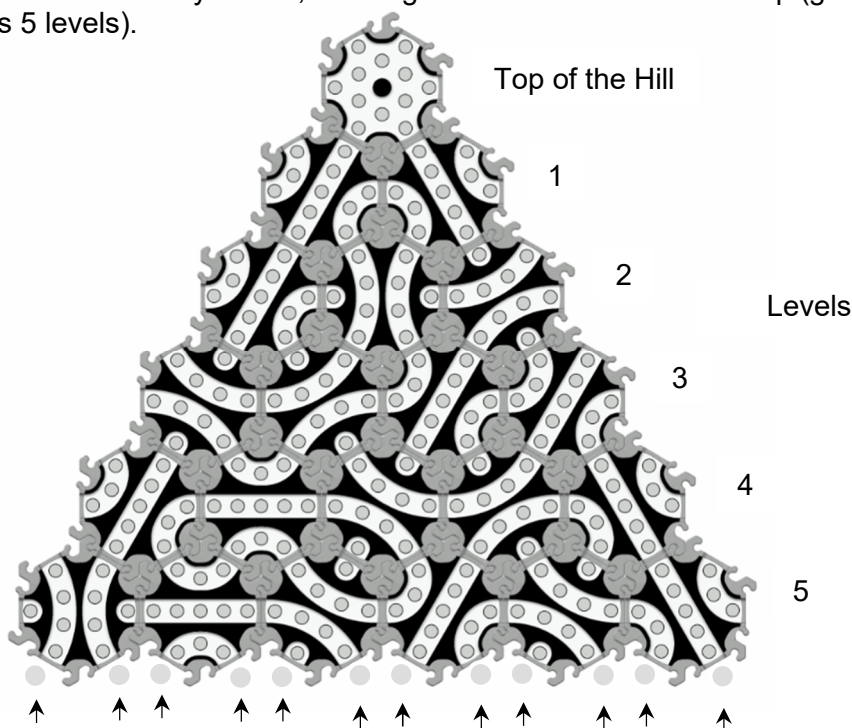
KING OF THE HILL

Number of players: 2 to 6

Type of gameplay: Pawns and Dice

Board Setup: Triangle with Tile # 3 at the top

Place a #3 tile at the top of the play area. Add #1 and #2 tiles forming a triangle below it. Choose how many levels to make it keeping in mind that the more levels you add, the longer it will take to reach the top (graph shows 5 levels).



King of the Hill Description:

Set a score goal. All players use only 1 pawn and start at the bottom of the hill. The object of the game is to reach the #3 tile at the top and stay there as long as possible, for each turn you end with your pawn on the top tile you get 1 point. You can bump other players to send them back to the bottom of the hill. Players take turns rolling 2 dice and moving their pawn along the paths. They can rotate one empty tile of their choice at any point during their turn. Players that start their turn with their pawn on the #3 tile at the top roll only 1 die. Player who reaches the score goal first, wins the game.

TAG

Number of players: 2 to 6

Type of gameplay: Pawns and Dice

Board Setup: Any shape

Choose how many tiles each player gets to place which will dictate the size of the board. The first player places a #3 tile on the table. Players then take turns placing a tile of their choice adjacent to an existing tile. Once all players have placed all their number of tiles allocated, they take turns placing their single pawn on the #3 tile that was placed first on the table. Players roll a single die to decide who starts as Tag. Whomever rolls the lowest number is designated tag (if two or more players tie the lowest roll, they repeat the roll until only one is the lowest number)

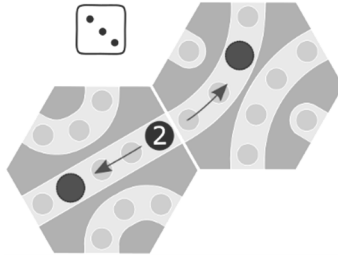
Once the Tag is assigned, players take turns rolling the 2 dice, moving their pawn, and rotating an empty tile to try to avoid becoming tag. If at any point, the Tag player lands on another player's spot (bump), that player becomes tag, the player who performed the tag moves his pawn to any empty space on the board and gets 3 points. Players get 1 point at the end of each turn while they're not tag.

If a player bumps the Tag, they get 2 points and can move the Tag's pawn to any empty space on the board. The

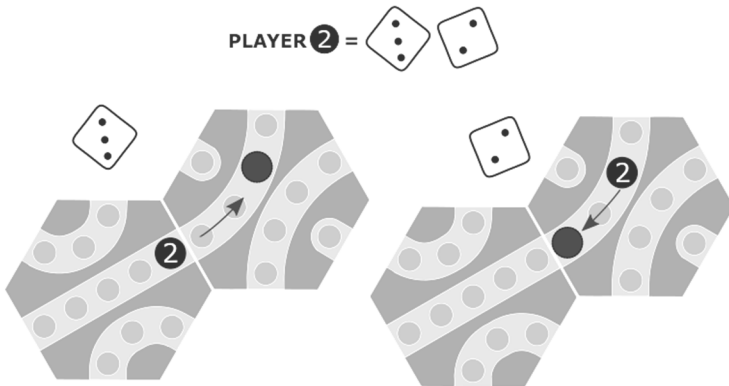
The player who reaches the score goal first wins the game.

STRATEGIES

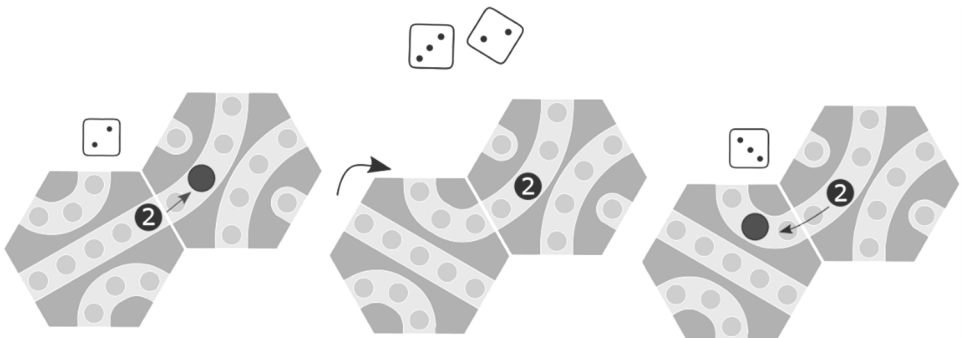
Pawns can be moved in any direction; however, it has to be moved in a continuous direction within the same dice value. Pawns have to follow the paths and cannot jump over "walls"



A player can change the move direction between dice moves.



A tile can be turned between the two dice moves

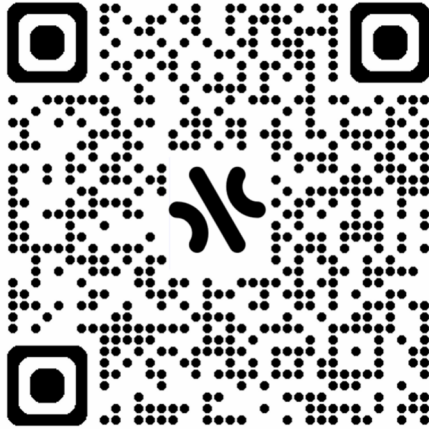


This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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 fun to play, we may include it in our list of games and give you appropriate credit.