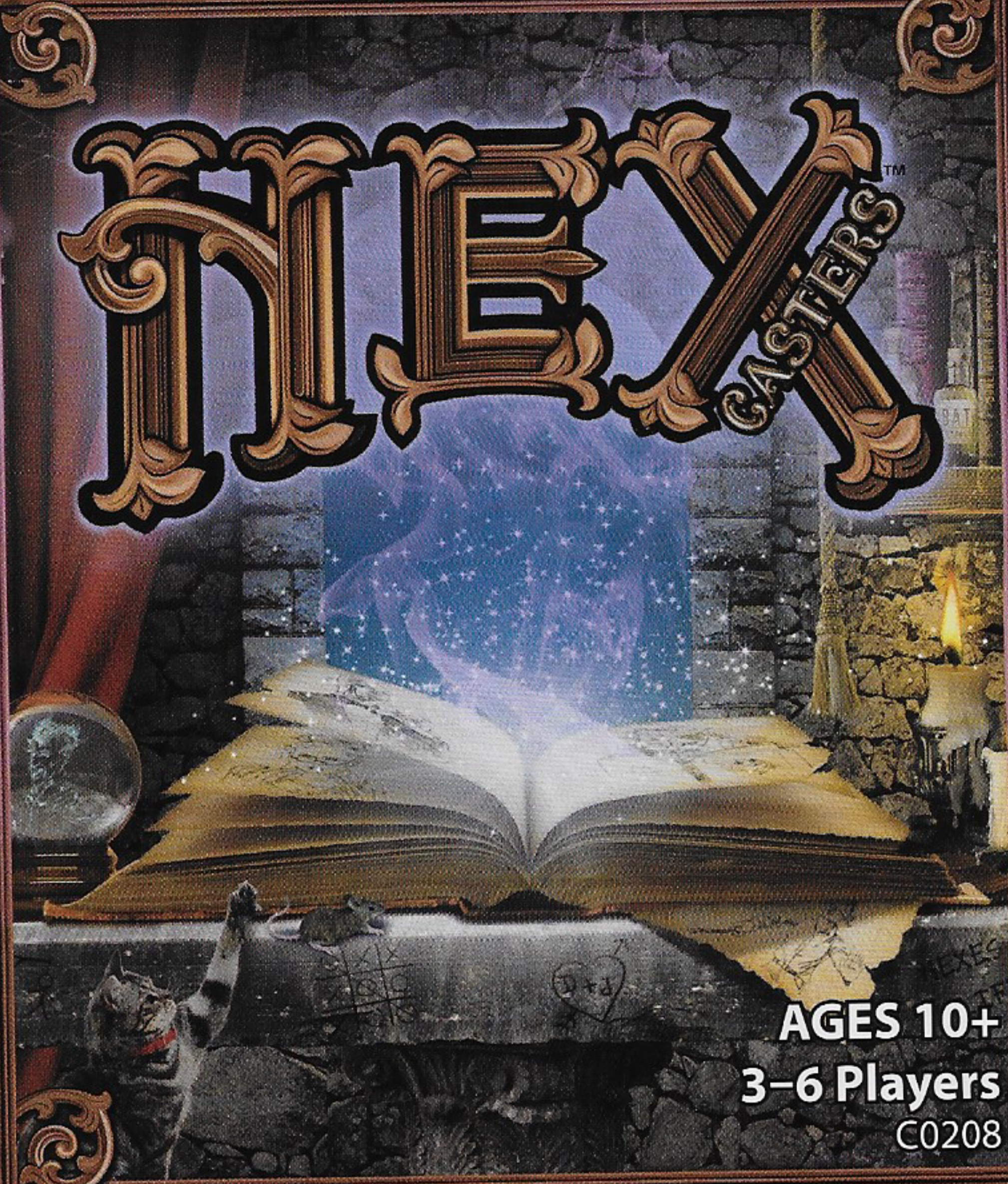


HEX MASTERS™



AGES 10+
3-6 Players
C0208

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60 Defense cards • 40 Hex cards • cardboard turn token

THE FIRST TIME YOU PLAY

Remove the shrink-wrap from the cards. Discard the waste.

SETUP

1. Separate the Hex cards from the Defense cards.
2. Shuffle the Hex cards and deal 1 to each player. Place the remaining deck facedown in the center of play.
3. Shuffle the Defense cards. Deal five cards to each player, and place the remaining cards in a separate pile facedown in the center of play. You may look at your Defense cards.



HOW TO WIN

Avoid Hexes! The player with the fewest Hexes at the end of the game wins! (Don't worry, no cards will actually Hex you.)

HOW TO PLAY

Before starting the first round, each player flips over the Hex card they were dealt during setup and reads it aloud. Each player must do what their Hex says for the rest of the game.

Each round, players will pass around one Hex card using Defense cards. When the Hex comes to you, you may use a Defense card to pass it to another player, or you may take it. Once you take a Hex, you keep it and do what it says for the rest of the game. There is no limit to how many Defense cards can be played before a player takes a Hex.

WHO GOES FIRST?

The youngest player goes first. That player takes the turn token and will start the first round.

STARTING A ROUND

1. The player with the turn token draws a Hex card from the deck. Don't look at it!
2. Place the Hex facedown in the center of play.
3. Pass the Hex to any player of your choice. You don't need to use a Defense card to pass a Hex at the start of a round.



PLAYING A ROUND

When a player passes you a Hex you can . . .
Play a Defense card to pass the Hex to another player. Create a discard pile for played Defense cards.

Exception: When you play a Ride Along card, do not discard it. Attach it to the Hex in play.

OR

Take the Hex. Turn it over, and read it aloud. You must follow whatever rules are written on the Hex card for the rest of the game. Keep the Hex in front of you faceup.

Hex Hint: You do not have to do what the Hex says until you have finished reading it.

After a player takes a Hex, the round ends.

Players can now restock their hand of Defense cards. You can draw as many Defense cards as you have Hexes. You can never have more than five Defense cards in your hand at one time.



The player who started the round passes the turn token to the left. The player with the turn token starts the next round.

HEXED?

Once you bravely take a Hex, there are some important rules to remember:

- You must read the Hex aloud. All previous Hexes apply while reading the new Hex.
- Pay attention to your Hexes! **If you fail to follow the rules on a Hex, you must draw a Hex from the top of the deck.** Turn it over, and read it aloud. You must follow whatever rules are written on the Hex card for the rest of the game. This does not affect the Hex currently being passed.
- Watch other players! If you catch them not following the rules on their Hex, call them out! That player will have to take another Hex card.

Remember: Taking Hexes means that you can restock your Defense cards. No Hexes = no new Defense cards.



THE END OF THE GAME

The game ends when one of two things happens:

A player has taken 9 Hex cards. The player with the fewest Hexes wins!

OR

All Hex cards have been played. The player with the fewest Hexes wins!

AN EXAMPLE OF PLAYING A ROUND

Ben, McKenna, and Liz are starting a game. McKenna is the youngest, so she starts with the turn token. She draws a Hex card, puts it facedown, and chooses to pass it to Liz. She does not use a Defense card to pass the Hex because she is starting the round.

Liz plays a Backfire, which causes the Hex to pass back to McKenna.

McKenna plays a Zing! card and passes the Hex to Ben.

Ben plays a Spin to Win card. He uses two hands to spin the card. After spinning, the arrow on the card points back at him. He sent the Hex to himself! He must play another Defense card to pass the Hex. He plays another Spin to Win card, and the arrow on the card points to McKenna, so he passes the Hex to her.

McKenna decides to take the Hex. She reads it aloud. It is the "Lithp" card, so McKenna must speak with a lisp for the remainder of the game. She places the Hex faceup in front of her. McKenna passes the turn token to the left and draws two Defense cards because she has two Hexes, the one she started the game with, and the one she just took. Other players draw one Defense card because they have the one Hex they started the game with.

ANOTHER WAY TO PLAY

If you're feeling more competitive, follow the rules above but with these changes:

- When a player is caught not following the rules of their Hex, that player is immediately eliminated from the game. They must put their Hex and Defense cards in the appropriate discard piles. They may continue to try to catch other players not following their Hexes.
- The last player left in the game is the winner.

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