

HEXOVER™

CONTENTS

1 - Hexover Game Board

61 - Game Disks

OBJECTIVE

To be the first player to complete a row of five disks in their color on one of the winning paths located on the white hexagons. (See Figures 1 and 2) Figure 1 shows the 12 winning paths. Winning paths on the board are shown by the white hexagons with the straight black lines and small hexagons on each end. Figure 2 shows an example of a winning path for the player with the white disks.

SET UP

Remove the game from the packaging. Select seven game disks and set them up on the game board in the configuration shown in Figure 3. Four are positioned with the black side facing up and three are positioned with the white side facing up. The disk placed upon the game board's centermost hexagon is black and the other six disks alternate black and white in the six hexagons around the center. (See Figure 3)

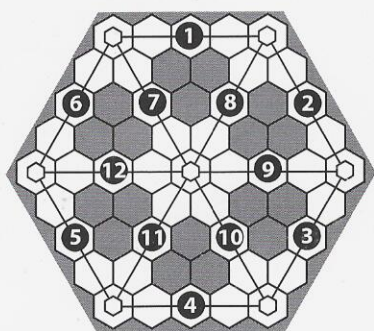


Figure 1

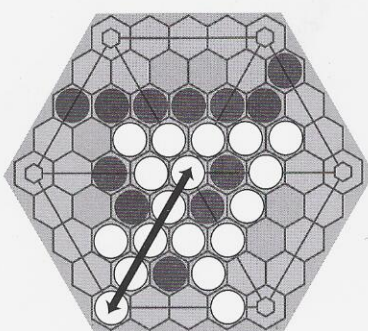


Figure 2

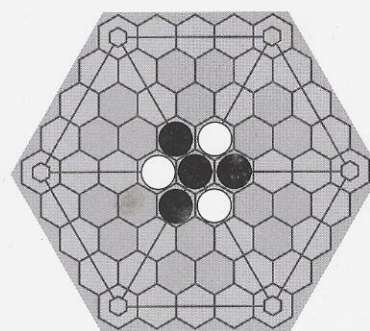


Figure 3

TO PLAY

White plays first. Then, players alternate turns taking turns. A turn is taken by placing a disk of the player's color on the board in a position that "out-flanks" one or more of the opponent's disks. The disk(s) which is/are outflanked in that move will then be flipped over to the player's color. A disk or row of disks is out-flanked when it is surrounded at the ends by disks of the opposite color.

An illustration of the term "out-flanking" is as follows:

- The following pattern is already on the game board and it is white's turn to move. (See Figure 4)
- White can "out-flank" Disks B and C by placing Disk D at the opposite end of the row formed by white's Disk A, Black's Disks B and C and White's newly placed Disk D. (See Figure 5)
- After White has placed Disk D, Disks B and C are flipped over to make them white. (See Figure 6)

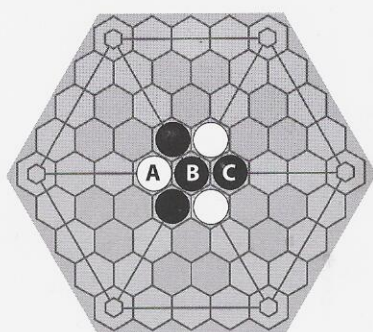


Figure 4

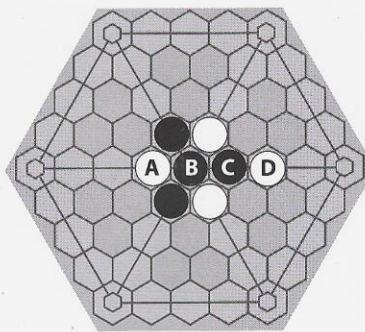


Figure 5

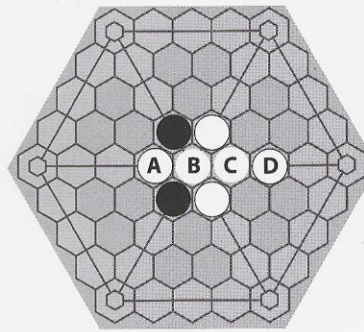


Figure 6

Important rules about making moves include:

- A single move may "out-flank" disks in rows in more than one direction as long as the rows are straight. All of the disks, which are "out-flanked", will be flipped.
- Disks can be placed upon the red hexagons, but they cannot be part of a winning row.
- If there are no moves for a player during their turn, play passes to the opposing player.
- If neither player can make a move, then play is ended and the player with the most disks of their color on the board wins the game.

WINNING

The first player to complete a row of five disks in their color on one of the winning paths wins.

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