HEXAPOD

RULE BOOK

A GAME BY MIKE KAY

SETUP

Each player starts the game with three Gems.

Remove the *Spider card* from the deck and then shuffle. Draw eight cards face down and shuffle the *Spider* into them before placing these nine cards aside.

Split the deck into three equal face down stacks of eleven cards. Then take the nine cards and place three of these cards on top of each of the three stacks.

Once this is done flip the stacks so that they are face up. The *Spider card* will now be in the bottom three cards of one of these stacks, but we don't know which one.

The player who is best with spiders goes first. They chose the top card of one pile and take it to make their starting hand. The second player does the same, and then the first player takes the first turn.
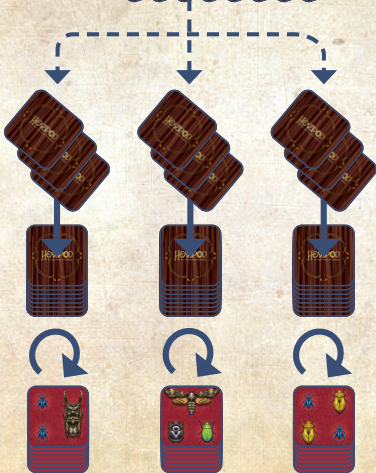
PLAYING THE GAME

On their turn a player can do one of three things.

1. Draw and play a card
2. Spend a Gem
3. Pass

1. Draw and play a card:
The player chooses and takes the top card of one stack and adds it to their hand.

They then take one of the two cards from their hand and place it in front of them, creating their *Display*, whilst adhering to the following rules.

🪲 All insects must be facing forwards. Cards cannot be rotated.

🪲 At least one insect on the card played must directly cover an insect of the same kind on a card already in the *Display*. The card may cover other insects as well, but must fulfil this first criteria. (Your first card is exempt form this.)

Black Dung Beetles: *Black Dung Beetles* cannot be covered indirectly. They can only be directly covered by another *Dung Beetle*. So be very careful where you place a *Dung Beetle* as they are there for good!

Stag Beetles and *Moths* cannot be partially covered. They can be directly covered with another *Stag* or *Moth*, or indirectly covered as the result of another match, but only if they are covered entirely in one go. You can't have half a *Moth* in your *Display*, that would just look silly.

A player's *Display* may be no more than six spaces wide or high. Each card is two spaces wide and two spaces high. (*Stag Beetles* and *Moths* count as two spaces.)

2. Spend a Gem:

If a player doesn't want any of the available cards, they may wish to spend one of their three *Gems*. This enables them to move the top card of one stack and place it on top of another stack, revealing a new card. They may then Draw and Play as normal, or end their turn without drawing and playing. You cannot play a card without drawing one, because then you wouldn't have a hand.

3. Pass:
In the event that a player can't or won't draw and play, and or they are out of *Gems* to spend they may choose to or be forced to Pass. At this point they are out of the game immediately. Their opponent continues to take turns until they also Pass or the *Spider* is revealed.

> ***Note:*** If there are no cards that you want to play, there's a good chance there are no cards your opponent will want either, so they may not get much further.

ENDING THE GAME
The game ends in one of two ways. When either, both players Pass or the *Spider* card is revealed.

When the *Spider* card is revealed, either by a player drawing a card or moving one with a *Gem*, the game enters its final phase. The player whose turn it is finishes their turn as normal, then their opponent takes a final turn if they so choose.

Even if a player uses a *Gem* to recover the *Spider* card, the game still ends and scores are calculated. The Player with the most points in their Display and remaining Gems (if any) is the winner.

SCORING

Each type of insect has a base value but the placement of insects is what determines their score.

Blue, Green and Gold beetles:
These beetles only score if they are in rows and or columns of two or more of the same type. A lone beetle of these types is worth nothing.

> *Note:* A beetle can be in both a row and a column at the same time and so score twice.

Black Dung beetles always score zero.

Stag Beetles and **Moths** are worth **5 points** each, they do not need to be combined with other insects.

Red Leaf Beetles:
A couple of leaf beetles is worth **1 point** on its own. It also gives an additional point for every diagonally adjacent pair of leaf beetles, including diagonals. So two pairs next to each other are worth **2 points** each, one for themselves and one for their neighbour.

Unspent Gems are worth **2 points** each.
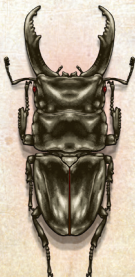
Blue
1 point

Green
2 points

Gold
3 points

Black Dung Beetle
0 points

Red Leaf
1 + x points

Moth
5 points

Stag
5 points

SCORING EXAMPLE

In this example layout the insects score as follows.

Blue scores; 2 points for column Б and 2 points for row Ḃ, for *4 points*

Green scores; 6 points for row C, 4 points for row D, 4 points for column Є and 4 points for column F, giving *18 points*

Gold has a lone beetle in I1 which scores nothing, but scores 6 points for the row in I2, giving *6 points*

The **Red** beetles in H score 1 point each, plus 1 point each for having a red neighbour, giving *4 points*

The **2 Moths** in G1 & G2, and **Stag Beetle** J score 5 points each for *15 points*

The **Black** Dung beetle in K gives *0 points*

This player also has **2 Gems** remaining worth 2 points each for *4 points*

TOTAL: 51 points