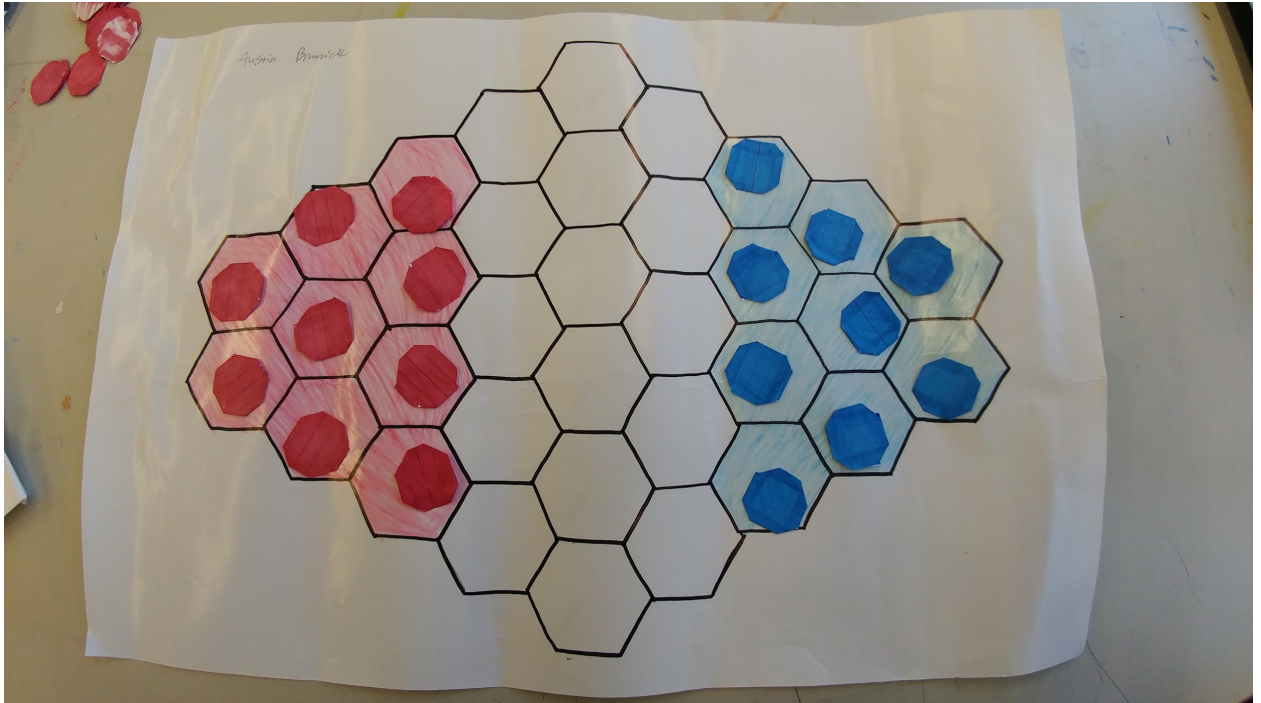


Hex Territorial Acquisition

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The Game Board: The game board of Hex consists of a series of hexagons with two ends to the game board. One end is colored blue and the other is colored red with game pieces to match. Each player chooses a color and starts at the corresponding end of the board.

Game Pieces and Moving: The players start with two game pieces, one game piece on each of the furthest hexagon spaces. Each game piece can move one space per turn. Game pieces can be stacked on top of other game pieces by moving them onto a space occupied by one of your game pieces.

The players get one game piece every turn for each of the colored hexagons they control. Players get two game pieces every turn for each of the opposing player's hexagons they control. The middle three rows of hexagons are neutral spaces where pieces are not spawned by controlling them.

Battle Mechanics: To attack, move a game piece onto a space occupied by the opposing player. Each player then rolls a die, with the attacking player rolling first. The player with the higher value wins the fight. The winning player controls the space and the losing player's game piece gets returned to the unused pile.

Stacked pieces continue the attack until one of the two players is totally defeated. This allows for a stack of one to defeat a larger stack but makes the odds that such an attack will actually be won by the larger stack instead of the single piece luckily taking out a stack of five, as often happened in earlier versions of this game.

To Win: If a player can force the other player to expend all their pieces for five turns in a row that player wins. This makes turtling in base and setting up a strong defense a high risk-high reward strategy. The other win condition is to get into the starting two hexagons on the opponent's side of the board.

