HEXELLATION

A strategy board game for 2 or more players designed by Néstor Romeral Andrés.

INTRODUCTION

In HEXELLATION, the players try to create a previously fixed star constellation named '**MODEL**' without creating a different one named '**AVOID**'. The first one to achieve this wins the game. No ties are possible.

The game admits more than 2 players. It will be played in an anticlockwise way.

MATERIAL

- A Hexellation board representing three portions of sky, one big (gray) and two small ones (red and blue).
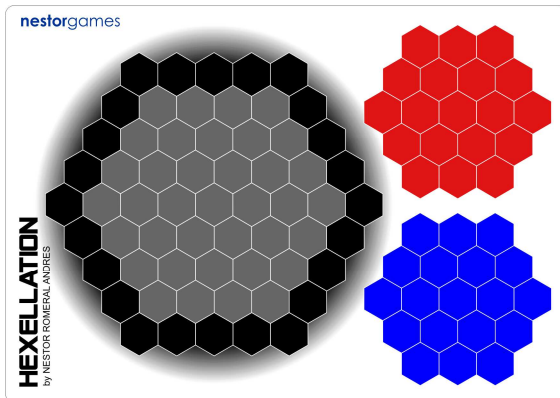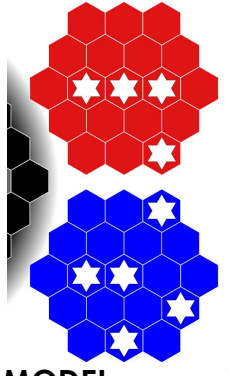

- 42 equal stars and one planet.

GAME PREPARATION

The player who starts the game is randomly chosen.

A **CONSTELLATION** is a group of stars placed on the board in a determinate way.

The first player must create a constellation at random in the small **blue** area. It will be the constellation '**MODEL'**. For this, the player will place 4 or 5 stars in any of the hexes of this region, but never placing more than one star in the same hex.

The second player will do the same in the small **red** area, but this time by using

one star less, thus creating the constellation '**AVOID**'. The **AVOID** constellation must not be a subset of the **MODEL** constellation, this means, the **MODEL** constellation must not contain the **AVOID** constellation.

Determine the game type (basic or advanced). In the basic game only the inner gray region will be used. In the advanced type all the sky region will be used.

The game starts now.

HOW TO PLAY

In turns, each player will place one star in a free hexagon in the playing area (big area).

Playing aid: If both players agree, you can use the **planet** (round piece) to help you thinking about your next move (by placing it on the board on different hexes until you find your best move). Remove it from the board before making your move.

HOW TO WIN

In order to win, you must create a constellation identical to **MODEL** (even rotated), but do not create a constellation identical to **AVOID** (even rotated).

If a player creates a constellation identical to **AVOID** (even rotated) he will immediately lose the game.
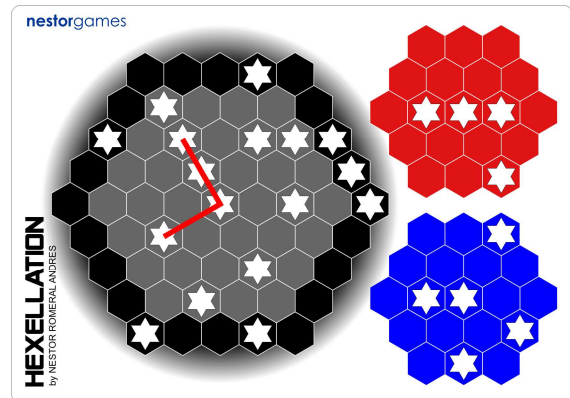
Example: player 1 loses because he's just created a copy of **AVOID** (rotated)

Variant: If a player creates a constellation identical to **AVOID** or to **MODEL** but the other player doesn't realize, then the game continues until one of them discovers it and wins!