

# HEXDRAGON game rules

2-4 players | 20-30 minutes | 6+ years

## start:

Place the starting 6-tail piece in the center of the board.



Each player takes:

- 3 head pieces of 1 color
- 1 star token of the same color
- 3 random body pieces.

## turn:

Place 1 piece on any empty tile of the board. If you placed a body piece, draw 1 new body piece at random. Check if any **connections** occurred.

or

Place your **star token** on any empty tile of the board, reserving the tile to yourself for the rest of the game.

## connections:

Connection occurs, if any combination of heads, tails and bodies on the pieces form a continuous, closed shape.

**L = Length of connection, which is number of pieces the total body passes from one end to another, including the ends and repeatedly passed pieces.**

There are 4 possible ways a connection can occur:

- **DRAGON:** HEAD connected to a TAIL: **+L points** to the owner of the head.
- **2HEADED DRAGON:** HEAD connected to a HEAD: **+L points** to the owner of each head. If the same player owns both heads, he/she gets +2L points in total.
- **WORM:** TAIL connected to a TAIL: **+1 point**.
- **LOOP:** Body closed to a loop: **+1 point**.

If any head is involved, points belong to the owner of the head. Otherwise the points belong to the player who placed the last piece.

To keep track of the 1-point connections, flip the remaining heads of your color and use their "+1" side.

Note that each placed piece can create multiple connections!

## star token:

You may place it only once per game. Once you place your star token, only you can place a piece on its position. Placing a piece on your star token position counts as a turn.

Note: If a player cannot take a turn due to all free space taken up by star tokens, he/she just skips the turn.

## end of the game:

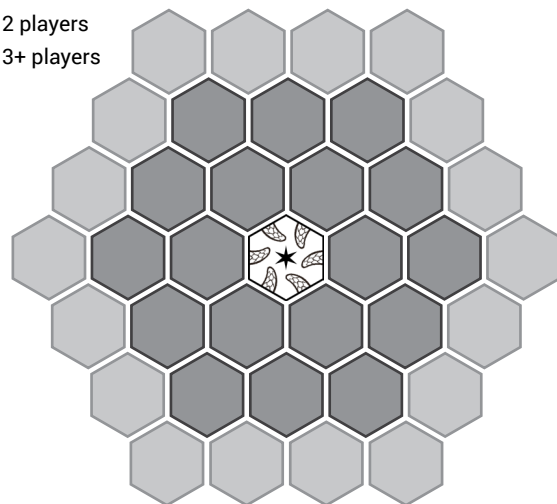
The game ends when the whole board is filled with pieces (not star tokens).

Count points for every connection involving a head. Add points from +1 counters. The player with most points wins.

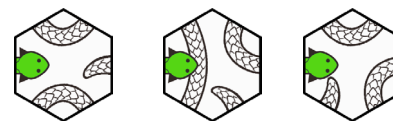
In the case of a tie, the single longest connection wins. (Be it a dragon, or a worm!) When tied for the longest connection, the second longest (and then the third longest and so on) determine the winner.

## board size:

- 2 players
- 3+ players



The position of the tail on a head piece may influence its playability. 3 configurations are possible:



opposing

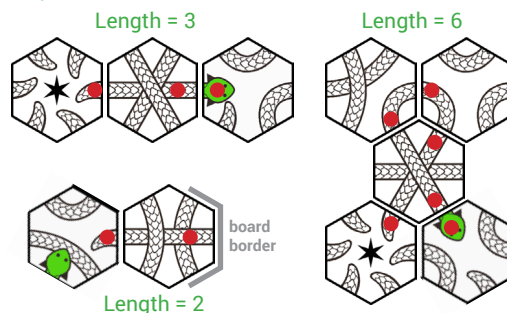
across

next

Sets of configs to try out at the start:

- just 3 random heads
- 3 heads of varying "difficulty": 1 of each variant listed.
- 3 heads of same difficulty (for all players)

examples:



## copyright info:

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## CONTENTS

Besides the playing board and game rules, game contains following pieces:

Game set for 2 players contains:


1x  starting 6-tile piece


15x  P1 head piece  
(each head piece is different)


15x  P2 head piece  
(each head piece is different)


1x  P1 star token


1x  P2 star token

6x  "A" 221 body piece

5x  "H" 322 body piece


4x  "I" 311 body piece


3x  "O" 111 body piece

2x  "X" 333 body piece

**20x total body pieces (2 player game)**

Extra for 3-4 player game:

15x  P3 head piece  
(each head piece is different)


15x  P4 head piece  
(each head piece is different)


1x  P3 star token

1x  P4 star token

6x 

5x 

4x  (second copy of the body piece set)

3x 

2x 

**40x total body pieces (3 or 4 player game)**

While covering all the connection shapes possible, the body piece distribution was adjusted to improve balance and overall playability of the game:

- more pieces giving multiple kinds of shapes
- less rotation-symmetric pieces
- less pieces with the straight shape (least useful)

Resulting changes in shape distribution:

shape	metric	occurrences on pieces		chance of draw on a piece	
	distr.	flat	ours	flat	ours
straight		20	15	12/20 = 60%	11/20 = 55%
long		16	22	8/20 = 40%	11/20 = 55%
short		24	23	12/20 = 60%	13/20 = 65%