

HEX ROLLER



A fast and tricky roll and write game.

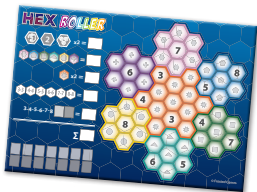
By Rustan Håka.

COMPONENTS

8 dice, 6-sided with numbers
(not dots), from 3 to 8



1 pads of paper
boards



1 pen per player

SETUP

Each player gets a paper from the pad with the same side up and a pen.

GAMEPLAY

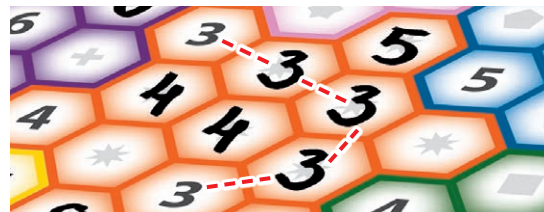


One player rolls all the dice in the middle once and arranges them in groups, so it is easy for all to see how many there are of each number rolled.



Each player selects one number and writes that number on one hexagon per die showing the number. Each player chooses a number by themselves and may choose the same number as another player.

The first numbers you write must be adjacent to another hex with the same number, either written or pre-printed, each subsequent number must be written adjacent to the number just written.



It is not allowed to write fewer numbers than the amount of dice showing that number.



Each player then selects a second different number and writes that number in hexagons just like for the first selected number.

Now write the two numbers selected in the bottom left boxes (one in the red space and the other in the green space).

Once per round you may use one of the three bonuses. If you use them cross them off. Each bonus can only be used once per game.



- The Bonus allows you to write one number more of one of the chosen numbers.



- The Bonus allows you to write a 2 in any empty space.



- The Bonus allows you to pick a third number to write in.

Then the dice are rolled again by any player for the next round.

GAME END

At the end of the seventh round when all the boxes in the bottom left are filled, the game ends.

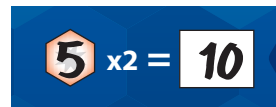
Score points for each outer area that is completely filled (with numbers, both written and pre-printed or an x). For each such area score the number that you have the most of in that area (higher if equal).



$$\begin{aligned} 7 &= 1x \\ 6 &= 4x \\ 3 &= 2x \end{aligned}$$



Score double points for the middle area if you have filled it.



$$5 \times 2 = 10$$

For each pair of pre-printed numbers that you connect to each other with an unbroken line of the same number, you get that number as points.



$$3 \ 4 \ 5 \ 6 \ 7 \ 8 = 14$$

Score 2 points for each bonus not used.

$$+1 \ 2 \ \text{dice} \times 2 = 4$$

Check for the red and green round rows, for each row separately, how high you can count in a straight, starting on 3. You gain points equal to this highest number. If you have no 3, you gain no points for it.

Add up the scores to get your total. The player with the most total points wins

BACKSIDE

The back side plays identical, but you only play six rounds.

IMPRESSUM

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