

# HEXAHOLE™



## Game Objective

Take turns throwing bags at other players hexagons in order to eliminate them or throw at your own hexagon to increase your score. Use the bonus bag during the Bonus Bag round in an attempt to increase your score. Be the last player with points in order to win the game!

## Game Setup

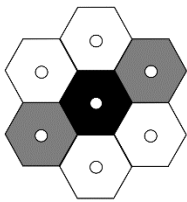
Place the black hexagon in a spacious area. Insert the 4 legs into the bottom of the black hexagon. Connect the 6 colored hexagons to the center black hexagon using the side pegs. Place the score counters 10 feet from the bottom of each colored hexagon facing inward so the score is visible.

Each player/team is assigned a hexagon with corresponding colored bags including one additional bag with a black marking on both sides referred to as the “bonus bag”.

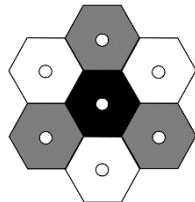
*Warning: Colored hexagons must be added and removed from the center hexagon at an angle to avoid breaking. Extra pegs included in case needed. Pegs and legs may have a very tight fit initially and may loosen over time.*

## Hexagon setup suggestions:

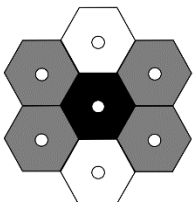
2 players:



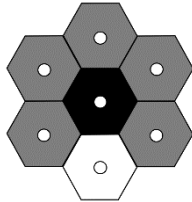
3 players:



4 players:



5 players:



## Play Order

Play order is determined by the players throwing 4 bags at their own board. Whoever makes the most in their hole decides who goes first. If there is a tie,

those players throw their bonus bag and the player closest to the black hexagon’s hole decides who throws first to start the game. Throwing then proceeds in a clockwise order.

## Game Play

### General Game Play

Each player begins with 21 points. **Players take turns throwing 1 bag at a time** attempting to land the bag on their own or others hexagons. Bags can land in the hole or on the hexagon of another player’s board to subtract points from other players. Bags may be made on or in your hexagon to add points to yourself. Bonus bag may only be used during Bonus bag round. Players use their bonus bag in order to shoot at the black (center) hexagon in order to receive bonus points to their score.

*Note: If only 2 players, start the game at 15 points.*

### Throwing at other players/Yourself

Players must move around the playing area to other players hexagons and stand behind the score counter of the hexagon they are throwing at. (Example – Stand behind the blue hexagon’s score counter if throwing at the blue hexagon). **Players may only throw directly at any 1 particular players board 2 times and 1 time on their own board per round (all bags thrown).**

### Scoring

Players cannot go above 21 points or below 0 points. **Scores are updated immediately after a successful throw.** See scoring table

### Sliding

A player may slide their bag onto another hexagon even if the shot limit is reached on that hexagon. The bag must hit the black hexagon or the hexagon the player was throwing from before the bag slides onto another board for scoring to count.

(Example-a player shot two bags at the green hexagon but throws the third bag from the blue hexagon hitting it, and sliding to the green hexagon, this results in the addition/subtraction of points)

### Scoring Table

Initial point total	
3-6 player game	21 points
2 player game	15 points
Scoring rules	Points Accumulated/Deducted
Game bag landed on player's own Hexagon	+1
Game bag tossed through the hole of player's own Hexagon	+3
Game bag landed opponent's Hexagon	-1
Game bag tossed through the hole of opponent's Hexagon	-3
Bonus game bag landed on Center Black Hexagon	+1
Bonus game bag tossed through the hole of the center Black Hexagon	+5
Regular Bag is 50% on 2 players boards	+/- 1 to each as appropriate
<ul style="list-style-type: none"> <li>Game bag is touching or touched the ground</li> <li>Regular bag is more than 50% on the Center Black Hexagon.</li> <li>Bonus bag is less than 50% on the Center Black Hexagon.</li> <li>Bonus Bag lands on any players Hexagon</li> <li><b>*Regular Bag did not touch the board corresponding to the score counter or black hexagon first.</b></li> </ul>	0

\*Players must hit either the board directly in front of the score counter or the black board first in order for the bag to count. All bags effected by an illegal throw are reset to previous position.

## Bonus Bag Round

Once all 4 regular bags have been thrown the score and regular bags in play are frozen. Players will throw their bonus bag trying to land it on the board or in the hole of the black hexagon. See scoring table for details

Note: No points can be subtracted during the bonus bag round. If a player throws their bonus bag before the bonus bag round the player forfeits their bonus bag for that round along with the current shot.

## Elimination

Points are gained and lost in real time for each throw. Once a player's score reaches 0 all remaining players will throw that bag round. The player eliminated may still throw a bag in that bag round if they have not done so yet. All next bag rounds must be forfeited except the bonus bag. If the player does not score in the bonus bag round, they are eliminated.

## Last 2 Players

At the start of a new round, players may throw 3 bags at the opposing player's hexagon and 1 at their own. A player may throw at their own hexagon if they have not done so if the other player's score is at 0. The game is over once a player's score is at 0 after a bonus bag round or if a player reaches 21 points.

### Warnings:

- Game assembly contains small parts and bags which are a choking hazard
- Do not sit, stand, lie or lean on boards or personal injury or damage to the game assembly may occur
- Do not leave game assembly in the weather as damage may occur
- Flying projectile hazard
- Wooden objects may splinter and injury may occur.
- Boards must be placed together as directed or damage to game assembly may occur (shown below)
- Colors and sizes may vary

