

HEXAHOLE™ #21



Game Objective

Take turns throwing bags at your own hexagon to score points, first player to 21 points wins. Use the bonus bag to throw at the center (black) hexagon.

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.

Game Play

Players take turns throwing 1 bag at a time attempting to land the bag on their own hexagon board. Bags can land in the hole for 3 points or on the board for 1 point. Bonus bag may only be used to shoot at the center (black) hexagon in order to receive bonus points to their score, 1 point for landing on the board and 5 points in the hole. **First Player to reach 21 points wins.**

If players reach 21 in the same bag round, highest scoring bonus bag wins. Repeat if necessary.

Scoring

If you land your bean bag on another player’s board they are awarded the corresponding points. Any regular bags that land on the center (black) board do not count. Any bag touching the ground does not count. Bag must be >50% on a board to be awarded points.

- 1 point on board
- 3 points in hole

Bonus Bag

The specially marked bonus bag is only awarded points when landed on or in the center (black) board.

- 1 point on board
- 5 points in hole

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

