

The background is a detailed pirate map on aged parchment. It features a large compass rose in the upper right corner, with a sailing ship partially visible behind it. Another sailing ship is in the lower left corner. A constellation of black dots is scattered across the map, with some faint numbers like 15, 16, 17, 18, and 200 visible. The title 'HexRoutes' is written in a large, stylized, orange-outlined font with a slight shadow effect.

HexRoutes

~Rulebook~

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Cover Image: <https://wallpaperaccess.com/pirate-map>

~Setting~

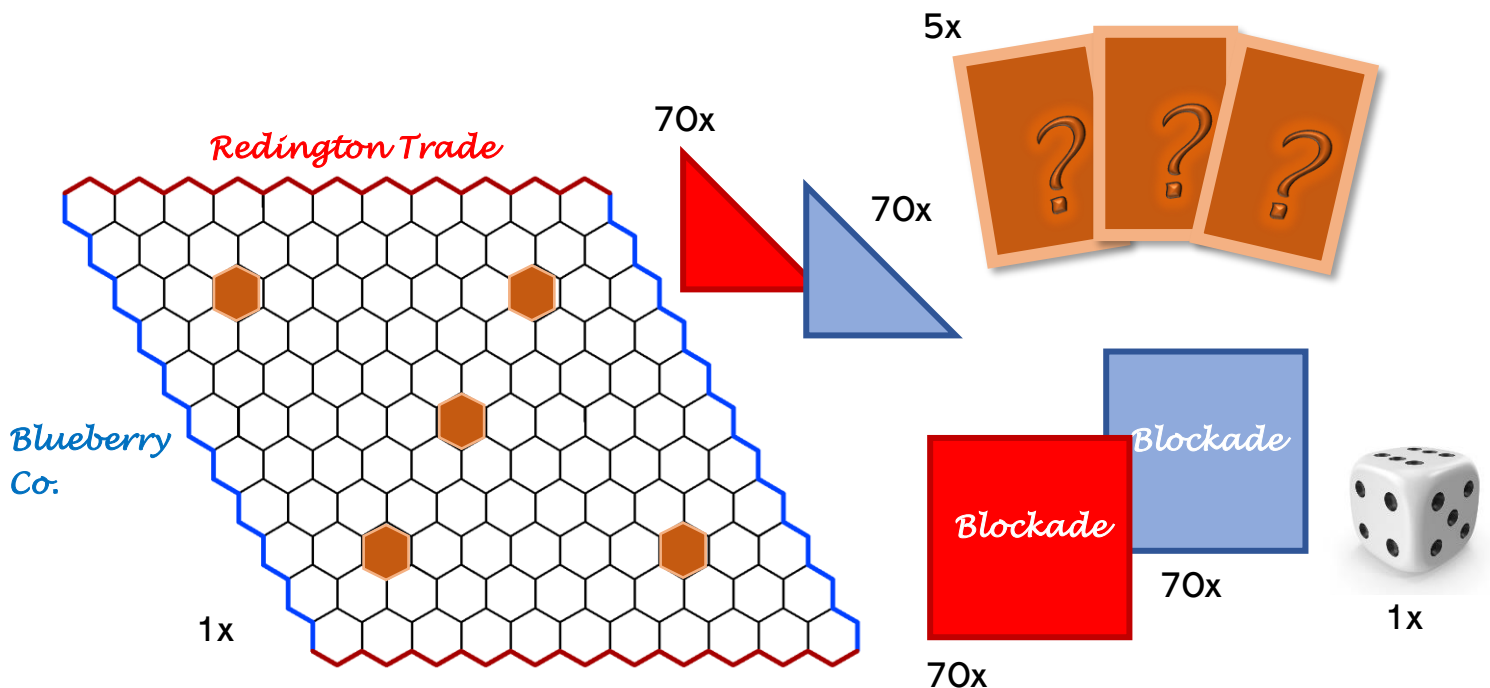
In HexRoutes you play as a trading company owner amidst the 1500s. You must forge a naval route between your current Headquarters and a port town with which you have recently closed a majorly beneficial contract with.

However, you've caught word that a rival company aims to forge a route of themselves on that very same sea. Cutting off their efforts by blocking their path with yours would deter them from establishing their own route, which would prove to be fatal to their business and very profitable to yours.

Send your fleet post-haste, deploy smaller vessels to create blockades and paths, prevent your rival's success and ensure your own! But beware, for the treacherous sea holds many a danger, and many a treasure to be found.

~Contents~

- 1 HexRoute Gameboard
- 70 "Blueberry Co." Fleet Pieces
- 70 "Redington Trade" Fleet Pieces
- 70 "Blueberry Co." Blockade Pieces
- 70 "Redington Trade" Blockade Pieces
- 5 Chance Cards
- 1 6-Sided Dice



~How to Play~

HexRoutes is a variant of the classic game Hex, introducing new mechanics that make it wholly unique. In this game players take turns placing pieces on the board to create a direct connection from one of their sides of the board to the opposite. Each player possesses two types of pieces:

- ❖ **Fleet Pieces** represent the player's fleet traveling across the sea. The player wins if they can make a connected path of Fleet Pieces going from their headquarters, all the way across the sea, hence establishing a direct trading route
- ❖ **Blockade Pieces** represent a smaller fleet of scouting boats which the player has deployed to secure a spot on the sea, creating a naval blockade that prevents the rival player's fleet from moving through that spot, but allowing the player's fleet through, if it ends up moving through that spot.

On the first turn, each player places their first "Fleet Piece" on any spot alongside their company's side (left diagonal for Blueberry Co. and the topmost horizontal line for Redington Trade).

Afterwards, on subsequent turns, players place two pieces at a time:

- ❖ One "**Fleet Piece**", which must be placed in a spot adjacent to another of the player's "Fleet Pieces", not yet occupied by the enemy (i.e, they cannot be placed on top of spots which contain an enemy piece but can be placed on top of friendly Blockade Pieces).
- ❖ One "**Blockade Piece**", which can be placed on any unoccupied spot on the board.

Furthermore, the game board possesses 5 chance spots. If a player places a "Fleet Piece" in one of these spots, **at the end of their turn** (after they've placed both their pieces) they must draw a "Chance Card" and apply its effects.

The first player to have a direct, connected path of Fleet pieces connecting their headquarters to the trading outpost directly across the sea wins the game. Additionally, if a player is left with no free spaces on which to place fleet pieces, they lose.

~Speed Hexroutes~

To speed up the game, it is advised that players introduce a time-limit rule stating that each turn may take a maximum of 10 seconds. Should a player go overtime, their turn is considered void, and the next player may take their turn.