

H e x R u s h

Be the first to reach the end!

My turn

One, or none of the following:

- Move by one space (respecting the connections)
- Draw and place a new random tile (it must connect)
- Use one of your abilities (follow its rules)
- Place a token anywhere (if you have one, rules apply)

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Tile Symbols



Chance

draw a chance card to instantly alter the game



Warehouse

revealed → place any token on it upside down
hidden → discard its upside down token



Event

draw an event card to modify the game until a new event is drawn or the current one is discarded

stepped into (with no token) → you must pick up the upside down token on it if there is one
stepped into (with a token) → you can drop/exchange it with its upside down token

Special Tokens



Wall

prevents all movement through the tile



Ladder

optional connection between tiles



Slide

mandatory connection between tiles has higher priority than tiles with symbols

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