

HexRush

Reveal the map! **Hinder** each other! **Be the first** to reach and acquire the treasure at the end.

Setup

Start by placing the **start and end** hexagonal tiles on the table. Place 7 **random tiles between them** – you decide if they should be connected or not, both lead to interesting games. If any warehouse tile (🏠) is revealed, place a random token (🎲, 🎯, or 🎲) on it upside down.

Each player should **choose a color**, based on which they get a player card and one player pawn in that color.

Place the pawns on the start tile.

Each player should get **two random abilities** and place them into the slots **on their player card**. If someone gets the two pawns ability, they should get a second pawn in their color placed at the start tile.

Shuffle the event (⚡) and chance (🎲) cards, put them upside down on the table. Leave some space for the discard piles for both types.

Optionally, place some treasure on the end tile as some real motivation! A coin, some candy, whatever you have available.

Argue between each other **who starts** and in what direction you will take turns. Let the game begin!

Game loop overview

Players take turns around the table with the goal of being the first to reach the end tile.

Each player has **two abilities** that may change during the game, and **one inventory slot** for tokens.

The player can do nothing, or **one of these** four things on their turn:

- **Move** by 1 space (while respecting existing connections between tiles)
- **Draw and place** a random tile on the game board (it must connect to existing tiles at the time of placing)
- **Use** one of their **abilities**
- **Place a token** (if you have any in your inventory)

When moving into, moving through or being moved into (e.g. by someone else's ability) a **tile with a symbol** (🏠, ⚡, or 🎲), you must activate it:

- 🏠 – a **warehouse** of tokens
 - When a player reveals a warehouse tile, they place one token on it upside down of their choosing.
 - When a warehouse tile gets hidden (e.g. flipped or discarded), discard its upside down token.
 - When a player steps into a warehouse tile with no token in their inventory, they must pick up the upside down token on it if there is one.
 - When a player steps into a warehouse tile with a token in their inventory, they can drop it, or exchange it with an upside down token on the tile if there is one.
- 🎲 – draw a **chance** card to instantly alter the game
 - Follow the rules written on the card.
 - Read all the edge cases first to see if the chance card even activates.
- ⚡ – draw an **event** card to modify the game
 - Follow the rules written on the card.
 - Read all the edge cases first to see if the event card even activates.
 - The event stays active until a new event is drawn (which supersedes the current event), until the event expires based on its rules, or until the event gets somehow discarded (e.g. by a chance card).

However, **if you move through** or are moved through **multiple tiles with symbols, only the first one is activated**.

The first player to successfully move into the end tile wins. The remaining players may or may not choose to finish the game for 2nd place and so on.

Tokens overview

You have **one inventory slot** which you can fill or empty on warehouse tiles (🏠).

You can **place a token from your inventory anywhere** when it is your turn (but you don't immediately use it).

After a token is placed, anyone can interact with it, e.g. use a ladder (🪜) on their turn, or be moved into a tile with a slide (📉) and immediately be forced to use it.

No token can be placed on or be connected **to the end tile**.

Tokens include:

- **Wall (🧱)** – No one can move to this tile.
 - The wall is placed in the middle of a tile, then no connection on that tile can be used and thus the tile cannot be moved into by anyone.
 - The wall is permanent, unless a chance or event card moves or discards it.
 - The wall cannot be placed on the end tile.
 - There cannot be multiple walls on the same tile.
- **Ladder (🪜)** – Two-way optional connection between any two tiles that neighbor each other.
 - The ladder serves as a DIY connection between any two tiles that neighbor each other
 - The ladder can be placed on any tile (including under players or under yourself).
 - The ladder's usage is optional, you may or may not activate when you start your turn on a tile where a ladder starts / ends.
 - The ladder cannot be connected to the end tile with any of its sides.
 - There cannot be multiple ladders between the same two tiles.
- **Slide (📉)** – One-way mandatory connection between two unoccupied tiles that neighbor each other.
 - The slide can be placed between two unoccupied tiles which neighbor each other.
 - The slide can be used as a boost, as a block for one connection or as a deterrent.
 - The slide's usage is mandatory, you must activate it when you end your turn on or are moved to a tile where a slide starts.
 - The slide activates before any symbol on a tile (🏠, ⚡, or 🎲) is activated.
 - Slides can be chained (e.g. ○ ➡ ○ ➡ ○) to create mandatory paths of lengths larger than one.
 - The slide cannot be connected to the end tile with any of its sides.
 - There cannot be multiple slides between the same two tiles (in any combination of directions of the slides).

Events and chances

Events are long lasting modifications to the loop of the game, while Chance cards alter the game immediately. Event tiles trigger an event – draw an event card to see what happens, while chance tiles trigger the drawing a chance card.

There are currently 18 different events and 36 different chance cards.

Ability overview

See the Abilities detailed glossary below to see all the edge cases.

1. **Rotate** – Rotate any tile in any direction and any amount of your choosing.
2. **Flip** – Flip any unoccupied tile to its other side, you choose its new rotation.
3. **Swap tiles** – Swap any two unoccupied tiles that neighbor each other while keeping their orientations and directions.
4. **Replace with random** – Replace any unoccupied tile with a new random tile, point to the targeted tile before drawing the new tile.
5. **Draw two random** – Draw 2 random new tiles, choose which one to place (connect it to existing tiles) and return the unused one back.
6. **Move by two** – Move by 2 spaces but you cannot do so through another player.
7. **Two pawns** – You have two pawns and when you want to move during your turn, you can move both pawns by one space independently. All abilities that target “other players” apply to one of your pawns at a time.
8. **Jump** – Jump to a neighboring tile if there is absolutely no connection between.
9. **Switch with neighbor** – Switch places with a neighboring player.
10. **Move other player** – Move any other player by one space, but not the same one two turns in a row.
11. **Leapfrog over neighbor** – Leapfrog over a neighboring player and move to any connected tile beyond them.
12. **Move neighbors away** – All neighboring players to you must move away from you (not towards nor parallel to you), you choose where to. If there is no path for them to use, they don't move.
13. **Move neighbors back** – All neighboring players to you must move towards the start tile, they choose where to. If there is no path for them to use, they don't move.
14. **Move two others together** – Bring two other neighboring players onto one of their tiles, or bring two players, each connected to a tile between them, onto that tile between them.
15. **Move coexisting away** – Move players on the same tile as you by one space, you decide where to.
16. **Draw two and place apart** – Draw 2 random tiles and place both of them such that they aren't neighboring one another.

Ability details

1. **Rotate** – Rotate any tile in any direction and any amount of your choosing.
 - If you rotate a tile with tokens attached to it, the tokens shouldn't move.
2. **Flip** – Flip any unoccupied tile to its other side, you choose its new rotation.
 - If you flip a tile with tokens attached to it, the tokens shouldn't move.
 - If your flip hides a warehouse tile, discard any upside down tokens on it.
 - If your flip reveals a warehouse tile, place a new token of your choosing on it upside down.
3. **Swap tiles** – Swap any two unoccupied tiles that neighbor each other while keeping their orientations and directions.
 - If you swap a tile with tokens attached to it, the tokens shouldn't move.
 - If you swap a warehouse tile with an upside down token, move it with the warehouse tile.
4. **Replace with random** – Replace any unoccupied tile with a new random tile, point to the targeted tile before drawing the new tile.
 - Stick to your decision about which tile to replace.
 - You choose the side and orientation of the new tile.
 - The new tile doesn't need to connect to existing tiles that neighbor the replaced tile.
 - If you replace a warehouse tile, discard any upside down tokens on it.
 - If you replace a tile with tokens attached to it, the tokens shouldn't move nor be discarded.
5. **Draw two random** – Draw 2 random new tiles, choose which one to place (connect it to existing tiles) and return the unused one back.
 - You choose the side and orientation of the new tile.
 - You aren't replacing existing tiles, merely discovering new ones.
 - The new tile must connect to at least one existing tile at the time of placing.
 - If you place a new warehouse tile, place a new token of your choosing on it upside down.
6. **Move by two** – Move by 2 spaces but you cannot do so through another player.
 - If there is a player 1 space ahead of you and you want to move past him by 2 spaces, you can't.
 - If there is a player 2 spaces ahead of you and you want to move to him, you can.
 - You must respect connections between tiles when moving by two spaces.
 - If you lose this ability mid-move, do not finish the move.
7. **Two pawns** – You have two pawns and when you want to move during your turn, you can move both pawns by one space independently.
 - If you start with this ability, start with two pawns on the start tile.
 - If you gain this ability mid-game, duplicate your pawn in its place.
 - If you lose this ability mid-game, you choose which pawn to keep.
 - All abilities that target "other players" apply to one of your pawns at a time.
 - You win if one of your pawns reaches the end tile.
 - If you move to two event / chance tiles with your 2 pawns, only one of them activates.
 - If you move to two warehouse tiles with two upside down tokens, only one of them activates since you only have one inventory space, but you choose which 1 token you pickup.
 - If you move to two warehouse tiles, one of them is empty of tokens and you have a token in your inventory, drop the token upside down on that warehouse tile.
 - If you move to two warehouse tiles, both of them are empty of tokens and you have a token in your inventory, drop the token upside down on one of the warehouse tiles of your choosing.
 - If you use *Move by two*, you can only move with one pawn by two (and the other doesn't move).
8. **Jump** – Jump to a neighboring tile if there is no connection between.
 - If there is a connection on your current tile and no connection on the target tile, you can't jump.
 - If there is no connection on your current tile and a connection on the target tile, you can't jump.
 - If there is a connection on your current tile and a connection on the target tile, that's just a move.
 - Only if there is no connection on your current tile and a connection on the target tile can you jump.
 - You cannot jump to the end tile since it has a connection on each of its sides.
9. **Switch with neighbor** – Switch places with a neighboring player.
 - A neighboring player is a player that's on a tile which neighbors the tile you are currently on.

- If there are multiple players on a neighboring tile, you can switch places with only one of them.
 - There doesn't need to be a connection between you and the neighboring player.
10. **Move other player** – Move any other player by one space, but not the same one two turns in a row.
- You must respect connections between tiles when moving another player.
 - You cannot move a player that has already won from the end tile to bring him back to the game.
 - You cannot use this ability on the same player two turns (your turns) in a row.
 - If a player has *two pawns*, you cannot target the same pawn two turns in a row, but you can alternate between his two pawns on consecutive turns.
11. **Leapfrog over neighbor** – Leapfrog over a neighboring player and move to any connected tile beyond them.
- A neighboring player is a player that's on a tile which neighbors the tile you are currently on.
 - There doesn't need to be a connection between you and the neighboring player.
 - There must be a connection between the neighboring player's tile and the target tile beyond it.
 - The target tile beyond the neighboring player must of course be one space away from them.
12. **Move neighbors away** – All neighboring players to you must move away from you (not towards nor parallel to you), you choose where to. If there is no path for them to use, they don't move.
- A neighboring player is a player that's on a tile which neighbors the tile you are currently on.
 - Moving away means that the distance between you and them must increase by one.
 - You must respect connections between tiles when moving the neighboring players.
 - There doesn't need to be a connection between you and the neighboring players.
 - If there are multiple paths for them to use to move away from you, you choose which they take.
 - If there is no path for them to use to move away from you, they don't move anywhere.
13. **Move neighbors back** – All neighboring players to you must move towards the start tile, they choose where to.
- A neighboring player is a player that's on a tile which neighbors the tile you are currently on.
 - Moving towards the start means that the distance between them and the start must decrease by one.
 - You must respect connections between tiles when moving the neighboring players.
 - There doesn't need to be a connection between you and the neighboring players.
 - If there are multiple paths for them to use to move towards the start, they choose which to take.
 - If there is no path for them to use to move towards the start, they don't move anywhere.
14. **Move two others together** – Bring two other neighboring players onto one of their tiles, or bring two players each connected to a tile between them, onto that tile between them.
- Neighboring players are players on tiles that neighbor each other (there doesn't need to be a connection between the tiles).
 - For the second case, there needs to be one tile connected to both of the players' tiles (there is a distance of 2 between the players).
15. **Move coexisting away** – Move players on the same tile as you by one space, you decide where to.
- A coexisting player is a player that's on the same tile as you are currently on.
 - This means that the distance between them and you must increase from 0 to 1.
 - You must respect connections between tiles when moving the coexisting players.
 - If there are multiple paths for them to use to move away from you, you choose which they take.
 - If there is no path for them to use to move away from you, they don't move anywhere.
16. **Draw two and place apart** – Draw 2 random tiles and place both of them such that they aren't neighboring one another.
- You choose the side and orientation of the new tiles.
 - You aren't replacing existing tiles, merely discovering new ones.
 - Both of the new tiles must connect to at least one existing tile at the time of placing.
 - If you place a new warehouse tile, place a new token of your choosing on it upside down.