

HEX-A-GONE!

(refer to the reverse side of a game board or manual for detailed directions)

GOAL: The goal is to be the last player to place a pattern block onto the gameboard. The game board might not be completely covered at the end of the game.

TO PLAY: Players alternate turns.

Each turn consists of :

1. Selecting **one, two, or three pattern blocks**. Each block selected must be a different color. (For example, a player cannot choose two yellow blocks.) Once a block is picked up, it cannot be exchanged or put back.
2. The pattern blocks chosen may be placed anywhere on the board provided that the block either completely covers the region or allows for the geometric region to be completed in another turn. (For example, a triangle may be placed on the gameboard on a hexagon, but a square could not be placed on a hexagon.) Once a pattern block is laid on the gameboard, it cannot be moved. All pattern blocks selected by a player must be placed on the gameboard, otherwise, the opponent is declared the winner.