



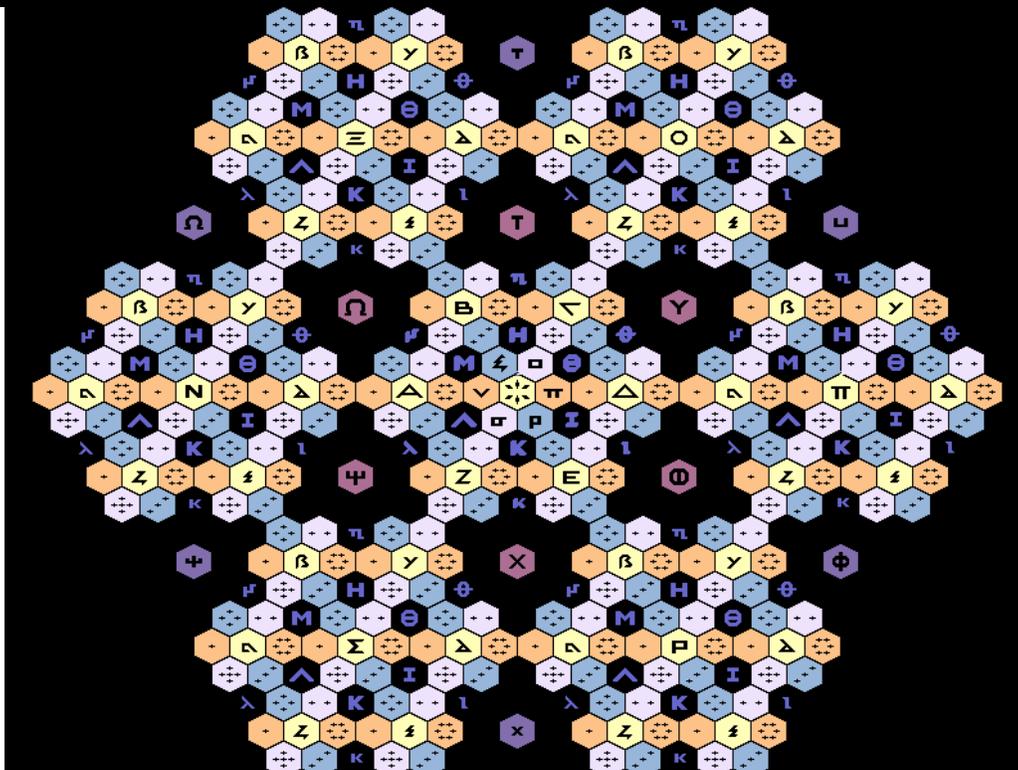
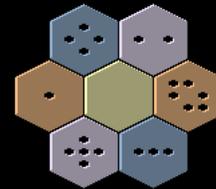
STAR HEX is a game of  
skill and strategy  
for 3 players  
or TEAMS  
and is played on a  
multicolored HEX board  
with multisided dice for pieces.

The GOLD HEX in the center is a SUN, or STAR HEX  
surrounded by WORLD HEX of LAND, SEA and AIR.  
Together, these 7 HEX playing tiles make a SYSTEM.

A SUN is the STAR of a SYSTEM  
and is considered FIRE ELEMENT.  
Thus, all 4 ELEMENTS are represented:  
various LAND, SEA, AIR and STAR HEX are  
EARTH, WATER, WIND and FIRE ELEMENTS.

WORLD HEX are numbered 1 thru 6  
and all STAR HEX have a value of 7.  
Thus, each ELEMENT is balanced within  
a SYSTEM with a total value of 7 each

7 SYSTEMS make a CONSTELLATION,  
consisting of 7 STARS, 42 WORLDS  
- 49 HEX in all, not including SPACE -  
7 CONSTELLATIONS on the entire board.



# DESIGNATIONS

STARS within a  
CONSTELLATION  
are designated  
ALPHA, BETA, GAMMA,  
DELTA, EPSILON and ZETA -  
upper case for the CENTER CONSTELLATION  
and lower case for outer CONSTELLATIONS.

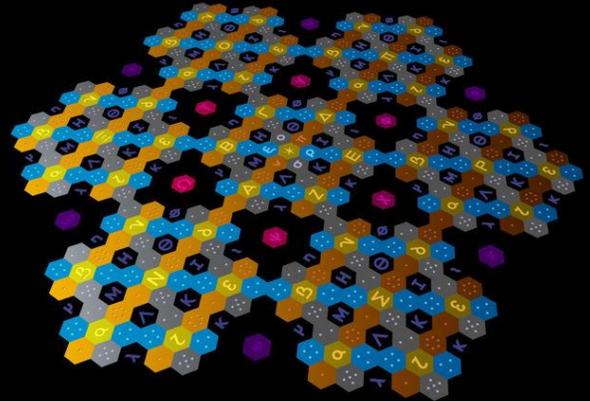
Throughout the board,  
capitals have dominance  
over lower case designations.

The SPACE between systems is designated  
ETA, THETA, IOTA, KAPPA, LAMBDA and MU  
(upper case for INNER SPACE within a CONSTELLATION,  
lower case for OUTER SPACE OUTSIDE a CONSTELLATION).

The CENTER SYSTEM WORLDS  
are designated with lower case  
NU, XI, OMICRON, PI, RHO and SIGMA  
- corresponding to the CENTER STARS  
of the outer CONSTELLATIONS, in capitals  
for which those CONSTELLATIONS are named.

For the rest of the Greek Alphabet,  
TAU, UPSILON, PHI, CHI, PSI and OMEGA  
magenta HEX are NEBULAE, (upper case)  
purple HEX are BLACK HOLES, (lower case).

Αα Ββ Γγ Δδ Εε Ζζ  
Ηη Θθ Ιι Κκ Λλ Μμ  
Νν Ξξ Οο Ππ Ρρ Σσ  
Ττ Υυ Φφ Χχ Ψψ Ωω



# SECTORS

BLACK HOLES and NEBULAE  
occupy the center of empty SPACE  
between the 7 CONSTELLATIONS.

Purple BLACK HOLES occupy the OUTER SECTORS  
and attract pieces from the SPACE HEX surrounding,  
while magenta NEBULAE occupy the INNER SECTORS  
and repel pieces into the SPACE HEX surrounding.

A piece landing  
on a BLACK HOLE  
immediately JUMPS to  
the corresponding NEBULA.

SPACE HEX surrounding a NEBULA  
is known collectively as OPEN SPACE  
- the entire area acting as a single HEX  
which up to 6 pieces may occupy at a time.  
SPACE surrounding BLACK HOLES is known  
as DEEP SPACE, and the same rule applies.

Together, these 2 regions comprise a SECTOR.  
There are 6 SECTORS total on the whole board.

The unmarked SPACE HEX within SECTORS act  
as part of either OPEN SPACE or DEEP SPACE.

Adjacent world HEX of like element near SECTORS  
are known as PAIRS, and like element pieces  
may land on one and leave from another.



# PIECES

4, 6, 8, 10 and 20 sided dice  
are the pieces in STAR HEX  
and this is the starting set and configuration.  
There are also 12 sided dice, but not at first.

The KING, a standard 20 sided die,  
may move one HEX in any direction  
just like a KING in Chess or Checkers.

However, if his path is blocked by another piece  
they may DUEL by rolling (remembering scores)  
until the opponent is either defeated, or moves,  
or he must choose another direction to move in.

The 10 sided QUEEN is also like her chess counterpart  
in that she may move any distance in any single direction,  
any number HEX - regardless of her current face value.  
Her only obstacle is another unlucky piece in her path.

8 sided ACES move  
on connecting hex,  
up to face value.

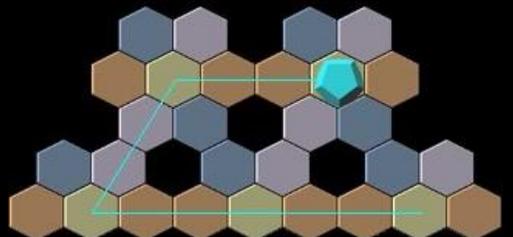
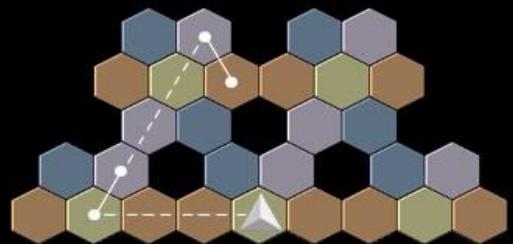
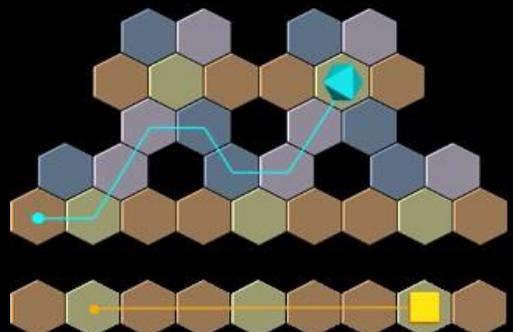
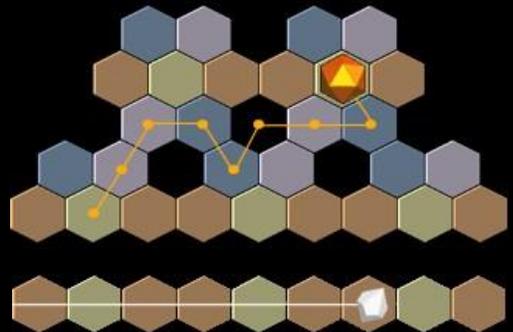
Thus, if an ACE'S face value is at its full 8 points  
he may move up to 8 hexes in all, avoiding SUNS -  
but they may land on SUNS and be SAFE from attack,  
although they may attack another piece from a STAR HEX.

6 sided JACKS may move up to showing face value  
in any one direction - but may not land on SUNS  
- although they may pass through them freely.

4 sided JOKERS may TELEPORT or\  
JUMP, as all or part of their move -  
so even with a maximum move of  
only 4, they do tend to get around.

A JUMP may occur within a CONSTELLATION  
as between any HEX of similar designation:  
like say from one Sigma STAR to another  
or from one Beta STAR to another, etc.

12 sided DEUCES move in VECTORS  
but they may change direction in mid move  
as many times as they like - up to face value - and  
are not impeded by SUNS or a single SPACE hex  
but are stopped by a second  
- though they easily get out  
- and may also STARHOP  
as any part of their move  
to any neighboring star.





# SETUP

Each team begins  
a game of STAR HEX  
with the 7 original pieces  
arranged in the CENTER SYSTEM  
of your HOME CONSTELLATION.

Start with KING on SUN, QUEEN towards CENTER,  
2 ACES forward, 2 JACKS rear, and JOKER away from CENTER  
with your QUEEN and JOKER, on your NATIVE ELEMENT.



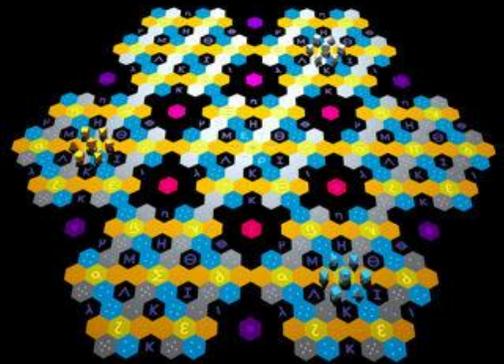
# MATING

Your first objective should be to  
secure your home CONSTELLATION  
making several systems safe for MATING  
which is the only way to acquire more pieces.

To MATE, move 2 pieces of opposite gender  
into a safe STAR SYSTEM all by themselves  
opposite the SUN and on your native element  
- and the next turn a corresponding new piece  
will magically appear on the SUN or STAR HEX.

KING and QUEEN make a JACK,  
QUEEN and JACK make an ACE,  
QUEEN and ACE make a JOKER,  
QUEEN and JOKER make a DEUCE.  
DEUCE and KING make a QUEEN,  
DEUCE and JACK make an ACE,  
DEUCE and ACE make a JACK,  
DEUCE and JOKER make a KING.

A total of  
21 pieces  
are possible:  
only 1 KING (d20)  
2 QUEENS (d10),  
3 DEUCES (d12),  
4 JOKERS (d4),  
5 ACES (d8), &  
6 JACKS (d6).



# WINNING

The winner of the game is the first TEAM to place  
each of its full 21 pieces on a STAR HEX,  
or a NEBULA HEX or a BLACK HOLE,  
with its KING on the CENTER STAR  
of the CENTER CONSTELLATION.

If a TEAM loses all of its pieces, it's out of the game.

If a TEAM gets down to only one gender, it is doomed  
unless it has wild card pieces  
such as a JOKER or a DEUCE  
which may - under this circumstance only -  
trade places with pieces not on the board.

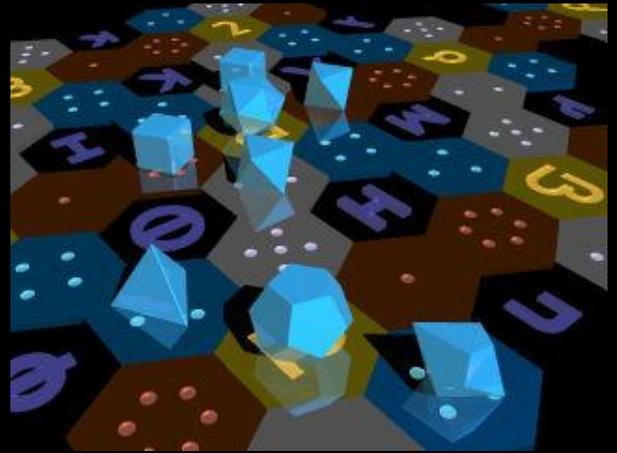


# PLAY

Once you have enough pieces you may venture out to stir up trouble or try to prevent another TEAM from MATING.

There are many theories as to what is the best strategy but now is a good time to try to secure more territory in neighboring CONSTELLATIONS.

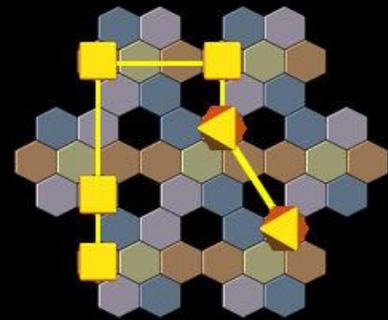
The more territory your TEAM has the more likely you are to be able to claim your SYSTEMS and win the game. ACES and JACKS are more numerous, QUEENS and DEUCES have more health, and JOKERS and DEUCES may trade places with any of your other pieces currently in play.



# DUELING

All pieces start with maximum die value or HIT POINTS showing on top of the die. When on a HEX adjacent to a rival piece, you may use your turn to DUEL that piece by rolling that die (remembering your score) and adding to that your current HIT POINTS plus a BONUS or DEMERIT of HEX VALUE for being on either your native element or that opposing team's element.

The loser of the DUEL deducts the difference of the 2 rolls from its score. When a piece runs out of HIT POINTS it is eliminated from the board and out of play.

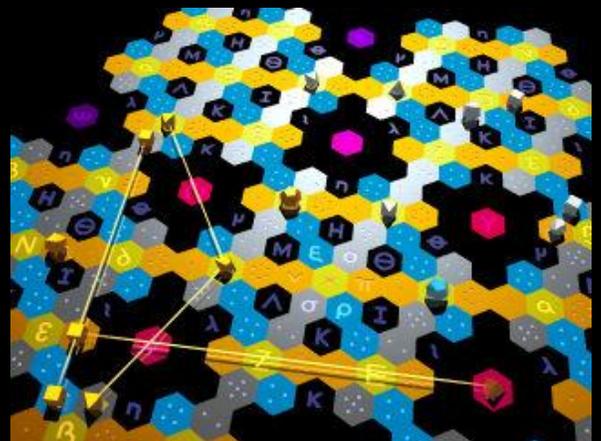


# INTERACTIONS

You will want to often ALIGN your pieces so that they may INTERACT with each other. Such pieces combine their scores to be more effective in DUELING.

INTERACTIONS create LINES of POWER which other TEAMS cannot safely cross. This may act as the border for your territory or simply a safe haven for your team to MATE.

Only pieces from your own team may cross your team's POWER LINES and whenever a POWER LINE is created any piece on a HEX which that LINE runs directly through is immediately eliminated.



Complete rules and instructional videos are available at

[dudeman.net/starhex](http://dudeman.net/starhex)