

# 6X5

**Abstract Strategy Game for 2 to 5 players.**

**10 to 15 minutes per game.**

**Age 8 and up.**

6x5 is a quick and simple game which requires a bit of strategy and some observation. The aim is to realize a pattern of 5 hexagons of the same color, while preventing your opponent to do so. You'll master the rules in no time as you start to play your first game.

## Component

- 1 Black hexagonal tile
- 8 Blue hexagonal tiles
- 8 Red hexagonal tiles
- 8 Yellow hexagonal tiles
- 32 Goal Cards, each with a pattern of 5 hexagons (each card shows a different possible way of assembling 5 hexagons together).
- 1 pawn per player. These pawns are not provided in this kit. You may take them from another game, or use pebbles, coins, caps, etc. Each player must have a distinctive pawn from the other players.

## Preparation

The 24 tiles (Blue / Red / Yellow) are placed in 3 distinct stacks which constitute the Reserve.

The Black tile is placed at the center of the playing area.

Each player randomly draws a Goal Card and keeps its pattern secret.

Each player selects a pawn.

The starting player is randomly picked.

## Goal

The winner is the player who will first realize his/her pattern, given that :

- The pattern must include the Black tile among the 5 hexagons.
- The 4 other hexagons in the pattern must be of the same color (either all Blue, or all Red or all Yellow).
- To be valid, the pattern realized on the table must strictly be identical to the one on the Goal Card. If an additional tile of the same color touches the pattern, we consider the pattern as being different from the one required on the Goal Card (see example 3)

## Examples

Pattern on the Goal Card :



1) The player wins with the Blue



2) The player hasn't won because the Black tile is not included in the pattern

3) The player hasn't won because another Blue tile touches the pattern



## How to Play ?

Players play on turn clockwise.

Each player has **three possibilities** of action :

- **Take a tile** in the Reserve and place it next to another one already in the game;
- or
- **Switch a tile** already in the game with another one from the Reserve;
- or
- **Move the Black tile.**

**After a player played an action, he/she must move his/her pawn** upon the tile just played. Hence each player's pawn must be placed upon the last tile he/she played.

Any played tile must have at least one side in common with a tile already in the game. However, by moving the Black tile, you may end up with two groups of tiles not related anymore. These 2 groups may be reunited anytime later in the game, as shown in the following example :

- original setting.



- The Black tile is moved



- The 2 groups are reconnected.



## Restrictions

- Pawns block the tiles onto which they are placed. It is forbidden to switch or to move a tile that is blocked by a pawn (including your own pawn)
- The Black tile cannot be switched with a new tile. It must always be in the game.
- If all the tiles are played, the game is over and it's a draw.

NB : In some rare occasions, you can win thanks to your opponent's action. He/she will play a tile and compose your pattern by chance. This counts as a regular victory.

It may also happen that while moving the Black tile to a new location you realize at the same time several patterns. You can decide to change your Goal Cards and keep playing, or end the game and call it a draw.

## Optional Rules

- **Multiple Goals:** You play with several Goal Cards instead of a single one. You decide the number of cards you wish to play, from 2 to 5. The winner will be the one who realized one of his/her goals. This rule is recommended for games involving 3 players or more, to shorten the game length.

- **Change Goal:** Once your turn, you may change your Goal Card by showing it first to your opponents, discard it and then drawing a new one.

- **Visible Goal :** The Goal Cards are kept open. Every one knows each other's Goal(s) ...

- **Open Game :** If you end up having played all the tiles before any player could win, and you don't want to finish the game with a draw, you may continue playing. Each player can play by switching the position of 2 tiles. The Black tile can be switched position with any other one. This can be done only when all the tiles have been played.

- **Scoring Points :** As in the rule Multiple Goals, each player draws 2 to 5 Goal Cards. When a player reaches one of his/her Goals, he/she scores 1 point, discard the Goal Card and draws a new one. Instead of stopping the game, you continue playing with the same tiles already in the game. The first player who scores 2 points wins the game. You may also want to play with a higher limit to reach, or play until a given number (or all) of Goal Cards have been drawn.

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We hope these optional rules will give you ideas to make up your own variants. With confirmed players, we strongly recommend this combination of rules: Multiple Goals, Open Game and Scoring Points.

### Xochintlan v/s 6x5 ?

If you already know the game Xochintlan, of which 6x5 is an abstract version, you will notice a few minor variation.

In Xochintlan, you cannot play the tile your previous opponent just played. In 6x5 the restriction is extended to your own previously played tile. In order to help you spot all the last played tiles, 6x5 introduces the pawns. Each player places it on his/her last played tile, making it easier to see at once which tiles are immune to play.

6x5 also offers a wider choice of optional rules. These variants came up while playing numerous games along the years (this game in its original version "The King's Fountain" was first designed in late 1995). They are logical extensions allowing you to play several games while scoring points.