

HEXTRACTION

Quick Rules

Welcome to **Hextraction**! The goal of Hextraction is to roll steel balls down an ever expanding maze of hexagonal tiles, until you can get a ball into the End Zone. **If you get a ball into an End Zone, you win!** To play Hextraction, you will need a game board, a bunch of tiles, and some steel balls. Tiles should be placed in a bag or box (*referred to as the **Main Pool***) so they can be drawn at random, and there must be at least enough tiles to fill the board, plus an additional three per player. The balls are shared between players, and there should be at least three balls per player.

Game Setup

1. Each player draws three tiles at random.
2. Decide who goes first.

Actions

On your turn, you can perform these Actions **in any order**:

- **Roll** a ball (*once per turn*)
- **Play** a tile (*once per turn*)
- **Activate** an Activated Effect (*any number of times, see more about Effects on page 2*)

After you have rolled as many balls, played as many tiles, and activated as many mandatory Effects as possible, you **end the turn**. You then draw or discard until you have three tiles in hand again.

Rolling a Ball

To **roll** a ball, pick up a ball, place it in any on-ramp, and release it.

If a ball **gets stuck** somewhere on the board or on a tile, **leave it where it is**, it could get loose later!

If a ball **falls through a slot**, remove the ball, **even if** it has returned to the board after falling off.

If a ball **leaves the board** another way, remove the ball **and** destroy the last tile that ball touched.

After each roll, destroy **every** tile that was touched by a ball three or more times this roll. Then, for each tile currently touching three or more balls: Destroy **ANY** tile **ANY** of those balls are touching.



Playing a Tile

To **play** a tile, select a tile from your hand and place it in an empty slot.

If there are **no empty slots** on the board, destroy any one tile on the board before placing the new tile.

You must place tiles such that one **notch** on the bottom of the tile is aligned with the ridge in the slot. Tiles with moving parts can be played with the parts in any orientation.

Effects

Tiles with Effects are marked with a star. If the rules for the Effect is not written on the tile itself, they can be found on the **Rules Card** for that tile.

Automatic Effects have a condition and a colon. Conditions can include On Play:, On Destroy:, etc. If the prompt is Ongoing:, the Effect is always active for every player, not just you.

Activated Effects have a prompt and a colon. Prompts can include Activate:, Once per Turn:, Discard This:, etc. Unless the Effect says otherwise, it is **optional**, and can be activated multiple times per turn.

Triggered Effects are marked with textured or spiky walls, floors, and/or text. They activate when touched by a ball. If multiple Triggers activate, you decide which order to resolve them.

Destroying and Discarding Tiles

To **destroy** a tile, remove it from the game. Destroyed tiles are **not** put back in the **Main Pool**.

To **discard** a tile, return it to the **Main Pool**.

Accidents

If a ball gets rolled by accident, or a stuck ball gets knocked loose while no player is **rolling**, that ball has no effect on the game.

If a tile ever falls out of its slot, destroy it.

Ending the Game

If you attempt to draw a tile and the **Main Pool** is empty, the game ends in a **draw**. *(Remember, tiles that get **destroyed** are removed from the game, and not put back in the **Main Pool**!)*

You **win** the game if a rolling ball has fully entered an **End Zone** this roll, and is still there. *(Remember, if a ball falls off the board, it gets removed, even if it somehow ends up back on the board!)*