



PLANET HEXAGON

BOARDGAME INSTRUCTIONS



GAME IT



Erasmus+



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CONTENTS

Section 1:

Introduction

On the GamelT project	3
Learning outcomes achieved through the game	3
Planet Hexagon setting & story	4
The game type and main idea	5
Game accessories	6

Section 2:

What do we need to play?

Civilizations and main assets	7
Description of tiles/hexes	9
Markers and how they work	10
Hidden goals	11
Civilization bonus	11
Awarding points with examples	12

Section 3:

Let's start the game!

Roles of players	17
Preparing the game	18
Gameplay	19
Course of the game – step by step	20
Guidelines for playing in larger groups	20

Appendix:

How to use Planet Hexagon in the classroom? Class scenarios

INTRODUCTION

On the GameIT project

The main purpose of the GameIT project was to create innovative didactic tools – cooperative games to be, primarily, used in academic education to activate students and provide them an opportunity to develop essential 21st century competences.

Through games and gamification, students-players naturally improve skills of communication and cooperation, negotiation, strategic, creative and logical thinking. Moreover, they raise their fluency in English and become more sensitive to other cultures and intercultural issues, at the same time being aware of their cultural uniqueness.

The designers of “Planet Hexagon” – international team of academics from Norway, Romania, Slovenia and Poland – represent various fields. Thus, their intention was to create a universal tool of interdisciplinary character to be used in a wide scope of humanities: teacher education, pedagogy, modern language studies, environmental studies, social studies, art, economic sciences etc. The game may also be successfully used as supportive tool by HR departments, recruiters, career advisers and employee training schemes.



“Planet Hexagon” introduces us into social problems of communities living in the imaginary world in a “distant galaxy”, which by metaphor, resembles our earthly contemporary reality with its vices and virtues, ups and downs. “Planet Hexagon” is a competitive-cooperative game using hex tiles. Players collect points by creating various combinations of tiles. Each team takes on the role of one civilization with its own distinctive features and values, later defined as special skills (assets). Each civilization develops its colony on their own board, but all players use one common Supply Centre and exchange Main Assets. Every community implements their own plan, however, its success is mainly guaranteed by sharing and cooperation with others.

Learning outcomes achieved through the game

- raising intercultural awareness and tolerance for differences: understanding other cultures, working in intercultural teams, representing different civilizations in the game, various points of view, observation, empathy
 - making players sensitive to intercultural issues and stressing advantages of balanced development and cooperation between various cultures
 - improving collaboration skills: working together in a team, discussing the following move, deciding on where to put the tile, what to observe while looking at other teams boards
 - developing strategic thinking: building strategy during the game, thinking about where and why to put the next tile, when to use special skill, etc.
 - improving decision making and negotiation skills
 - developing communication skills in English
- In order to determine the achievement of the set goals, concept and perception of the game, it was tested during academic classes locally and with international groups of students. In the following chapters there are “Planet Hexagon” rules of playing.

Setting

The plot is set in a distant galaxy, in which there are five planets. One of them, Planet Hexagon, remains uninhabited. Other planets are colonized by the following civilizations:

Lupidians

supporters of technology and industrialization

Arboretans

ecologists and hippies

Harvesters

farmers with strong social bonds

Urbanides

artists putting the emphasis on culture



Story

Once upon a time in a distant galaxy, strange, intelligent creatures lived in one solar system. The solar system was quite small but crowded – it had only five planets, four of which were inhabited by four different civilizations. They never had to compete for any resources; each planet was a land of milk and honey and the inhabitants were lucky enough to have all they needed! Unfortunately, every civilization focused only on one aspect of their development, ignoring everything else almost completely. For one civilization the most important thing was technology, while for others nature, art or sense of community, respectively. They all lived in perfect bliss on their home planets and nobody thought that they would ever have to move to look for a new home. Little did they know what the future held for them!

The galaxy was ruled by eccentric but fair gods who did not like the fact that all civilizations lived separately and were completely indifferent to each other's achievements. To punish the people for their short-sightedness and force them to change for the better, the gods decided to freeze all the planets in time and put a handful of colonists from each civilization on the surface of the fifth,

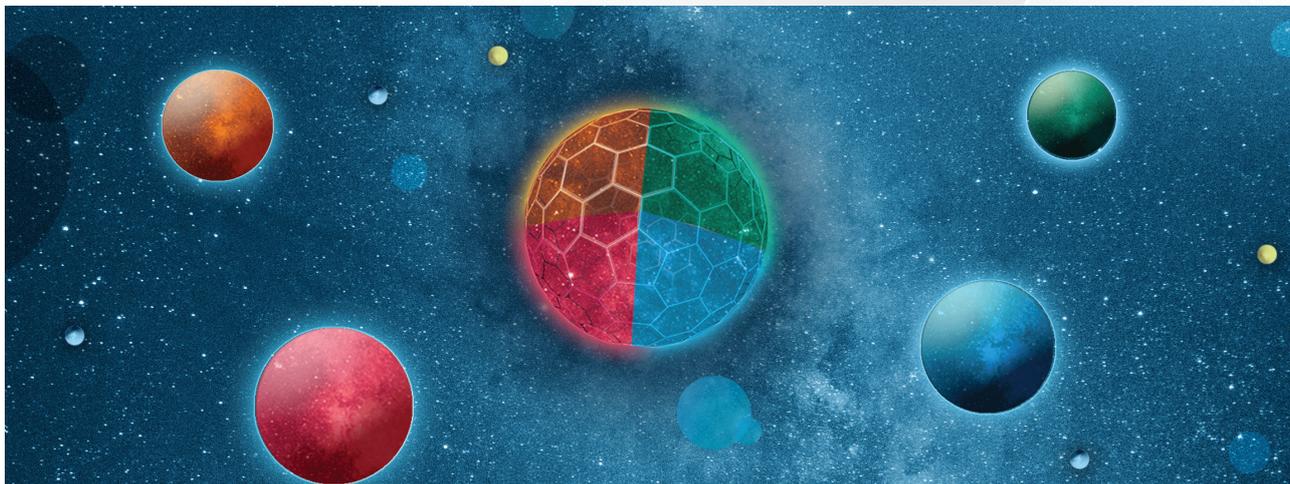
uninhabited planet, telling them that only once they understand the benefits of balanced development in a spirit of cooperation, achieving true greatness and their full potential, the original planets will be unfrozen again. The civilization that develops most in the course of one year (4 seasons), and, consequently, pleases the gods to the highest extent, will get its planet back first and will be able to return and thrive, having learned an important lesson about cooperation and balanced development. The gods are keeping an eye on the colonists and provide them with help in the form of the Supply Centre. They give the colonist supplies, teach them valuable life lessons but also make bets on their favourites, combining business with pleasure.

Lupidians were the first to establish their colony and also the first to realize that cooperation is essential to survive in new harsh environment. The representatives of all 4 civilizations soon realized that they were not able to complete the task on their own. Discussions with members of other civilization teams started, and they resulted in the creation of a union, whose purpose was to ensure the cooperation between all peoples inhabiting

the whole galaxy. Each civilization offered its individual contribution, that is their greatest asset (Main Asset), which could be used by other civilizations. Sharing the knowledge and experience would guarantee the success in achieving the common goal.

The gods are observing the course of events with great interest. Each civilization has equal chances

for winning and the one that develops the most efficiently (achieves the highest score) will win and return to its home planet first. Due to the knowledge and experience achieved through contacts with other civilizations, colonists will be able to introduce some beneficial changes and guarantee a fantastic future for the inhabitants of their planets.



The game type and main idea

“Planet Hexagon” is a competitive-cooperative game using hex tiles.

The game has been designed for 4 players or 4 teams of players, however, it is possible to make variations.

Representatives of 4 different civilizations must regain their lost planet by starting together a completely new civilization with the respect to the rules of peace, cooperation and balanced development.

Each team has its own board symbolizing their civilization with its own distinctive features and values, later defined as special skills (assets).



Players have to build a colony using different tiles, which represent types of terrain and resources.

Each team develops its colony on their own board, but all players use one common Supply Centre and exchange Main Assets. Additionally, each civilization implements their own hidden plan, carefully observing the actions of other teams.

The winner is the team that has the most developed colony and gets the most points. Points are collected by creating various combinations of tiles and for their largest number of a similar type of them.

The success depends on: how well the players negotiate with other team members, which development strategies they adapt and the level of advancement of other civilizations.

GAME ACCESSORIES



4 boards for 4 different civilizations

Each board contains:

- waiting spot for the tiles not used immediately
- black hole for discarded tiles
- place for the Hidden Goal of every civilization
- place for Main Asset card
- information about a particular civilization with its unique characteristics and bonuses
- cheat sheet explaining how to count points



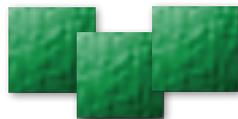
1 box/bag for tiles



1 Rubbish bag



30 blue markers



30 green markers



6 cards with Hidden Goals



4 cards Main Assets



1 card Common Goal

88 tiles:



4 tiles Starter House



21 tiles House / Public Building



21 tiles Forest / Field



21 tiles Water / Field



21 tiles Farm / Factory



21 tiles Farm / Factory



1 timer to keep track of time (could be a mobile phone)

WHAT DO WE NEED TO PLAY?

Civilizations and main assets

Each of the four civilizations taking part in the game has unique characteristics and Main Asset. At the beginning of each session, the Game Master shuffles the cards with Main Assets and distributes them at random to each civilization. The players trade the cards clockwise at the end of each round, regardless if they have used it or not.

Main Asset cards symbolize the greatest achievements of each civilizations that are shared with others for the common good, following the spirit of cooperation. The civilizations and their Main Assets are as follows:

Lupidians are born engineers and inventors. Ninety percent of their planet's surface is covered with huge factories and enormous cities. Lupidians use robots in their everyday lives extensively to save time that could be devoted to research instead. Contrary to a popular belief, they know how to party and they like relaxing by watching robovision, especially the National Oil Slurping Contest.

Lupidians were the first to arrive on Planet Hexagon and the first to share their special invention – The Flipping Machine – with the rest of the colonists. They very early realized that the only chance to survive is to cooperate with others.

Motto: Efficiency, Work, Intellect. And Oil Slurping.

Civilization bonus: Their factories produce 3 markers instead of 2.

Main Asset: The Flipping Machine. It allows for flipping one tile over before starting the basic move.



Arboretans live in harmony with nature, having especially deep connection with plants. Their home planet is covered with thick forests and their cities were built among the branches of ancient trees. They are patient, never waste anything, and believe in the power of renewable energy like wind or water. In their free time, they like to sunbathe or enter singing contests with local birds, which they always win (or they claim so).

On Planet Hexagon, Arboretans want to show other civilizations the benefits of working in tune with nature. That is why they shared with others The Pondering Fern – a special kind of plant that helps people to make informed decisions.

Motto: New Shoots from Strong Roots. Lots of Them.

Civilization bonus: For every two forest hexes in their colony they receive one extra green marker.

Main Asset: The Pondering Fern. After performing a basic move, they can exchange the previously selected tile for another one placed on the table. After choosing one tile, they hold it in their hand. Then, they flip another tile, and draw one tile from the bag. At this point, they can exchange the tile for another one from the table. If the bag is empty, they can draw one tile from the rubbish bag.



Harvesters prefer a simple life: farming, relaxing, festivities. Their lives are governed by seasons and a day/night cycle. A sense of community is very important to them and their home planet resembles a huge village where everyone knows everyone and stays in touch via phones with most distant friends. They are never in a hurry and a long nap after second dinner is sacred to them.

Harvesters believe in community and plan to convince other civilizations that strength lies in numbers and mutual support. They donated their Phonomobile to the pool so that the other civilizations could contact their friends as well and trade with them whenever they want.

Motto: We Do Sow. Together.

Civilization bonus: They receive one green marker if two farms or a house and a farm are adjacent to each other. Each hex counts only once.

Main Asset: The Phonomobile. Before choosing their tile, they can exchange any two tiles on the table for two tiles they can draw from the Rubbish Bag. First, they remove two tiles from the table, put them into the Rubbish Bag and then they draw new ones and put them on the table without flipping them. Attention: They might end up with one or two tiles they have just removed. The tiles taken out of the Rubbish Bag cannot be flipped over!



Urbanides are a civilization always in pursuit of art, culture and high fashion. Their cities are full of museums, galleries and shopping malls where most of the people work and spend their free time as well. Admired for their excellent taste, they always beautify their surroundings wherever they are. They communicate in rhyme and their famous poetry slams are pure joy to watch and listen, even if it takes forever to choose the winner because what is currently in vogue changes constantly. Urbanides appreciate art but quickly adapt to changing trends. They want to teach other civilization the same flexibility, so they donated to the pool the Indescribable Painting – an invention that is capable of setting new trends and warping reality.

Motto: A Pound of Art a Day Keeps Boredom Away.

Civilization bonus: They get one green marker for every public building in their colony.

Main Asset: The Indescribable Painting. Before starting a basic move, they can put one tile from the table back to the bag and draw a new one. Attention: Before putting it on the table, the players may flip the tile over.



FAQ

◆ Is it possible to build a colony without Houses / Public Buildings / etc.?

Yes; it is not mandatory to have any particular tiles in the colony. However, the gods look favourably upon those civilizations that strive for balanced development and give them additional points for having the full set of tiles.

◆ If I don't have a Field tile, can I place a Farm tile directly on the board?

No, but you can put it on your waiting spot.

◆ If I don't have a Forest or Water tile, can I place a Factory tile directly on the board?

No, but you can put it on your waiting spot.

Description of tiles/hexes

"Planet Hexagon" includes **88 tiles divided into 5 types**. Tiles are **double-sided**.

Tiles (hexes) represent elements from which every civilization is built. Each type of tile corresponds to a different aspect of life, but these are settlers who decide which one they need in their territory to develop.

1) Starter House:

This tile appears on the board first because it was here where settlers landed from their home planets at the very beginning of their adventure. Around Starter House they begin to build their civilization.

each player draws a tile with a Starter House at the beginning of the game [4 tiles]



2) House / Public Building:

These tiles represent social activity in both homes and public places – buildings.

featuring a House on one side and different types of Public Buildings on the other [21 tiles]



3) Forest / Field:

Forest and **water** allow you to settle in a new land: drinking water, forests, which provide animals and wood for construction of houses and other buildings.

The field (the reverse side of the tile) can always be afforested (turning the tile into the forest), or combined with water may form a pond.

featuring a green Forest on one side and brown Field on the other [21 tiles]



4) Water / Field:

featuring blue Water on one side and brown Field on the other [21 tiles]



5) Farm/ Factory:

When the settlers have water, forests, fields, build houses and other necessary buildings, they can develop further. They start building farms in the fields, and thanks to factories they can modernize their civilization through the **markers** they produce.

featuring a Farm on one side and a Factory on the other [21 tiles]



As can be seen above, there are **42 Field tiles** (on the other side of the Forest tiles and on the other side of the Water tiles), making Field tiles more easily obtainable than other ones.

Tiles should be placed **adjacent to each other**, and from the third tile on, they should have **two touching edges**, except for Farms and Factories. **Factory tiles are placed** either **on Water or Forest tiles**, and **Farms are placed on Field tiles**.

All House, Farm, Factory, Forest, Water and Field tiles are identical. Only **Public Buildings differ from each other**. There are **7 different types of Public Building tiles**. You can only have **one Public Building of a given type** in your colony; if you have more, you do not get any additional points for them.

Markers

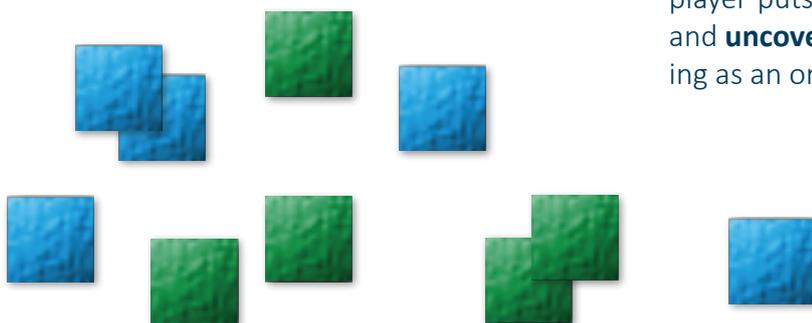
When factories are built, settlers no longer have to go for water but they can have it delivered with the help of **blue markers**.

Green markers are used by players to transform their civilization's existing element into the one they need (by flipping the tile).

Factories look the same but depending on whether they are placed on Water or on Forest, they **produce different markers: 2 blue ones if placed on Water tile and 2 green ones if placed on Forest tile**.

The **blue markers** can be used to **deliver Water to any House (build a pipeline)**, regardless of an adjacent Water tile. One marker delivers Water to one House. After both blue markers are placed on Houses, Factory is discarded into the black hole on the board. The points for blue markers cannot be counted if there is no Water tile in the colony or if the water tile is covered with a Factory.

The **green markers** can be used to **flip over a tile** you already have in your colony. One marker allows you to flip over one tile, and then the marker is put aside. Having used both green markers, the player puts the Factory away into the black hole and **uncovers the Forest tile**, which starts counting as an ordinary Forest tile.

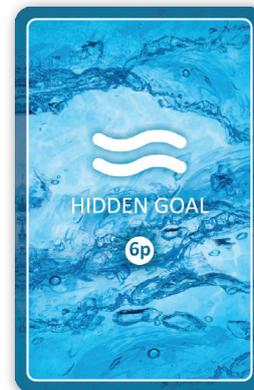


Hidden goals

Each of the four civilizations draws a Hidden Goal at the beginning of the game. Cards are kept secret from other players/teams until the end of the game (except the Common Goal which is displayed right next to the Supply Centre and is available to everyone). Players are awarded points if they achieve their goal. The Hidden Goals are:

1. To collect more Water tiles than other players – 6 points
2. To collect more Forest tiles than other players – 6 points
3. To collect more Public Building tiles than other players – 6 points
4. To collect more Field tiles than other players – 6 points
5. To set up more Farms than other players – 6 points
6. To set up more Factories than other players – 6 points

There is one additional goal available to each civilization – to collect at least one tile of each kind (Farm, Water, Forest, Public Building, Field, Factory) which is worth 9 points.



Civilization bonuses

Each civilization has a special bonus unique to them.

Lupidians:

Their factories produce 3 markers instead of 2.

Arboretans:

For every two forest hexes in their colony they receive one extra green marker.

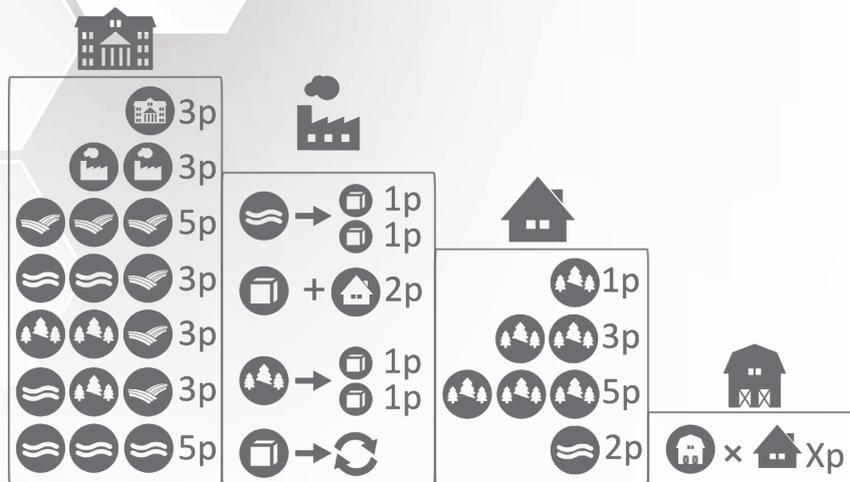
Harvesters:

They receive one green marker if two farms or a house and a farm are adjacent to each other. Each hex counts only once.

Urbanides:

They get one green marker for every public building in their colony.

Awarding points with examples



Points in “Planet Hexagon” are obtained for certain combinations of tiles and for blue and green markers that can be produced or received during the game. Points are not awarded for individual tiles but for their proper combinations. Details about the points are included on every board. It is also worth providing the players with a printed copy of the description including the types of tiles, so as they have the access to them on their tables. **No tile alone automatically gives you points.**

- 1) **House + Forest tiles:** Houses earn you **1 point for 1 adjacent Forest tile, 3 points for 2 adjacent Forest tiles, and 5 points for 3 adjacent Forest tiles.** If two or more Houses share adjacent Forest tiles, all these Houses get a point/points in accordance with the rules above.
- 2) **House + Water tiles:** Houses also earn you **2 points for an adjacent Water tile,** which indicates a nice view to a body of Water (not to be confused with Water supply). If you have more Water tiles next to a House, no extra points are given. If two or more Houses share one adjacent Water tile, all these Houses get 2 points each for a scenic view.
- 3) **House + Blue Water markers:** you earn **2 points for each House to which you have delivered Water** with a blue marker, which indicates Water supply. This is done by simply placing an available blue marker (produced by Factory built on Water) on a chosen House. Water can be delivered both to Houses remote from Water tiles and to Houses with an adjacent Water tile, as the latter indicates only scenic surroundings, not automatic Water supply.
- 4) **House + Farms:** Building a Farm (placing a Farm tile on a Field tile) itself does not give you any points, but if you have both Farms and Houses in your colony, **the number of Farms is multiplied by the number of Houses,** and this is the amount of points awarded. E.g. for 1 House and 3 Farms you get 3 points, for 3 Houses and 2 Farms you get 6 points, and so on. The Farm tiles do not have to touch the House tiles.
- 5) **Public Buildings:** they give you **from 3 to 5 points,** and the value of each kind of Public Building is indicated on the tile. Similarly, **the conditions** that need to be met are also specified on each tile. The conditions always refer to having certain other tiles in your colony (not necessarily adjacent to the Public Building). You can have only one of each type of Public Building in your colony; if you have more, you do not get any extra points for them.

PB type 1:

you get **3 points** if you have **another Public Building** of a different type in your colony [3 tiles].



PB type 2:

you get **3 points** if you have **2 Factories** in your colony.

If, however, the Factories are removed during the game, no points for PB type 2 are awarded [3 tiles].



PB type 3:

you get **5 points** if you have **3 uncovered Field tiles** in your colony [3 tiles].



PB type 4:

you get **3 points** if you have **2 uncovered Forest tiles** and **1 uncovered Field tile** in your colony [3 tiles].



PB type 5:

you get **3 points** if you have 2 uncovered Water tiles and **1 uncovered Field tile** in your colony [3 tiles].



PB type 6:

you get **5 points** if you have **3 uncovered Water tiles** in your colony [3 tiles].



PB type 7:

you get **3 points** if you have 1 uncovered Water tile, **1 uncovered Forest tile**, and **1 uncovered Field tile** in your colony [3 tiles].



Points for each type of Public Building are awarded only once, e.g. if you have a Public Building type 3 you do not get extra points for collecting more than 3 Field tiles.

Markers: in principle they are used to deliver Water to Houses (blue markers) or to flip over tiles (green markers). If you choose not to use them or have no chance to do so, you get 1 point for each unused marker at the end of the game.

Hidden Goals: at the beginning of the game each civilization draws the card with a unique hidden goal that will grant it extra points for having more tiles of a certain kind than the other civilizations. Additionally, each group can earn 9 points for fulfilling the Common Goal if they manage to gather in their colony at least one tile from every kind (Water, Forest, Field, Farm, Public Building, Factory).

Rule 1

Public Buildings

Public Buildings do not need to be attached to other tiles to earn points.

Upper Public Building tile + 2 Forest tiles + 1 Field tile = **3p**

Bottom left Public Building tile + 3 Field tiles = **5p**

Bottom right Public Building tile:
no extra points – we cannot have two Public Building tiles of the same kind.



Rule 2

a) House and Forest



Upper House has 2 attached Forest tiles: **3p**



Bottom House has 1 attached Forest tile: **1p**



House has 3 attached Forest tiles: **5p**

No additional points for the 4th attached Forest tile

b) House and Water



House has 1 attached Water tile: **2p**

No additional points for the 2nd attached Water tile



Upper House has 1 attached Water tile: **2p**

Bottom House has 1 attached Water tile: **2p**

House on the left has no attached Water tiles: **0p**

Rule 3

a) Factory and Forest



Factory tiles can only be put on water or forest tiles. They do not need to be attached to earn points.



Step 0:

Current situation



Step 1:

We put a Factory tile on the Forest tile. We get 2 green markers (= 2 points).



Step 2:

We can use 1 green marker to flip one tile, and the 2nd marker to flip another tile.

We flipped the Public Building tile and now we have a House.

We flipped the Field tile and now we have a Water tile.



Step 3:

After using both green markers, we remove the Factory tile (and we can't use it again).

b) Factory and Water



Step 0:
Current situation



Step 1:
We put a Factory tile on the Water tile.
We get 2 blue markers (= 2 points).



Step 2:
We can use 1 blue marker to build a pipeline to 1 House, and the 2nd marker to build a pipeline to another House.
Each pipeline: **2p**



Step 3:
After using both blue markers, we remove the Factory tile (and we can't use it again).

Rule 4

Farm and House

Farms can only be put on field tiles.
They do not have to be attached to earn points.

No. of Farms x no. of Houses

3 Farms x 2 Houses = **6p**



Section 3:

LET'S START THE GAME!

Roles of players

The game consists of 4 sessions and there are 4 rounds in each session.

Red team (Lupidians) starts the game, and then each session is begun by each team clockwise. Each player has a specified role that changes clockwise every session.

In each team there are the following roles:

SUPPLIER

Supplier is the most important role in the game. The Supplier's job is to carry out the following tasks: choose one tile from the Supply Centre and take it, flip one tile on the table, and finally draw one tile from the box. He/she takes the Main Asset card with him/her to the table and may decide to use it. He/she has no more than 45 seconds to carry out his/her tasks. Then he/she returns to his/her civilization, puts the hex he/she has chosen on the waiting spot next to the board, and explains what has been done. The moment he/she returns to their board, the next group can go to the Supply Centre.

BUILDER

The Builder is responsible for managing resources supplied by the Supplier. He/she decides where to put the tile from the waiting spot to get as many points as possible (or to leave it in the waiting spot for now). Only two tiles can be stored in the waiting spot at the same time and once they are put on the board they cannot be returned to the waiting spot!

EMISSARY

This player's job is to **check what other teams are doing** and help plan the team's strategy. At the end of each round, the Emissaries from all Groups have 45 seconds to go to the Supply Centre and/or boards of other teams and check what they are doing. He/she cannot take any notes when he/she approaches the Supply Centre or the boards but is allowed to do that once he/she is seated at the table that belongs to his/her civilization. The Emissary has to start at the civilization clockwise from him/her and carry the Main Asset card to them, so that every round each civilization can have a different Main Asset card.

ATTENTION: The roles of Supplier and Builder can be combined if there are only two players in a group. One person can easily carry out both tasks. If there are more players, there can be more Suppliers, who go together to the Supply Centre and discuss what to do in front of the Game Master. In that case, the team has 60 seconds to carry out their task.

Preparation for the game

The game is designed for 4 teams of 4 players, however, it may be played by different numbers of players. Then the roles are shared by 2 persons (>16) or 1 person plays 2 roles (>16).

Arrangement of the room and tables

Before starting the game, the room needs to be properly prepared. A recommended arrangement is as follows:



One table belongs to the Game Master and it will be approached by players. To create more space two tables can be pushed together – one table may fulfill the role of the Supply Centre, and the second may be used by the Game Master. Other four tables belong to each of 4 teams.

To play the game a device measuring time, i.e. a stop-watch on a smartphone is needed.

Before starting the game, it is recommended to arrange tables with the prepared boards and other necessary accessories. The boards for playing the game should be placed in the corner of each table, as shown in the picture, in order to make it easier for the Emissaries to observe the arrangements of tiles on the boards and help the Game Master control the situation in the room and make sure if the players are acting fair. A printed instruction booklet needs to be placed on every table. It is also worth putting a card with hints including a description of all kinds of tiles on every table.

Preparing the Game Master's table – the Supply Centre

Hex tiles should be placed in the front part of each table, and the remaining space will be filled by the Game Master with other objects, e.g. a device for measuring time and bags or boxes from which the players will draw tiles (a dark blue bag is used as a Rubbish Bag, a black bag symbolizes a Supply Bag, from which tiles are taken out in order to complement the number of tiles in the Supply Centre).

At the beginning of the game, each player gets a Starter House and places it on the board that matches the house's colour. The 88 tiles should be divided into 4 groups, in accordance with their type. Then, the Game Master has to put 1 tile from each group and place them in the Rubbish Bag. Next, 5 tiles are to be taken from each group and placed in a box. We thus have a box with 20 tiles, which have to be mixed up.

While preparing the game, the Game Master explains the rules and talks a bit about the story. He/she draws 8 random tiles from the box and places them on the table, the Supply Centre, without checking their other side or flipping them over. Then the Game Master puts the Common Goal – balanced development – near the 8 hexes, so that the players are reminded that this Common Goal applies to all of them, and then distributes Hidden Goals at random. He/she also distributes the Main Asset cards, giving them out at random, one for each civilization.



Gameplay

During the game, each player builds his/her colony by placing tiles on the table in front of him/her.

Once a tile has been placed in a particular spot in the colony, it cannot be moved to another spot.

Lupidians (the red civilization) start and then the players go clockwise.

The first **round of the first session** begins with Player 1 who goes to the Supply Centre to do several things:

- 1) **choose one tile** from the available tiles in the Supply Centre. The player may use their Main Asset if he/she wants,
- 2) **flip one tile over** to make things more difficult for the next player, and
- 3) **add one new tile** from the box to the available ones.

Player 1 then puts the tile he/she has chosen on the board or in the waiting spot.

Player 2, Player 3 and Player 4 repeat the same steps. When the last player is done choosing a tile, flipping over a tile and adding a new tile from the box, we have reached **the end of the first round within the first session**. At this point, all players have 2 tiles in their colony (1 Starter House + 1 tile), there are 8 tiles on the table, and 8 tiles in the box.

Rounds 2 and 3 proceed in the same way.

Round 4 is the final round within a session. As there are no tiles left in the box, all players consecutively only take one tile from the Supply Centre, flip one over, and leave their Main Asset with the Game Master. At the end of round 4, all players have 4 tiles in their colony, and there are 4 tiles left on the table. They are put aside into the Rubbish Bag, and this is the end of session 1. The Game Master shuffles Main Assets and re-distributes them again.

In session 2, the next person clockwise **becomes the first player**, and the same applies to session 3 and session 4. During each session, 4 tiles appear on each board. In this way, the game ends with the maximum of 16 tiles in each colony.

The end of the game

By the end of the 4th round of the 4th session, the Game Master should ask the players to count the points obtained by their team, taking into consideration:

- the arrangement of tiles,
- fulfilling the Hidden Goal and the Common Goal,
- civilization bonus.

Next, the Game Master comes to each team, checks the results, which he/she presents e.g. on the board. The winners (with the most points) – those who have met the gods' expectations and will regain their planet – are then announced.



Tips:

- The action of using a green marker to flip over a tile can be done at any time during a player's move.
- Each player has a "waiting spot" for maximum two tiles. When he/she picks a new tile from the available ones, he/she can put it on the waiting spot instead of adding it to the colony immediately. It can be added later by the player during any of his/her future moves. You can have no more than two tiles on the waiting spot at a time.
- To avoid confusion, the discarded hexes should be put on the black hole on the board.

Course of the game – step by step:

1. The Game Master prepares eight tiles on the table – the Supply Centre. The first session begins.
2. The Supplier from the team beginning the game comes to the table with the Main Asset card. In the case of the first session this is a person from the Lupidians' team, then from the next team clockwise.
3. The Supplier can but does not have to use the Main Asset card. His/her task is to take one tile from the table, flip it over and draw from the black bag another tile in order to later put it on the table. The last move is skipped in the last round, because there are no other tiles in the bag. The Supplier has 45 seconds to perform all these actions.
4. The Supplier goes to his/her table and puts a chosen tile on the waiting spot. While the team with the Builder in the lead is thinking where (and whether at all) to add the tile to the colony, the Supplier from the next team comes to the Supply Centre.
5. When each Supplier performs his/her move, the Emissaries step into the action. They also have 45 seconds to perform the move. A player from each team comes to the table of a different civilization in order to get familiar with its current state of development and with the arrangement of the tiles on their board. At the same time, the Emissaries give their Main Asset to the next team clockwise. ATTENTION! In the last round of each session, the Emissaries after performing their move leave their Main Asset with the Game Master.
6. When the Emissaries return to their teams, the end of the round takes place.
7. Rounds are repeated according to the set pattern, with the exception of the fourth round, when the Supplier does not draw tiles from the black bag and the Emissary does not give the Main Asset card to another team, but to the Game Master.
8. After the fourth round a new session begins. The Game Master complements the Supply Bag with another 5 tiles of each kind. The game is started by the next team clockwise. Similarly, the roles within a team are passed on to the next players. At the beginning of the session, the Game Master allows the players to draw the Main Asset cards.
9. By the end of the fourth and last round, points are counted. The team with the highest score wins.

Guidelines for playing in larger groups

The Game Master is to stand next to the Supply Centre. He/she is responsible for timekeeping, distributing Hidden Goals and Main Assets, and supervising the game. He/she explains the rules to the players and especially during the first session is particularly attentive, making sure that by the end of session 1 all the players are familiar with the rules.

At the beginning, the Game Master tells the participants the story and explains the basic rules. Then the Game Master divides the players into groups, letting them draw the Starting Houses. The Group with the red House starts the game and then the Groups play clockwise. When the players take their place near their boards, the Game Master informs them about Hidden Goals and Main Assets while distributing them.



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THANK YOU!



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