

BEER HEX

ビアヘックス

for 2 players / 5min x the best of 3 sets match

BeerHex is a psychological warfare game that you can easily enjoy (even while drinking beer) using bottle caps as pieces. Place a bottle cap face down on the board one by one. Inside the bottle cap, a disk is attached by a magnet, some with your own symbol and some with your opponent's symbol. you don't know which symbol opponent player put.



The object of this game is to connect the opposite sides of your color with your symbol. There are two ways to prevent. One is to put your symbol on the cell of opponent's route. The other is to make an "attack". Attack means to choose three prone bottle caps and reveal them, and if all three are the same symbols, remove them from the board. In other words, if you line up your symbols straight and connect them, you may be attacked by your opponent and be removed your important pieces !

Components

- 13 gold bottle caps (☀️ 7 gold symbols and ⚙️ 6 silver symbols)
- 13 silver bottle caps (⚙️ 7 silver symbols and ☀️ 6 gold symbols)
- a 5x5 hex board
- 6 hint tokens (push pin magnets) ... for variant rule

Preparation

One player has 13 gold bottle caps and the other has 13 silver bottle caps. Inside the bottle cap, a disk is attached by a magnet. If the bottle cap is scratched and you can guess the inner symbol, change the disks every time you play.



Sequence of play

In the first game, please decide the first player in a suitable way. In subsequent games, the loser of the previous game selects the first player. This is the best of three sets match. The true winner is the one who wins two first. The game progresses as follows.

1. **Victory declaration** (optional)
2. **Attack** (optional)
3. **Placement of a bottle cap** (required)

Alternately, repeat steps 1 to 3.

Placement of a bottle cap

Place one of your bottle cap face down on an empty cell. Only the first placement of the first player, you can not place in the center cell. Otherwise, it can be placed anywhere. You can check the inner symbol of the bottle caps you placed any time.

Attack

Choose the three adjacent prone bottle caps and reveale.

You can choose bottle caps from opponent's, yours, or mixtures of them.

All three symbols are the same:

- ➡ Success. Remove all three bottle caps and return them to their owners.
And continue to step 3 (placement of a bottle cap).

All three symbols are not the same:

- ➡ Failure. Remove the bottle caps of your symbols and end your turn.
You can't place a bottle cap on this turn. The opponent's symbol remains reveled on the board. These are not be removed until the end of the game.

Victory declaration

You can declare victory and reveale all the bottle caps on the board.

If you connect the opposite sides of your color with your own symbol, the declarer wins, otherwise the opponent wins.

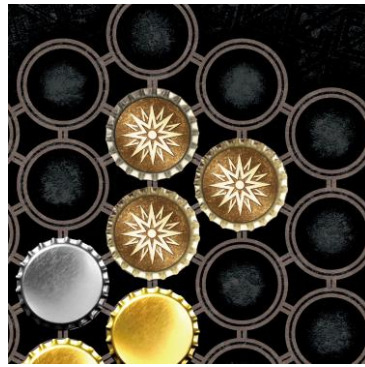
TIPS

- ✓ You have to declare victory at the beginning of your turn.
So you cannot declare immediately after you place a bottle cap.
You have to wait once for your opponent's turn.
- ✓ A draw game does not exist in this game. Only one player can connect.

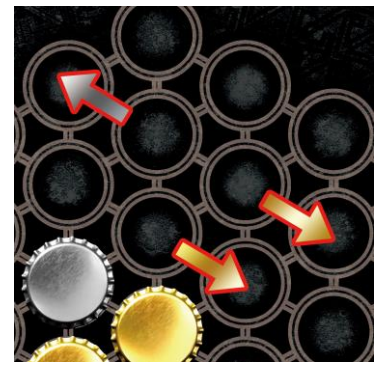
Example of attack



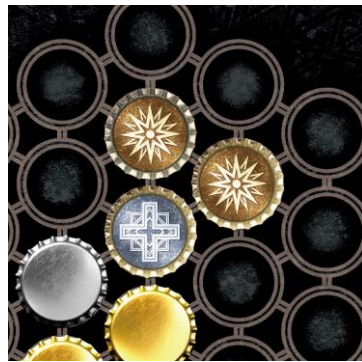
Silver player attacks and choose ABC.



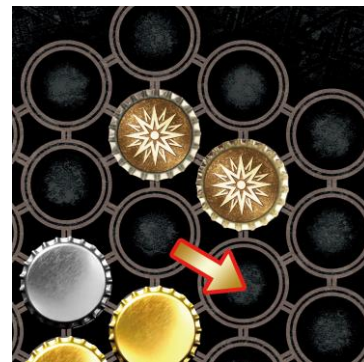
As a result of revealing, all the symbols were same.



Success: Remove all bottle caps and return to their owners. The silver player continues to place a bottle cap.



As a result of revealing, they were not all the same.



Failure: Remove the attacker's symbol (in this case it's silver because the silver player attacked) and return it to owner (gold player because it's a gold bottle cap). The silver player's turn ends, and cannot place a bottle cap in this turn.

TIPS

- ✓ When you attack, choose all three adjacent bottle caps before revealing. You can't just reveal one, look at the results, and then choose which one to reveal next.
- ✓ When attack is failure, be careful not to mistake the bottle caps to be removed. Remove the one which the inner symbol is the attacker's and return it to its owner by looking at the color of the outer bottle cap. It may seem a little confusing at first, but you are going to get used to it soon.

Rare Cases

- ✓ **All cells are filled:** Immediately reveal all bottle caps and confirm who victory.
- ✓ **One player runs out of bottle caps:** A player with remaining bottle caps unilaterally place his or her bottle caps on empty cells to fill the board (cannot attack). After that, reveal all the bottle caps and confirm who victory.
- ✓ **No matter how much the opponent player play after this, cannot connect:**
Declare victory and say, "You can't connect anyway." Then reveal all the bottle caps on board and on hands. The declared player can place both player's bottle caps on the board freely. If it connects, the declarer loses, or if cannot, the declarer wins.
- ✓ **No matter how much I play after this, I cannot connect:**
If you judge you have no way to win, it's a waste of time to wait for your opponent to declare victory. It is wise to declare defeat.

Variant Rules: The hint token

If you get used to normal game, please try this rule. Don't check the symbols inside the bottle caps on the board, even in your own color. Instead, as a memory aid, you can place a hint token (push pin magnets) on the bottle cap you have just placed. For example, when you place the opponent's symbol, put a hint token. However, if you repeat the same pattern, opponent player may notice it, so it is necessary to change the pattern or mix bluffs from time to time. When the bottle cap with the token is revealed, return the token.

You can enjoy the unexpected development by forgetting the symbol you placed. If you feel that you don't have enough tokens, go to the kitchen and look for something similar on the fridge door.

Contact

https://boardgame.web-saito.net/beerhex/index_en.html



1st edition made in Japan Nov.2020

Game Design: Takashi Saito (BrainBrainGames)

Graphic Design: Ryo Fukushima (HappyGames)

Special Thanks: Friends of the Sunny Bird Café