

BEER HEX

ビアハックス

2 players / 5 min × best of 3 sets match

BeerHex is a game with bluffing elements using bottle caps as pieces. You can play it casually (even while drinking beer). The players take turns to place a bottle cap face down on the board. Under each cap, a disk with a faction symbol is attached by magnet. The faction may be that of you or your opponent. Since the bottle caps are placed face down, the players do not know which symbols their opponents have placed.



The object of this game is to connect the opposite sides of your color with your symbols. There are two ways to obstruct your opponent's moves. One is to place your symbol on your opponent's route to block it. The other is to "attack". To attack, choose and reveal 3 face-down bottle caps, and if all three have the same symbols, remove them from the board. Thus, it is highly risky to simply place caps with your symbol in a straight line to connect your sides, because the caps may be attacked and removed by your opponent!

Components

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

Preparation

One player receives 13 gold bottle caps and the other 13 silver bottle caps. Under each bottle cap, a disk with a faction symbol is attached by magnet. If any bottle cap is scratched so you can guess the symbol under it, replace the disks every time you play the game.



How to Play

In the first game, determine the start player in whatever way you like. In subsequent games, the loser of the previous game selects the start player. This is the best of three sets match. The winner is the one who wins two games first. The game proceeds as follows.

- 1. Declare victory** (optional)
- 2. Attack** (optional)
- 3. Place a bottle cap** (required)

Take turns alternately to perform Steps 1 to 3.

Place a Bottle Cap

Place one of your bottle caps face down on an empty cell. The start player on their first turn cannot place their bottle cap on the center cell. Apart from that, you can place the caps anywhere. You can check the symbols on the bottle caps you have placed any time.

Attack

Choose and reveal 3 adjacent face-down bottle caps.

You can choose the bottle caps of you, your opponent or mixtures of them.

If all 3 caps have the same symbol:

- ➡ Success. Remove all 3 bottle caps and return them to their owners. Then proceed to Step 3 "Place a Bottle Cap".

If the symbols on the 3 caps do not match:

- ➡ Failure. Among the 3 bottle caps, remove the caps with your symbols and end your turn without placing a bottle cap. The cap(s) with your opponent's symbol remain revealed on the board and will not be removed until the end of the game.

Declare Victory

You can declare victory and reveal all the bottle caps on the board. If you have connected the opposite sides of your color with your symbols, you win. Otherwise, your opponent wins.

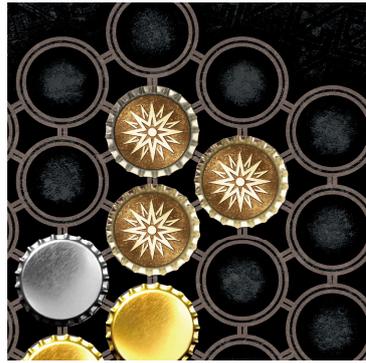
NOTES

- ✓ You can declare victory only at the beginning of your turn, after your opponent has taken a turn, not immediately after you have placed a bottle cap.
- ✓ There is no tie in this game. Only one player can connect.

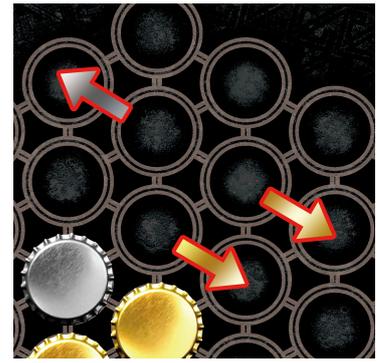
Attack Example



The Silver player attacks A, B, and C.



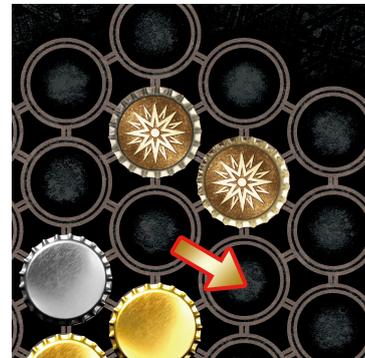
They all turn out to have the same symbol.



Success: Remove all 3 caps and return them to their owners. The Silver player continues their turn to place a bottle cap.



The symbols on the 3 revealed caps do not match.



Failure: Remove the cap(s) with the attacker's symbol (in this case it's silver because the Silver player attacked) and return it to its owner (Gold player because it's a gold bottle cap). The Silver player's turn ends without placing a bottle cap.

NOTES

- ✓ When you attack, choose all 3 adjacent bottle caps before revealing them. You cannot reveal one cap and then choose which one to reveal next.
- ✓ If your attack has failed, be careful not to mistake which caps to remove. Remove the ones with the attacker's symbol and return them to their owners according to the bottle caps' colors. It may seem a little confusing at first, but you will get used to it soon.

Rare Cases

- ✓ **All cells are filled:** Immediately reveal all bottle caps to check who has won.
- ✓ **A player has run out of bottle caps:** The player with remaining bottle caps freely places the bottle caps on empty cells. (They cannot attack.) Then reveal all the bottle caps to check who has won.
- ✓ **No matter how the opponent plays after this, they cannot connect:**
Declare victory and say, "You cannot connect in any way." Then reveal all the bottle caps on the board and in hands. The opponent can place both player's bottle caps on the board freely. If they manage to connect, the declarer loses. Otherwise, the declarer wins.
- ✓ **No matter how much I play after this, I cannot connect:**
If you judge you have no way to win, it is a waste of time to wait for your opponent to declare victory. It is wise to declare defeat.

Variant Rules: Clue Tokens

Once you get used to the normal game, try this out. After placing each bottle cap, you cannot freely check the symbol under it, even though it is your cap. Instead, as a memory aid, you can place a Clue token (push pin magnet) on the bottle cap you have just placed. For example, you can place a Clue token after placing a cap with the opponent's symbol. However, if you repeat the same pattern, your opponent may notice it, so it would be necessary to vary the pattern or mix bluffing from time to time. When each bottle cap with the token is revealed, return the token to its owner. The Clue tokens will make ways further to try to read each other's thoughts.

Also, you can enjoy the unexpected development in the success/failure of connection due to forgetting the symbols on the caps you have placed. If you feel that you do not have enough Clue tokens, go to the kitchen and look for something similar on the fridge door.

Contact

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



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