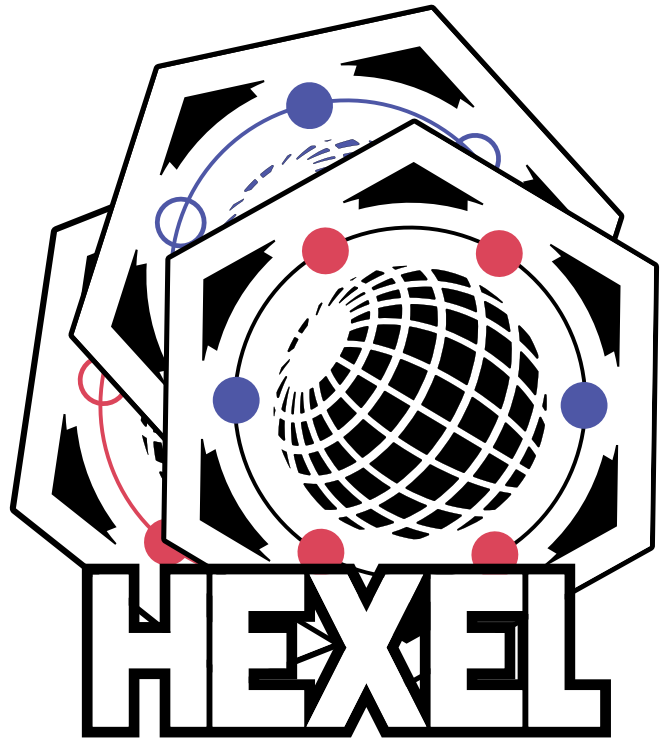
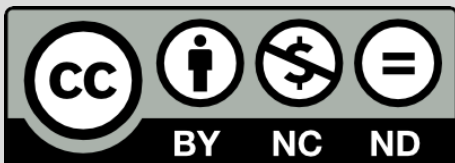




CREDITS

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Cole Thornhill, Adrian Berger
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LICENSING



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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Hex'el Rules Link: www.gamesofthegalaxy.com/hexelqr

INTRODUCTION

Hex'el is a strategy card game inspired by its appearance in *Andor* Season 1, where it is glimpsed in Episode 6, 'The Eye'. Imperial soldiers of the garrison are seen playing a hex-type card game on a makeshift table outside the Aldhani security vault.

Our initial version was developed from limited visual references in that scene, where the cards were only partially visible. However, recent prop images released by the *Andor* graphics production team have revealed new design details, which will inform future iterations of the game.

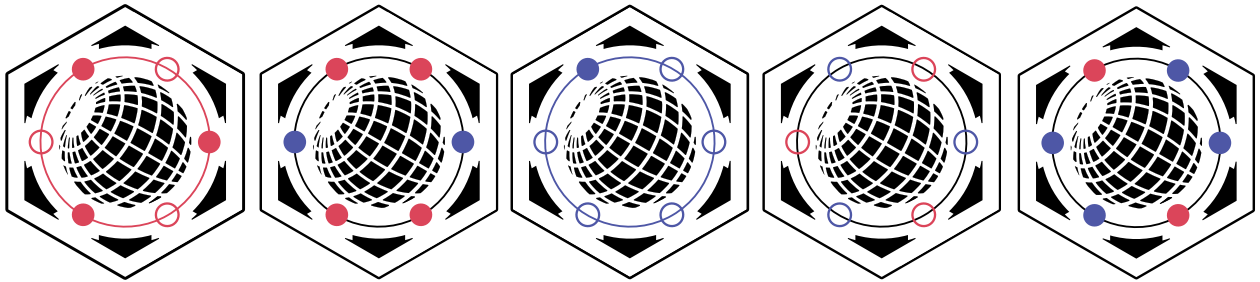
In our adaptation, Hex'el is imagined as a tactical game of pattern-building and spatial manoeuvring, where players compete to form a Hoxla—a perfect junction of matching colours and symbols between cards. Strategy, positioning, and close attention to your opponents are key to claiming victory.

Within the Star Wars universe, Hex'el is conceived as one of the few games sanctioned by Imperial authorities—endorsed at academies like Raithal and Carida to hone the minds of future soldiers and officers. Official regulations forbid wagering, yet informal gambling thrives in all but the most strictly scrutinised units under the Command.

RULES FOR HEX'EL

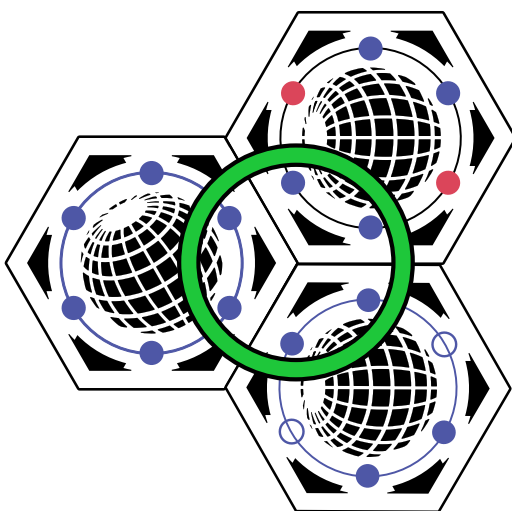
A Hexel Deck consists of 46 cards. Each card has six coloured symbols on the outermost edge. There are three symbols - red circles, blue circles and void rings.

Each card carries either one or two of these symbol types in different ratios. There are three cards carrying only a single symbol type - the Red 6, Blue 6 and Void 6 cards.

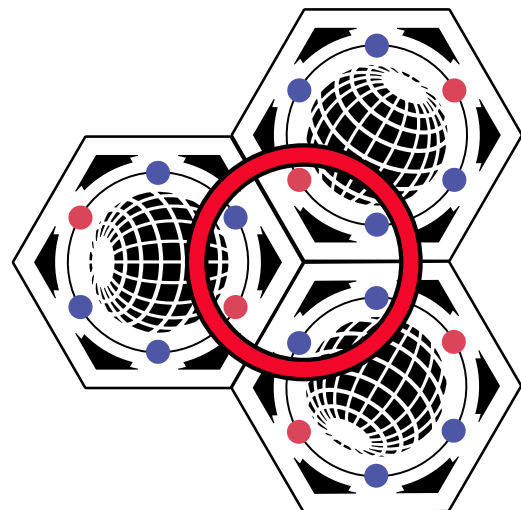


GOAL

Players attempt to match up an array of six symbols at the vertices or corners of three cards. The goal of the game is to gain a **'Hoxla'** - an array that matches all six symbols where 3 cards meet. At the same time, you must play your cards in such a way as to prevent or delay your opponents from reaching this goal.



HOXLA



NO HOXLA

SETUP

Draw Deck - A shuffled deck of **36 Hex Cards**.

Chip Stock - A stock of chips or coins representing the sum of a player's buy-in to the game.

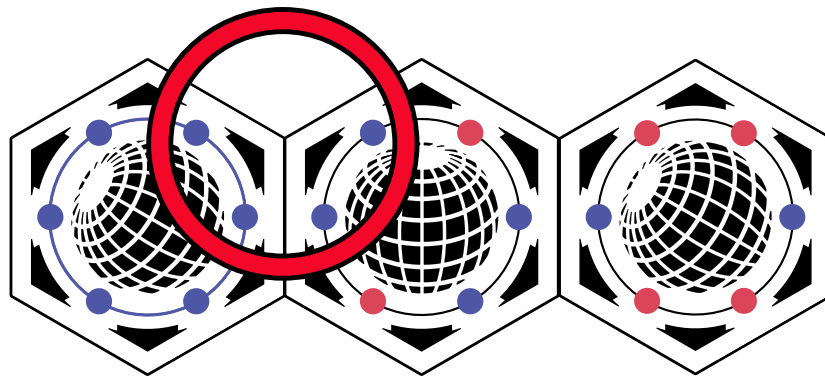
Hedge Pot - A pot of chips which players pay into at the beginning of the round. These chips are used as insurance payments if you cannot match your opponent's last move.

Hand Pot - Pot into which players receive insurance chips from their opponent, if that opponent cannot follow their last move.

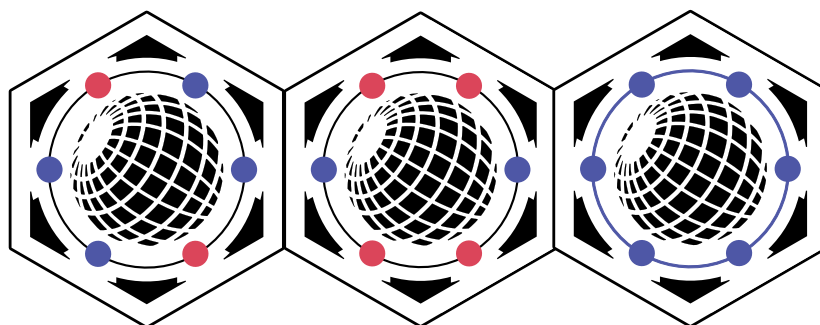
ROUND STRUCTURE

1. Draw

Shuffle the cards. Three cards are drawn from the top of the **Draw Deck** and placed in a line, with the edges matched with the same symbols on each edge. It is necessary that no matching pairs of symbols be aligned in such a way as to present an opportunity to score a **Hoxla** on the first turn.



INVALID PLACEMENT



VALID PLACEMENT

2. Deal

Each player is dealt 3 cards from the draw deck in a clockwise fashion beginning with the player on the dealer's left.

3. Stake

The dealer sets the **Stake**, and players determine the number of chips they will pay from their **Chip Stock** to their **Hedge**. This will constitute the available funds for them to pay Insurance in cases where they are unable to follow the proceeding player's move. The insurance is a factor of the stake set by the dealer.

Example: If the **Stake** equals 3, a player may choose to place 6 chips in the hand pot, ensuring they will be able to pay twice during this round of play. Or they may place 9, ensuring they can pay three times during this round.

4. Place

Play proceeds from the dealer in a clockwise direction. On a player's turn they select a card from their hand and **MUST** place that card edge to edge with a previously placed card.

Each time a player places a card adjacent to an edge, they announce the number of edges matched with the following phrases:

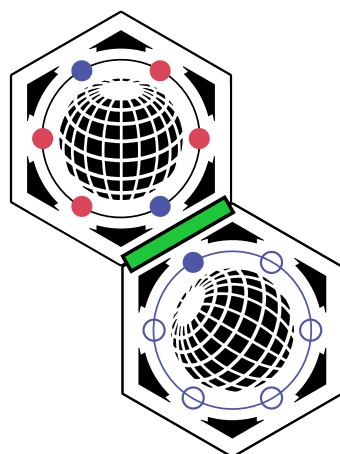
Match a Single Edge - **Hexba**

Match Two Edges - **Hexel**

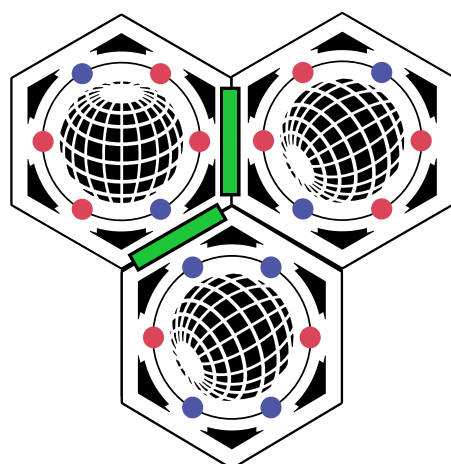
Match Three Edges - **Hexla**

Match Four Edges - **Hexven**

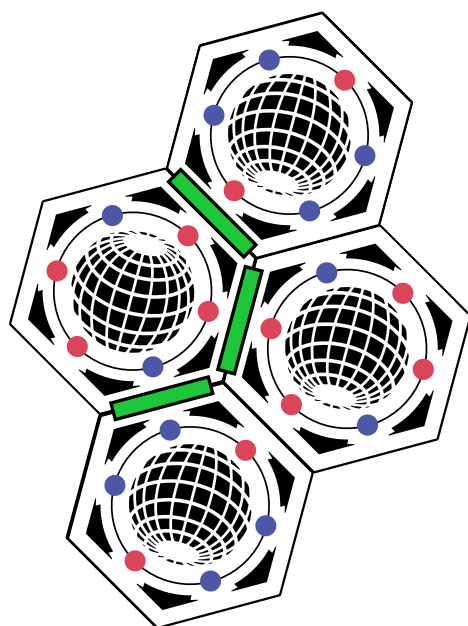
If a player succeeds in aligning three cards that create a matched array, they instead announce **Hox'la!** They have won the game.



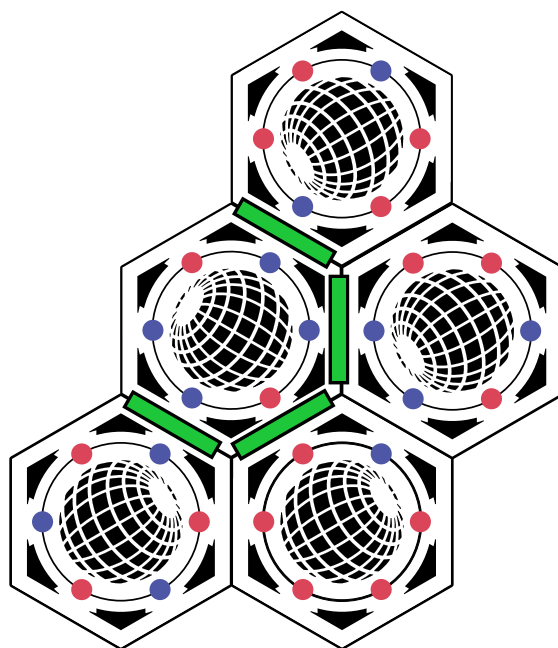
HEXBA



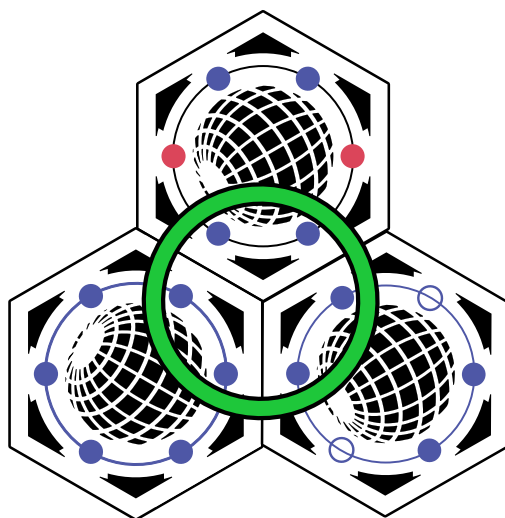
HEXEL



HEXLA



HEXVEN



HOXLA

All aligned edges **MUST** match symbols with the cards that have been placed prior.

5. Penalties

If a player cannot match the number of edges placed by the previous player, they must pay that player the **Insurance Cost** - a factor of the **Stake** - from their **Hedge Pot**. The money you pay them goes into that player's **Hand Pot** and not their **Hedge Pot**.

A player may not pay Insurance from their **Chip Stock** or their **Hand Pot**.

The factor of insurance paid must be equal to the difference between the number of edges you have matched, and the previous player's number of matched edges. If you cannot pay the **Insurance Cost/Premium**, you are immediately out of the game.

If a player is incapable of either matching an equal number of edges or paying the **Insurance Cost**, they lose this game and must wait until the next. Any remaining Insurance is paid to the player who forced them to lose. Their remaining cards are discarded and are out of the game until it is concluded. The player's Hand Pot is frozen until they are back in play.

6. Next Round

Each player takes turns until their 3rd card is played. After the last player places his 3rd card, if no player has achieved a **Hoxla**, a new round begins.

Three new cards are dealt to each player from the **Draw Pile**. Players may once again choose a factor of the **Stake** to pay from their **Chip Stock** to their **Hedge Pot**.

Play begins again.

WINNING THE GAME

Play continues until someone achieves **Hoxla**. That player wins all of the Insurance money that sits in the player's **Hedge Pots**. Any money remaining in player's **Hand Pots** or **Chip Stock** is retained and may be used for another game.

On the rare occasion that the cards run out without any player achieving a **Hoxla**, the last player to place wins all the insurance on the table from all players, and a new game begins.