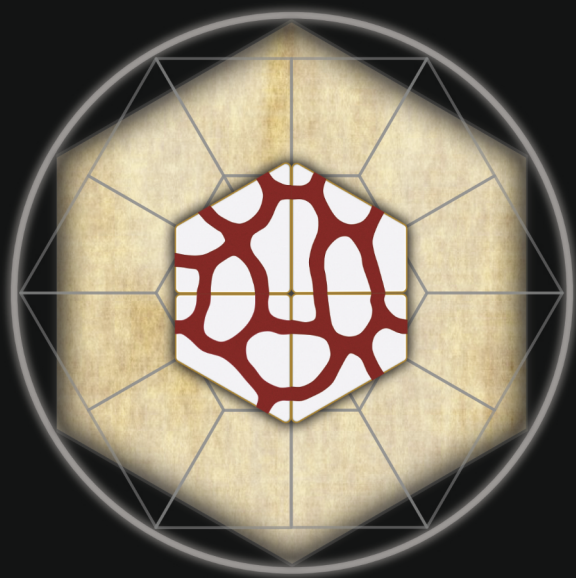


# HEX<sup>16</sup>



OGANIKA  
ARCANUM





*In the holy twelve walled city of J'ah Ga Noor, home to her imperial majesty Galg la Meera, Empress of Or, the training of a house Dualist - those that go on to compete in the game of Dual - starts with an appreciation of the intricacies of Hex16.*

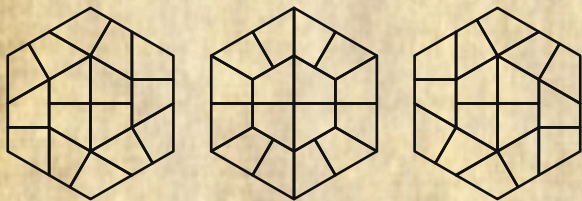


Hex16 is therefore a training system that allows the player to increase their knowledge and understanding of the 36 pu'lkha tiles and how they can fit together to create hexagons. In the event that the reader is unfamiliar with the rules we shall outline them here, below:

### Hex16 - solitaire (single player)

In this game a single set of 36 tiles is used.

**Aim:** To create 2 Hex16s - that is 2 hexagons each of which consist of 16 tiles (note there are 3 different template designs by which to construct a Hex16).



The three template designs for a Hex16

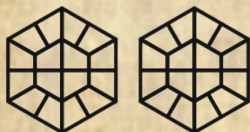
*Set up:* Spread out the tiles face down, shuffle and then select 2 green and 2 blue tiles. Set these aside, turning them face up. You should now have 32 tiles remaining - turn them so that they too are face up.

*Start:* A timer of 5 tournes is used. Using the 32 tiles you have, before the timer runs out on its 2<sup>nd</sup> time through (i.e. you have a maximum of 10 tournes), try to construct 2 Hex16s.

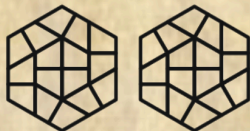
Points are scored based on the combinations of templates that you use. (see facing page)

If you are struggling you may substitute one of the initial 4 withdrawn tiles into the deck, removing one of your choosing. The one that you remove, place face down - it cannot be brought back into play this turn. If you make a substitution during your turn and you manage to complete 2 Hex16s within the

6 POINTS



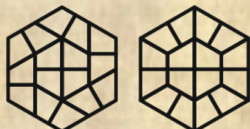
4 POINTS



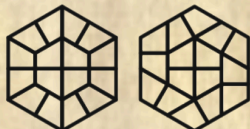
4 POINTS



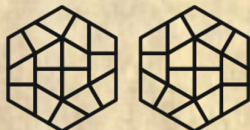
3 POINTS



3 POINTS



5 POINTS



SAME

DIFFERENT

time limit, then for each substitution made during that turn you loose 1 point.

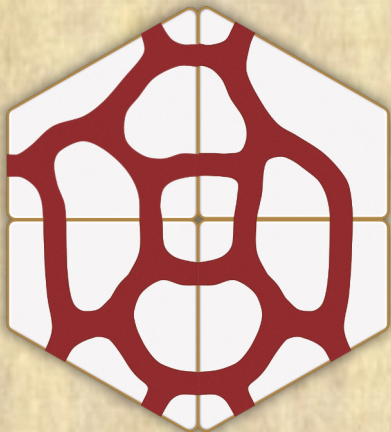
Upon completion of the Hex16s lay the timer on its side calculate your total and then reshuffle all 36 tiles. Now remove 2 blue and 2 green again. However many substitutions you have made in previous rounds, you must turn that number of tiles in this set of 4 back over so that they are face down. The tiles you turn are of your choosing but once turned cannot be brought back into play this round. Now, restart the timer (from where it was). You are now into your next round.

By successfully ending each round you are allowed an additional 5 tournes on the timer. Note time is accrued from the previous rounds so you'll need to keep track of how many further turnings you are allowed - use the counters to do this.

*During total play (i.e. across all rounds) you are only allowed to do a maximum of 4 substitutions.*

*Once you have made a 4<sup>th</sup> substitution you may not do another one, even if you move into subsequent rounds. Note, if you have followed the rules this should mean that the total set of 4 that have been removed are now always face down.*

*The game ends when you run out of time.*



*Assessment: Once the game is over you may assess your mastery against the following scale:*

*-4 - 0 Unranked*

*1 - 6 Beginner*

*7 - 12 Novice*

*13 - 20 Initiate*

*21 - 28 Wayfarer*

*29 - 36 Master*

*36+ Grandmaster\**

*\*You may only claim this title if you have achieved this score without making any substitutions.*

## Hex 16 (2 players/multiplayer)

For each player, a single set of 36 tiles is required.

The basic game-play is identical to that of Solitaire game-play, though there are a couple of rule variations depending on how people wish to play. These are expressed via the aims.

**Aim:**

- A) To win a certain amount of rounds.
- B) To be the last player remaining.
- C) To score a set amount of points.

**Set-up:** A single player turns their tiles, shuffles them and removes 2 green and 2 blue. These are shown to the other players who remove the exact same set of 4 from their tile sets. These tiles are set aside. Play is now ready to commence with each player having the exact same tile set of 32 tiles.

*Play:* If aim A is being used then no timer is required. Players simply start and the first to create 2 Hex16s wins the round. It is up to the players to decide if substitutions are allowed and if so then the substitution rules from Solitaire game-play are identical. i.e. there is a limit of 4 substitutions across the totality of all rounds.

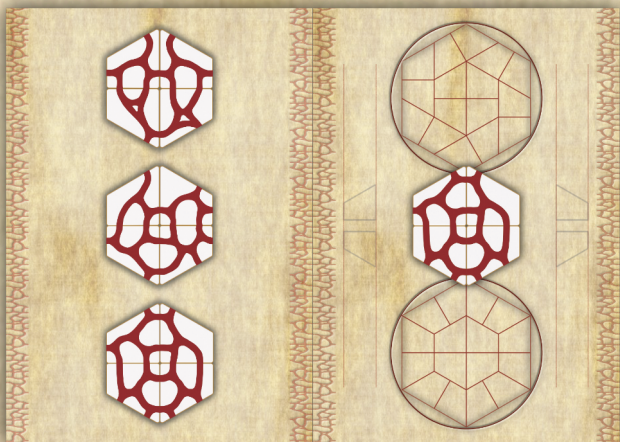
If aim B is being implemented then the timer is used. For this game-play the timer rules are identical to Solitaire i.e. there is initially a 10 tourne allocation and each round adds an additional 5 tournes to the timer. However, any additional 5 tournes are 'owned' by the player who wins the round denoted by a token. Therefore it is up to any player who has accrued a 5 tourne allocation when they wish to 'play' their 5 tournes onto the timer. During a round, the timer is only stopped when the last player finishes their 2 Hex16s. Should time run out before any player finishes

then those players are out.

If aim C is being implemented then the timer and timer rules are utilised in the same way as above. At the beginning of the game the number of points required to win is agreed. Players who do not time out during a round calculate their points at the time of completing their Hex16s. If all players time out then the winner is the player with the highest number of points.

## Hex 16 - CARDS

Each card is double sided and either side can be played. Should the 'tri-ward' side be played then players construct each Hex4 shown from their tile set and then must attempt to complete 2 Hex16's using 2 of the Hex4s as the central design for 2 Hex16s. The reverse of the card acts then as a suggested solution, showing the Hex4 which represents the



*'Tri-ward' side*

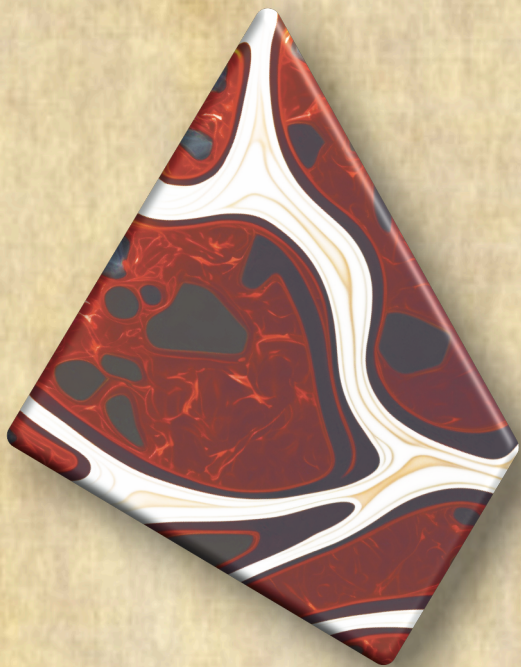
*'Ward back' side*

tiles that could be removed from the set and the potential solution templates for the rest of the tiles. Note that this is not necessarily a unique solution. Note also that only at the end of the round may the reversed side be viewed.

If the 'ward-back' side is played, then the central Hex4 shows which tiles should be removed from the set and the

templates that must be attempted with the remaining tile set. The reverse of the card (now the tri-ward side) acts as a partial solution, one can see which 8 tiles can be utilised to attempt the templates though no indication as to which Hex4 goes with which template is given. Again, note that the reverse of the card should not be viewed until the round is over.

To play the cards, decide whether to play either the tri-ward side, the ward back side or a mixture of both. Shuffle the cards accordingly and stack in the centre with the sides to be played face up. Single players again utilise a timer in a similar manner as described for Hex16, whilst 2 players simply compete for a pre-determined number of cards.



*An artist's impression of an original U'jeldian crystal lamina or 'pu'lkha'.*







