

HEXES OF SYGON

Move • Build • Cast

The letters 'H' and 'S' are rendered in a large, ornate, gold-colored font with a slight 3D effect. A small, white, stylized figure of a person is climbing the vertical stem of the 'S'.

RULEBOOK

- 1. Introduction**
- 2. Resources**
- 3. Game Board Setup**
- 4. Player Setup: Place Towns & Walls**
- 5. Wizard Placement & Round Sequence**
- 6. Wizard Movement**
 - A. Walk**
 - B. Teleport**
- 7-8. Building Rules**
- 9. Building Spells & Collecting Resources**
 - A. Towns**
 - B. Workshops**
 - C. Markets**
 - D. Walls**
- 10. Exchange Spells**
 - A. Buy**
 - B. Sell**
 - C. Transform**
- 11. Encirclements**
- 12-14. Action Spells**
 - A. Forage (12)**
 - B. Steal (13)**
 - C. Protect (14)**
 - D. Optional Action Spells (14)**
- 14. Volcanoes**
- 15. Quick Reference**
- 16. Spell Cards**
- 17-18. 1v1 & 2v2 Gameplay**
- 19. Quick Reference**
- 20-21. Frequently Asked Questions**

INTRODUCTION

Hexes of Sygon is a dynamic, interactive resource management strategy board game structured around movable pieces known as Wizards.

Players use their Resources and Wizards to cast Spells:

- **Building Spells:** requires Resources & Wizard(s) (**pages 9**)
- **Exchange Spells:** requires Resources (**page 10**)
- **Action Spells:** requires a Wizard (**pages 12-14**)

OBJECTIVE:

To win, a Player needs at least '27 minus X' Sorcery Points (**SP**) and the highest score among all Players at the end of a round.

*X = the number of Ash Hexes created by Volcano Eruptions (**page 14**)*

*Sorcery Points are gained through buildings (**page 9**)*

TIEBREAKER:

If multiple Players have reached at least '27 - X SP' and are tied for 1st place at the end of a round, then all Players play 1 final round.

At the end of this final round, ties between Players with the same amount of SP are broken and 1st place is awarded to the Player with more Remaining Resources (RR):

RR = (number of Resource Cards × 4) + amount of Gold Coins

*(**Note:** If players end with the same amount of RR, the game ends in a tie)*

OPTIONAL RULES:

If all Players have played multiple games of Hexes of Sygon, it is advised to add Spell Cards (**page 16**) and the 'Scorch' Action Spell (**page 14**).

For 1v1 and 2v2 gameplay (**pages 17-18**), the 'Steal' Action Spell is altered and the 'Blaze' Action Spell may be used.

Additionally, Players may choose to use the 1 minute sand timer, which gives a Player 2 minutes per turn.

Competitive Scoring: If a Player reaches 20 SP before the Volcano step (**page 14**) at the end of a round, disregard the D12 and Erupt whichever Volcano without a Smoke Cloud inserted has the best odds of being rolled (Blue has the highest odds. Green has the lowest odds.)

RESOURCES

- Resources consist of Resource Cards & Gold Coins
- Resources are used to construct Buildings that generate more Resources and/or award SP (**page 9**)
- Hexes of Sygon consists of 6 types of hexagon tile landscapes that each produce a unique spell component (Resource Card), as well as a Hex Gold Value determined during the game board setup (**page 3**)
- A Player is allowed to hold up to 15 Resource Cards and 30 Gold Coins, and must immediately discard excess Resources
- Hexes of Sygon is an open hand game (Players always know exactly what Resources other Players have at all times)
- Trading Resources with other Players is NOT allowed

The 6 Hexagon Tile Landscapes and respective Resource Cards

FLOWER MEADOWS



x24

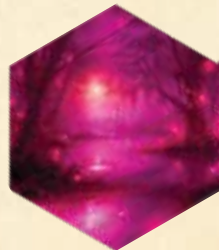


x5

ELIXIR SWAMPS



x24



x5

SPICE DUNES



x24



x5

CRYSTAL CAVES



x24



x4

MUSHROOM FORESTS



x24



x4

SNOW MOUNTAINS



x24



x4

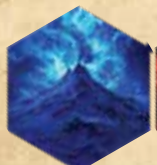
Inaccessable Hexes

ASH*

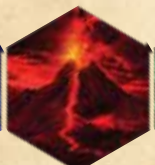


x30

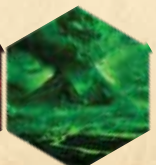
VOLCANOES



x1



x1



x1

Hex Gold Value (HGV) Tokens

USE EVERY GAME

USE FOR 3+ PLAYERS ONLY

USE FOR 4+ PLAYERS ONLY



x12



x7



x2



x3



x2



x4

Potential Token Values:



*Ash Hexes are on the back side of every Hex

Gold Coins



x22



x44

GAME BOARD SETUP

1. ASSEMBLE BOARD

Shuffle Hexes and assemble the game board based on the amount of Players. Randomly place Hexes with the Ash sides face up.

2. FLIP ASH HEXES & PLACE HGV TOKENS

Set aside Hex Gold Value (**HGV**) Tokens labeled for higher Player counts, as needed. *(i.e. remove all '4+ Players' HGV Tokens for a 3 Player game)*

Flip Ash Hexes to reveal the game board. Place each Volcano on the Volcano Hex matching its color.

Place an Exterior HGV Token on each Hex that is adjacent to the board frame.

Place an Interior HGV Token on each remaining Hex.

**Do not place HGV Tokens on Volcanoes*

**There will be HGV Tokens left over that are not placed for the initial 3 or 4 Player setup (9 and 3 respectively)*

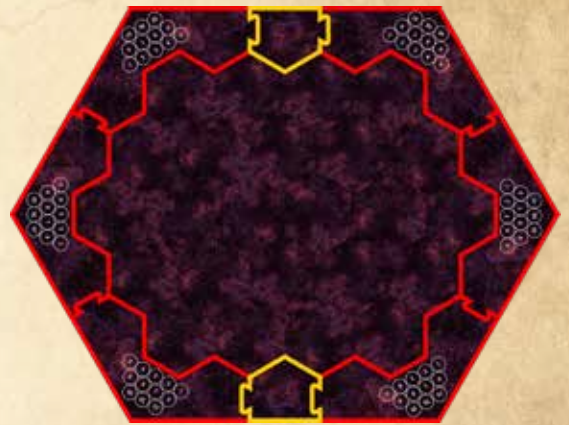
3. FLIP HEX GOLD VALUE TOKENS

Flip HGV Tokens to reveal the gold value of each Hex. Remove HGV Tokens with a value of 0 (zero).

For 2 Player game board setup, see page 17

3 Player Board

- Use two **spacers** such that the board is a Hexagon of 24 Hexes
- Include all 3 Volcanoes and remove 1 of each Resource Hex type



4 Player Board

- Use four **spacers** such that the board is a Hexagon of 30 Hexes
- Include all 3 Volcanoes, and every Hex included in the base game



PLAYER SETUP: PLACE TOWNS & WALLS

1. ROLL TO DETERMINE TURN ORDER

Each Player rolls the D12; whoever rolls the highest goes first. Players tied for the highest number re-roll until the tie is broken.

2. PLACE FIRST TOWNS & WALLS

The Player going first now places a Town on an empty Hex of their choice. If this Hex **IS NOT** next to the board frame, this Player places 2 free Walls in this Hex.

If this Hex **IS** next to the board frame, this Player places only 1 free Wall. The other Players follow clockwise.

3. PLACE SECOND TOWNS & WALLS

Now, all Players place a second Town and Wall(s) in the same fashion as the previous step, but in reverse order.

i.e. the last Player to place their first Town and Wall(s) is now the first to place their second Town and Wall(s). The other Players follow counter-clockwise.

4. COLLECT STARTING RESOURCES

Once a Player places their second Town, they collect Gold Coins and 3 Resource Cards. Two of these Resource Cards must match Hex type(s) that their first two Towns are on, while the third is any Resource Card type of their choice.

Starting Gold Coins:

- Player 1 starts with 3 Gold Coins
- Players 2, 3 and 4 start with 4 Gold Coins

**Gold Coins with a "3" on them represent 3 individual Gold Coins*

Keeping Score:

Track your Sorcery Points (SP) with the two Score Markers that match your pieces' color.

Start the game with 6 SP (3 each for the two free Towns you placed)

Example: For a score of 18 SP, place one Score Marker on 10 and the other on 8



WIZARD PLACEMENT

To start Round 1, Player 1 starts their first turn by placing their 3 Wizards in Hexes containing their Towns.

This Player then completes the rest of their first turn (see Step 1C below).

Each subsequent Player does the same in the determined turn order (paying no Gold Coins to opponent Wizards that may have moved into Hexes containing these Players' initially placed Towns).

Up to all 3 of a Player's Wizards may be placed in the same Hex, but Players must abide to the 3 Wizards per Hex limit (**page 6**).

ROUND SEQUENCE

1. PLAYER TURNS: Take turns clockwise in the determined turn order

A. On round 1 only, a Player places their 3 Wizards in their Towns

B. On all rounds EXCEPT ROUND 1, a Player uprights their knocked-over pieces to begin their turn

C. Complete steps in this order: (*Follow steps on Player Reference Card*)

- Wizard Movement (**page 6**)

- Exchange & Building Spells (**pages 7-11**)

- Action Spells (**pages 12-14**)

- Collect Building Resources & Adjust Your SP Score (**pages 9 & 15**)

Move on to Volcanoes once each Player has taken 1 turn.

2. VOLCANOES: Roll D12 die & apply aftermath to the board (**page 15**)

3. VICTORY: Adjust SP scores & see if any Players have achieved enough SP to win (**page 2**). If so, end the game here.

If multiple Players are tied with enough SP to win, play one final round. If Players remain tied, proceed with Tiebreaker (page 2**).*

4. FORTUNE GOLD: Award Players Gold Coins from the bank equal to the number of SP they trail behind the leading Player(s)

5. REPEAT: Play the next round of turns, repeating steps 1- 4 in order

Note: By NOT uprighing your knocked-over pieces in Round 1 only, you are prevented from having the same piece stolen from twice in the same round

WIZARD MOVEMENT

Each Player has 3 Wizards. Each Wizard may either Walk or Teleport once per turn. Wizards are not required to move.

WALK: Each Wizard can freely move 1 Hex per turn, but a Player's Wizard cannot Walk across an opponent Player's Wall.

TELEPORT: Your Wizard may move up to 2 Hexes away by paying 1 Gold Coin to the bank. Wizards may Teleport past opponent Wall(s), Volcanoes and Ash Hexes.

Movement Restrictions:

- Wizards cannot enter a Hex that already contains 3 Wizards
- To Walk or Teleport into a Hex with an opponent Wizard, Players must pay 1 Gold Coin, per opponent Wizard, to their respective owners
- Wizards cannot move into Volcano or Ash Hexes



WALK EXAMPLES

The Red Wizard CAN:

- Walk into the left Crystal Hex by paying 2 Gold Coins to the Black Player (one for each of the Black Wizards)
- Walk freely past the Red Wall into the bottom Crystal Hex

The Red Wizard CANNOT:

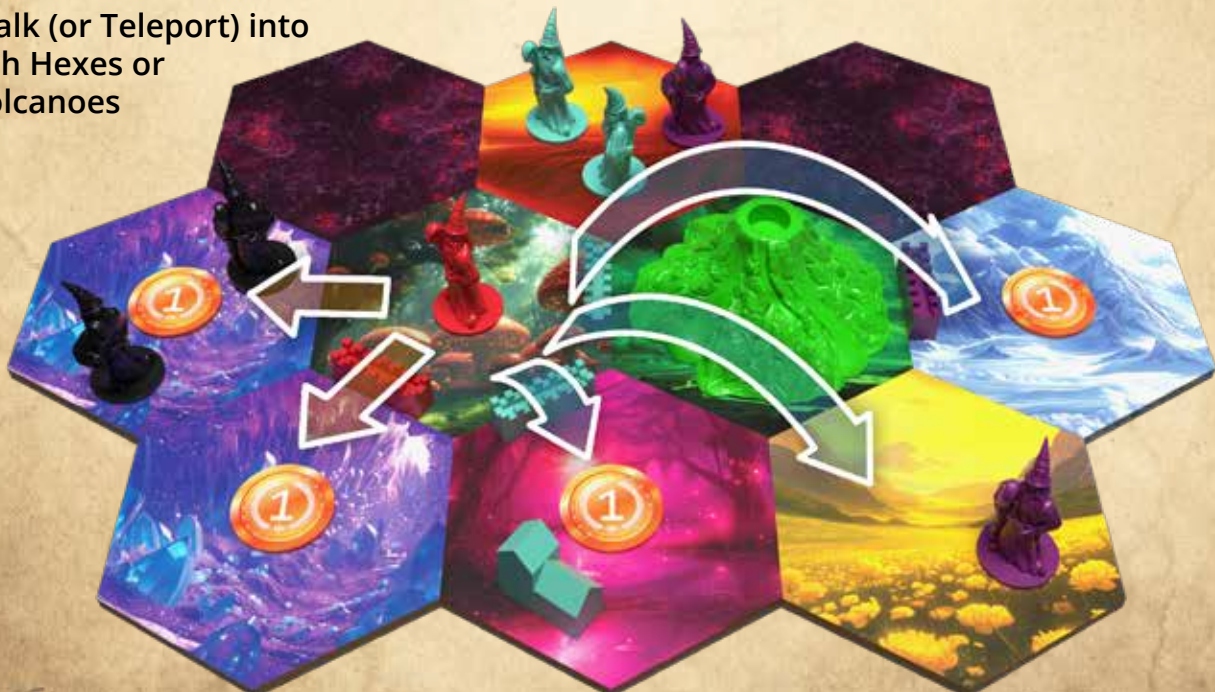
- Walk into the Desert Hex as it contains the maximum 3 Wizards
- Walk (or Teleport) into Ash Hexes or Volcanoes

TELEPORT EXAMPLES



The Red Wizard CAN:

- Teleport over the Blue Wall into the Elixir Hex by paying 1 Gold Coin to the bank
- Teleport over the Blue Wall, green Volcano, and Purple Wall, into the Snow Hex by paying 1 Gold Coin to the bank
- Teleport diagonally into the Flower Hex by paying 1 Gold Coin to the bank and 1 Gold Coin to the Purple Player



BUILDING RULES

RULE 1:

To build in a Hex, at least one of your Wizards must occupy that Hex



RULE 2:

In unsettled Hexes, only Towns and Walls can be built

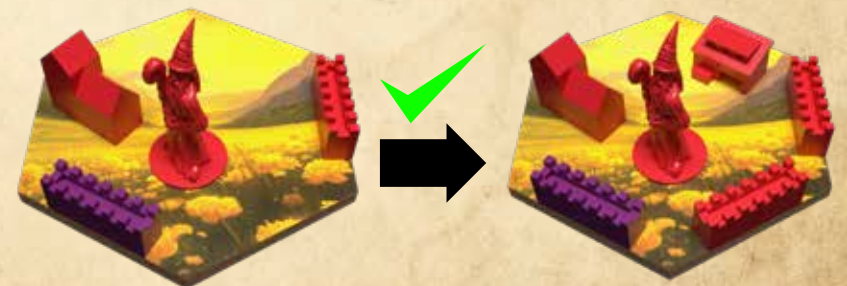
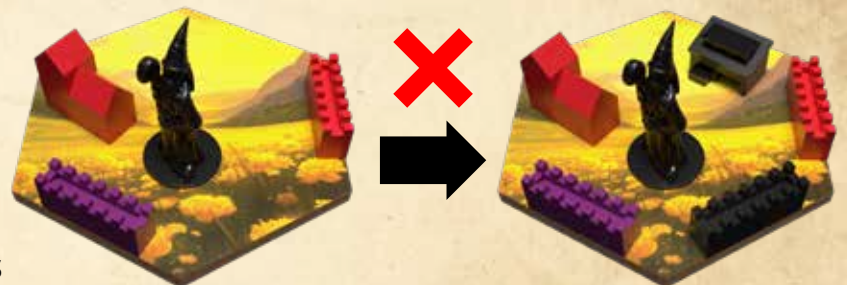
- **Unsettled Hex:** A Hex that does not contain a Town
- To build Workshops and Markets in a Hex, you must first build a Town in that Hex



RULE 3:

If a Hex contains another Player's Town, you cannot build in that Hex

- **Example:** The Black Wizard is not allowed to build any Walls or buildings in this Hex, as it contains a Red Town
- Opponent Walls within a Hex do not prevent you from building there



BUILDING RULES (CONTINUED)

RULE 4:

If your Wizard is in a Hex with an opponent Wizard:

- You may build Walls
- You must have 2 Wizards to build Towns, Workshops, or Markets



The Blue Wizard does not outnumber the Purple Wizard and is prevented from building a Workshop or Market. The Blue Wizard is still free to build Walls.



The Blue Wizards outnumber the Purple Wizard and build a Workshop and Market.

RULE 5:

Only 1 Town, 1 Workshop, and 1 Market per Hex



RULE 6:

Inside a Hex, only 1 Wall per Hex border is allowed



BUILDING SPELLS

SORCERY POINTS (SP)

COST
(Paid to Bank)

COLLECT
(At End of Turn)

TOWN



3



Gold Coins equal to Hex Gold Value Token on the Hex and 1 Resource Card matching the Hex type

WORKSHOP



2



1 Card matching the Hex type *(in addition to Resources produced by other buildings)*

MARKET



1



2 Gold Coins *(in addition to Resources produced by other buildings)*

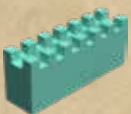
COLLECTING:

At the end of your turn, collect Resource Cards and Gold Coins.

Example: The Blue Player would collect 1 Elixir, 2 Flower and 5 Gold Coins



WALLS



Blocks other Players' Wizards from Walking and/or Stealing in this direction

SORCERY POINTS (SP)
1 SP per Encirclement
(see page 11)

COST (Paid to Bank)
 *per Wall

Note: Each Player is allowed to build up to 6 Towns, 6 Workshops, 6 Markets, and 24 Walls. Buildings are only constructed inside of a Hex.

EXCHANGE SPELLS

BUY: Pay 7 Gold Coins to the bank to gain 1 Resource Card of your choice.

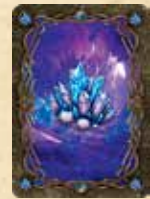
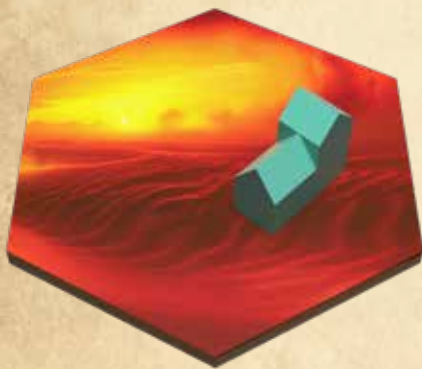
SELL: Discard a Resource Card of yours to gain 2 Gold Coins from the bank.

TRANSFORM: Pay 3 Gold Coins and 1 Resource Card of your choice to the bank and gain 1 Resource Card of your choice.

Only pay 2 Gold Coins to Transform if you own a Workshop(s) and/or multiple Towns on Hexes matching the Card type you're trading in.

EXAMPLES:

PLAYER OWNS ZERO OR 1 TOWN AND NO WORKSHOPS ON A SPICE HEX



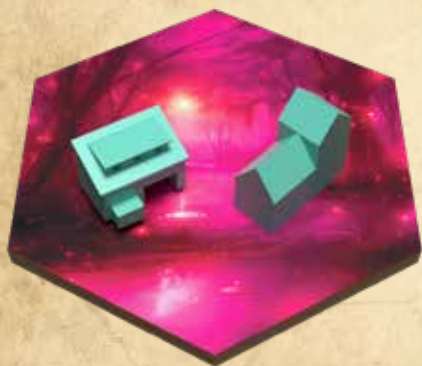
GIVE TO BANK:

3 Gold Coins + 1 Spice Card

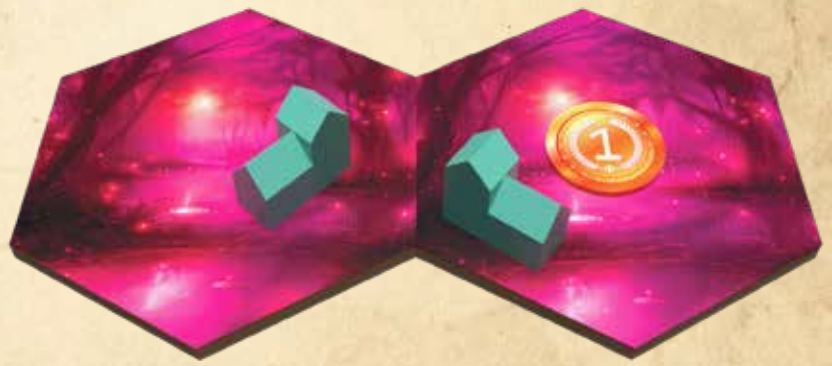
RECEIVE FROM BANK:

Any 1 Resource Card

PLAYER OWNS A WORKSHOP OR MULTIPLE TOWNS ON ELIXIR HEXES



OR



Note: The cheapest possible Transform Spell is 2 Gold Coins and 1 Resource Card, regardless of how many Towns or Workshops you build on that Hex type

GIVE TO BANK:

2 Gold Coins + 1 Elixir Card

RECEIVE FROM BANK:

Any 1 Resource Card

ENCIRCLEMENTS

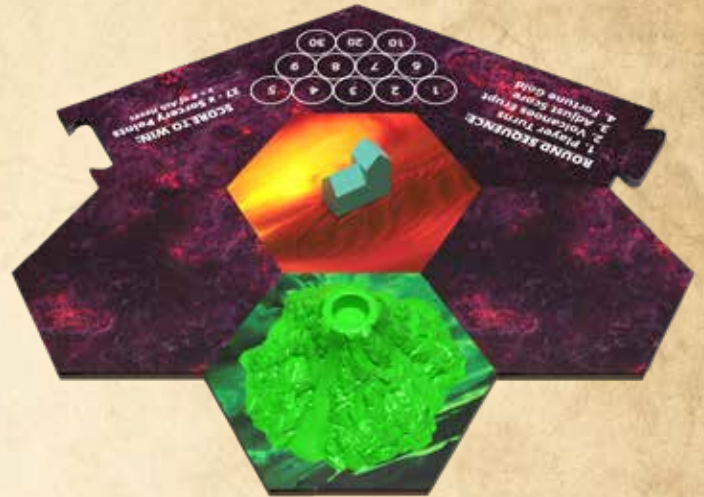
1 SP is awarded for each Town you own with all 6 of its Hex borders adjacent to Ash (Hexes or board frame pieces), Volcanoes, and/or your own Walls, whether or not your Walls are within or adjacent to this Hex.

VALID ENCIRCLEMENTS



All three Blue Towns are Encircled as each one has Blue Walls, Ash, or Volcanoes on either side of all six Hex borders

Your Walls are not required to be in the same Hex as your Town to count towards Encirclement



The Blue Town in the Flower Hex is Encircled despite the opponent Wall in this Hex

The Blue Town is surrounded on all sides by Ash and Volcano

INVALID ENCIRCLEMENTS



None of the Blue Towns are Encircled as each one is on a Hex that lacks a Blue Wall, Ash, or Volcano on either side of at least one of their respective borders



To Encircle this Town, The Blue Player would need to build a Blue Wall on either side of the border shared by the Spice and Crystal Hexes, or wait for the Green Volcano to erupt, causing the Crystal Hex to flip to Ash

FORAGE

Your Wizard collects one Resource Card of the Hex landscape type it occupies. Add this Card to your Resources.

Foraging Restrictions:

- A Player may only Forage once on their turn
- A Wizard that Forages cannot cast another Action Spell (Steal, Protect, etc.) this turn
- Each Hex can only be Foraged twice per game (see below)

FORAGE TOKENS:

Place or flip every time a Player Forages

Immediately place a Forage Token, black side up, on a Hex Foraged for the first time



Immediately flip the Forage Token to the red side if this Hex is Foraged a second time (this Hex cannot be Foraged again)



The Red or Black Wizard may Forage 1 Snow Resource Card from this Hex



A Wizard has Foraged this Hex and placed a Forage Token

This Hex is Foraged a second time; the Forage Token is flipped and the Hex can no longer be Foraged this game

Notes:

- Foraged Resource Cards cannot be used for any purpose on the turn they are Foraged (unless casting 'Power Trip' Spell Card, see page 16)
- Town owners still collect Resources from Hexes Foraged twice
- Your Wizard CAN Forage in Hexes with opponent Towns and Wizards

Tip:

- Forage every turn if possible!
- The 'Fissure' Spell Card can affect Forage Tokens (See page 16)

STEAL

Your Wizard Steals from the Hex it occupies and all adjacent Hexes. Knock over and take 1 Gold Coin from each opponent Town and each opponent Wizard in these Hexes. The Gold Coins are taken from the respective owner(s) of each Town and Wizard and added to your Resources.

Stealing Restrictions:

- A Player may only Steal once on their turn
- A Wizard that Steals cannot cast another Action Spell (Forage, Protect, etc.) this turn
- Must Steal from at least 2 different Hexes at the same time
- Cannot Steal across an opponent's Wall
- Cannot Steal from knocked over Towns and/or Wizards
- Cannot use Stolen Gold Coins this turn (unless casting 'Power Trip' Spell Card, see page 16)

Steal Example: *The Red Wizard Steals 2 Gold Coins from the Black Player and 1 each from the Purple and Blue Players. The Red Player gains 4 Gold Coins from this Steal but cannot use those 4 Gold Coins this turn. Importantly, the Red Wizard can Steal across the Red Wall, but not across opponent Walls.*



Thus, the highlighted pieces are stolen from and knocked over.

On all rounds EXCEPT ROUND 1, a Player uprights their knocked over Towns and Wizards at the start of their turn.

Cannot Steal Example: *There are not 2 or more Hexes to Steal gold from.*



Note: Please see page 17 for 1v1 and 2v2 Steal Rules

PROTECT

Your Wizard Protects itself from Stealing; knock over this Wizard.



Protecting Restrictions:

- A Player may only Protect once on their turn.
- A Wizard that Protects cannot cast another Action Spell (Steal, Forage, etc.) this turn

Note: Protected Wizards are NOT safe from Volcanic Eruptions

OPTIONAL ACTION SPELLS

SCORCH: Reduce the Hex Gold Value that the Scorching Wizard is on by 1. If the Hex value is zero before Scorching, flip the Hex and remove all Walls, Forage Token, and your Wizard(s).

Scorching Restrictions:

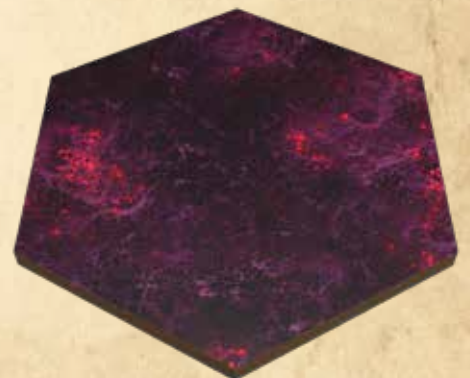
- A Player may only Blaze once on their turn
- A Wizard that Scorches cannot cast another Action Spell (Steal, Forage, etc.) this turn
- Cannot Scorch in Hexes containing opponent Wizards and/or Towns



The Black Wizard is in a Hex not occupied by an opponent Wizard and/or Town, and casts Scorch



The Black Wizard Scorched the Crystal Hex, reducing its Gold Value from 1 to zero



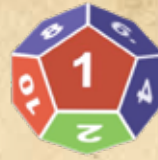
The Black Wizard Scorched the Crystal Hex again next turn, causing the Hex to flip (The Wizard dies as a result)

Note: Another optional Action Spell, 'Blaze', is available for use in 1v1 and 2v2 gameplay (**see page 20**)

VOLCANOES

At the end of each round roll the D12:

- 5/12 chance green is rolled (2, 3, 7, 9, 11)
- 6/12 chance red is rolled (1, 3, 5, 10, 11, 12)
- 7/12 chance blue is rolled (4, 5, 6, 7, 8, 9, 12)



SIDE 1



SIDE 2



SMOKE CLOUD

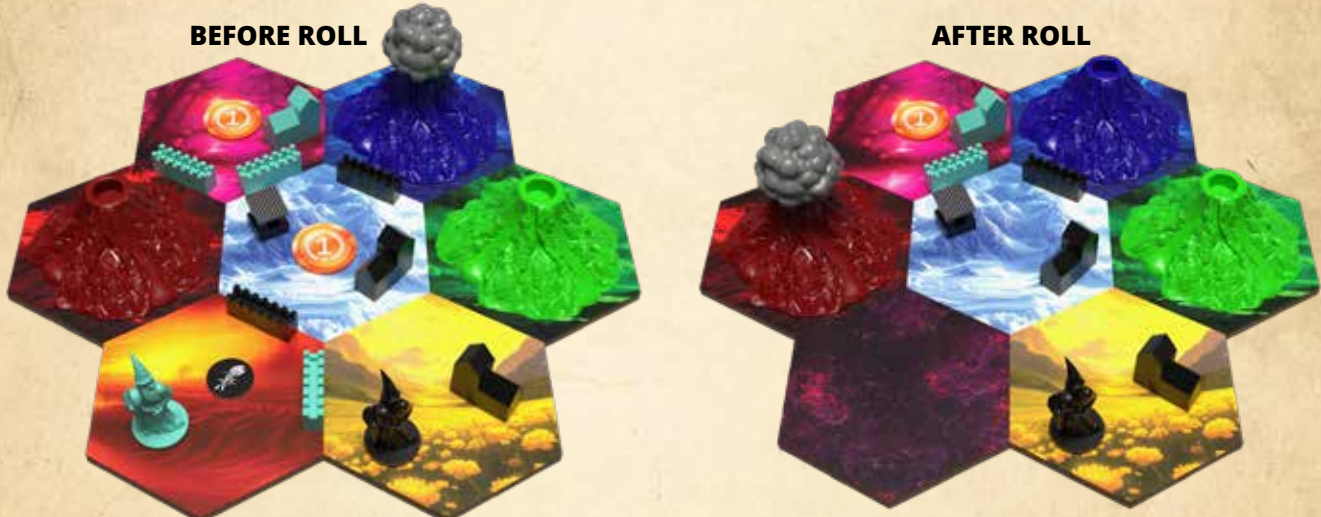
Immediately insert the Smoke Clouds ☁ into any Volcanoes that Erupt. Volcanoes cannot Erupt 2 rounds in a row. If a Volcano color is rolled and it already has a Smoke Cloud inserted, it does not Erupt and the Smoke Cloud is immediately removed.

AFTERMATH:

All Hexes adjacent to an Erupting Volcano immediately suffer aftermath

- All Walls adjacent to the Erupting Volcano(es) are destroyed
- For Hexes without a Wall bordering the Volcano prior to Eruption, subtract 1 Hex Gold Value (HGV) from this Hex (replace HGV Tokens as needed)
- Hexes with zero HGV and no Wall bordering the Volcano prior to Eruption:
 - **Settled Hexes:** Town owner removes 1 NON-Wall building in this Hex
 - **Unsettled Hexes:** This Hex is flipped to Ash and any Walls, Wizards, and Forage Token in this Hex are destroyed and instantly removed

Example: 12 is rolled, indicating Red/Blue. Only the Red Volcano Erupts, as the Blue Volcano Erupted the previous round (marked by the ☁)



ADJUST SCORE & AWARD FORTUNE GOLD

After Volcano Aftermath has been applied, see if anyone's score has changed and adjust accordingly. Your score may have changed if:

- You have any new Encirclements (**see page 11**) from flipped Hexes
- Any of your buildings were destroyed

After adjusting scores, see which Player has the most Sorcery Points (SP). Award Gold Coins to each Player equal to the amount of SP they trail behind the leading Player.

SPELL CARDS

- At any point during your turn, you may buy and/or play 1 Spell Card
- Buying a Spell Card costs 1 Resource Card or Gold Coins, but is free to play
- Cannot buy a Spell Card with a Resource Card Foraged or Gold Coins Stolen this turn
- You are not required to play a Spell Card on the same turn it is bought
- Only 2 of each Spell Card type exist. Once both are bought, no other Players will have access to this type of Spell Card.
- Once a Spell Card is played, it cannot be used again

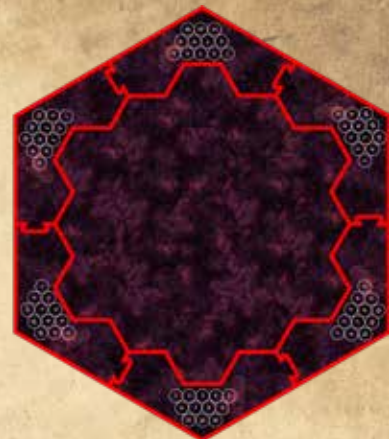


Note: You may buy a Spell Card AND still use another Spell Card bought on a previous turn if it has not be used yet

1v1 & 2v2 GAMEPLAY

1v1 SETUP:

- Use zero spacers to form a Hexagon of 19 Hexes
- Include 2 Snow, 2 Mushroom, and 3 of each other Hex type
- Follow the usual 'Player Setup' steps (see page 4)



2v2 SETUP:

- Use the 4 Player Game Board Setup (see page 3)
- Form teams of 2 and roll to determine turn order

TEAMMATES TAKE TURNS SIMULTANEOUSLY

- Follow the usual 'Player Setup' steps (see page 4) but use the 2v2 Town Placement Order:

P1 P3 P4 P2 P2 P4 P3 P1

TEAM 1 TEAM 2

Player 1 (P1) Player 3 (P3)
Player 2 (P2) Player 4 (P4)

Note: The highest rolling Player is Player 1. Their teammate is Player 2.

STEALING RULE CHANGES:

1v1 and 2v2 games have a different set of rules for the 'Steal' Action Spell:

- Wizards still Steal from all adjacent Hexes, but may now Steal from just 1 Hex (i.e. Wizards are not required to Steal from 2+ hexes at once)
- Wizards cannot Steal from opponent Towns and Wizards occupying the same Hex as your Stealing Wizard
- Wizards cannot Steal from teammate Towns & Wizards, but can Steal through teammate Walls

BEFORE STEAL



The Red Wizard only needs 1 viable Hex to cast Steal upon. The Black Wizard and Black Town in the Flower Hex are exposed to a Steal, and are subsequently knocked over.

AFTER STEAL



The Black Town in the same Hex as the Red Wizard is not available to be stolen from. The Black Wizard in the Spice Hex had already been knocked over either by being stolen from by another Player or by casting Protect.

1v1 & 2v2 GAMEPLAY (CONTINUED)

SCORING

- 1v1 scoring is the same as in 3 - 4 Player gameplay
- For 2v2 gameplay, the score to win of 27 - X SP is still triggered by a single Player reaching that threshold at the end of a round; however, teammates combine scores to determine the winning team

OPTIONAL ACTION SPELLS

BLAZE: Choose a direction for your Wizard to cast Blaze

- If your Blaze hits a Wall, the Wall's owner pays 1 Gold Coin to the bank or removes the Wall
- If your Blaze hits a Town, the Town's owner Gives 1 Resource Card matching the Town's Hex type to the bank UNLESS that Player has a Wizard in this Hex (then this Town cannot be Blazed)

Blazing Restrictions:

- Player/Team 1 cannot Blaze on Round 1
- A Player may only Blaze once on their turn
- A Wizard that Blazes cannot cast another Action Spell (Forage, Steal, etc.) this turn
- A Wizard cannot Blaze while in a Hex with an opponent Wizard
- A Wizard cannot Blaze a Town located in the same Hex

Blaze Example:

The Black Wizard cannot Blaze a Town in the same Hex; the Red Town in the Snow Hex is not targetable

The Black Wizard cannot Blaze the Red Town through the Black Wall, but could choose to target the Black Wall

The Black Wizard can Blaze the Red Wall in the Crystal Hex or Snow Hex; the Red Player must pay 1 Gold Coin to the Bank or remove the targeted Wall

The Blue and Purple Wizards cannot Blaze while in the same Hex as an opponent Wizard

The Black Wizard cannot Blaze the Red Town defended by the Red Wizard

The Black Wizard can Blaze 1 Mushroom Card from the Red Town with no Wall or Wizard to defend it



Note: The optional Action Spell 'Scorch' is also usable in 1v1 and 2v2 gameplay (see page 14)

QUICK REFERENCE

PLAYER SETUP (page 4):

During initial Town placement, place free Walls in the same Hex:

- Exterior Towns: Place 1 free Wall on a border of choice in this Hex
- Interior Towns: Place 2 free Walls, each on a border of choice in this Hex

**Towns built during the game receive ZERO free Walls.*

GAME ROUND SEQUENCE (page 5):

1. Player Turns:

- Round 1: A Player freely places their 3 Wizards in their Towns to begin their 1st turn
- Round 2 & future rounds: A Player uprights any of their knocked over Wizards and Towns to begin their turn
- In this order: Move (**page 6**), Build (**pages 7-11**), Cast (**pages 12-14**), Collect (**page 9**)

2. Volcanoes (page 15):

Roll D12. Insert Smoke Clouds into Erupting Volcanoes. These Volcanoes cannot Erupt next round. Remove Smoke Clouds from Volcanoes that did not Erupt

Eruption Aftermath Priority:

- Remove Wall(s) adjacent to the Erupting Volcano(es).
- Subtract 1 Hex Gold Value from Hexes without Wall(s) next to the Erupting Volcano(es).
- For Hexes with zero Hex Gold Value, the Town owner removes a non-Wall building
- For Hexes without any non-Wall buildings or Hex Gold Value, flip Hex and remove any Walls, Wizards, and Forage Token in this Hex

3. Victory:

'27 minus X SP' needed to win; X = number of Ash Hexes. If multiple Players tie for first with 27 - X SP or more at round end, play 1 last round. If tied for first at round end, apply the tiebreaker: (Resource Cards × 4) + amount of Gold Coins

4. Fortune Gold:

At the end of a round of turns, Players take Gold Coins from the bank equal to the number of SP they trail behind the leading Player(s)

5. Repeat: Play the next round, repeating steps 1- 4 above in order

BUILDING RULES (pages 7 - 11):

1. To build in a Hex, at least one of your Wizards must occupy this Hex
2. In unsettled Hexes, only Towns and Walls can be built
3. Cannot build in a Hex with another Player's Town
4. Other than Walls, to build in a Hex with another Player's Wizard, you need 2 of your Wizards in this Hex
5. Only 1 Town, 1 Workshop, and 1 Market each allowed per Hex max
6. Inside each Hex, only 1 Wall allowed per Hex border allowed

FAQ

RESOURCE MANAGEMENT:

Q: Do I collect Resources from Towns, Workshops, and Markets built this turn?

A: Yes, at the end of your turn.

Q: Can I spend Resources I Foraged, Stole, or Collected from my buildings this turn?

A: No, not until your next turn. (Note: The Power Trip Spell Card lets you spend Foraged and Stolen Resources immediately, see page 16)

Q: Can I trade Cards or Gold Coins with other Players?

A: No, trading is not allowed under any circumstance.

WIZARD PLACEMENT & MOVEMENT:

Q: What if I can't place one or more of my Wizards in my Towns under the 3 Wizard limit?

A: The remaining Wizard(s) must be placed in Hex(es) without opponent Towns or Wizards.

Q: Does it cost gold to place my Wizard in my Town if there is a opponent Wizard present?

A: No. It only costs gold to move your Wizard into a Hex with an opponent Wizard, not place.

Q: Must I pay gold to move a Wizard into a Hex occupied by a knocked over Wizard?

A: Yes, you must still pay 1 Gold Coin per opponent Wizard present.

Q: Can a Wizard Walk and Teleport on the same turn?

A: No, each Wizard may either Walk, Teleport, or stay put.

Q: Can a Wizard Teleport over/through a Volcano or Ash Hex?

A: Yes, but a Wizard cannot Walk or Teleport into a Volcano or Ash Hex.

BUILD & EXCHANGE:

Q: Can I build Walls in Hexes where I do not own a Town?

A: Yes, but you cannot build in Hexes with an opponent Town.

Q: Can I build a Town in a Hex that has another Player's Wall?

A: Yes, but you cannot build a Town in Hexes with a Town already present.

Q: Do I remove the Hex Gold Value Token from the hex after collecting Resources?

A: No, only Volcano Eruptions reduce/remove Hex Gold Value Tokens.

Q: Can I Transform, Buy, and/or Sell and then build?

A: Yes, you can cast Exchange & Building Spells in any order during the Build step of your turn.

Q: Does the 'Transform discount' stack if I have more than 1 Workshop and/or more than 2 Towns on the same Hex type?

A: No, the cheapest Transform Spell costs 1 Resource Card and 2 Gold Coins.

ENCIRCLEMENTS:

Q: Does my Wall between my Towns count towards both Towns' Encirclements?

A: Yes.

FORAGE:

Q: Do Towns and Workshops still collect Resource Cards from Hexes that have been Foraged twice?

A: Yes.

STEAL:

Q: Can I target knocked over pieces on one of the 2 or more Hexes required to Steal from?

A: No. (Note: In 1v1 and 2v2, only 1 Hex is required to Steal from, but you cannot Steal from the Hex your Stealing Wizard is in, and knocked over pieces are still not targetable)

Q: What happens if a Player you are targeting with Steal has no Gold Coins?

A: If a Player runs out of Gold Coins to Steal from, any Gold Coins a Stealing Player would have taken are taken from the bank instead. The Town(s) and/or Wizard(s) that would have been Stolen from are still knocked over.

Q: What if there are no spots to Steal from this turn?

A: Then you cannot Steal this turn.

PROTECT:

Q: Does Protect work against Volcano Eruptions in addition to Stealing?

A: No, Protect only Protects this knocked over Wizard from being Stolen from.

CASTING SPELLS:

Q: Can the same Wizard cast Building, Exchange, and Action spells?

A: Yes, but each Wizard can only cast 1 Action Spell per turn, and a Player cannot cast the same Action Spell more than once per turn. The number of building and exchange spells that a Player can cast on their turn is only limited by their Resources.

Q: Can a Player cast Building, Exchange, or Action Spells before moving a Wizard?

A: No, refer to the Player reference Card steps and follow those steps in order.

VOLCANOES & ASH:

Q: Do Volcano or Ash Hexes flip if an adjacent Volcano erupts?

A: No, Volcanoes and Ash Hexes never flip.

Q: Do I readjust my score after a Volcano Eruption?

A: Yes. (Note: Remember that Volcano and Ash Hexes count towards Encirclements, see page 11)

TIEBREAKER:

Q: Do I collect Resources during the tiebreaker round?

A: Yes, collect Resources from your buildings after your turn as usual.

SPELL CARDS:

Q: Do I collect Resource Cards when casting Fissure?

A: No, Fissure only allows you to place/flip Forage Tokens and a free Wall.

Q: When I play Foresight, when do I reveal which Volcano Die number and associated color(s) I am choosing?

A: At the end of this round of turns, but you must declare you are playing Foresight during your turn.

Q: When my Wizard(s) reappear from a Vanish, can it be in Hex(es) with other Wizards?

A: Yes, as long as you abide by the 3 Wizard per Hex limit. Do NOT pay Gold Coins to any opponents when reappearing from a Vanish.

CREDITS

Game Design: Alec Cacheris

Art & Graphics: Tony Harrop & John Harrop

Miniature Design: Anastasios Chatzoudis & Alec Cacheris

Special Thanks: William Cacheris, Bill Cacheris, Brandon Connor, Mayer Mitchell, Maria Bruce, Harrison Reisinger, Ryan M. Kelly, Cheryl Swartz, Dillon Gouge, Devin Clark, Alyssa Hayes, and Jackson Perry

Additional Thanks: Dan & Sam Thompson, Marshall Addison, John DeCampi, Alexis Frasciello, Mathew Bush, David Buback, Andrew Cremeen, Gabriel Pollard, David Buback, Matthew Allen, Jake Maeker, Jon Santangelo, Matthew Miller, Sean Kosslow, and Seth Messer

GAME COMPONENTS

30 Hex Tiles	27 Forage Tokens	96 Walls
10 Board Frame Pieces	8 Player Score Markers	24 Towns
144 Resource Cards	6 Game Reference Cards	24 Workshops
22 Spell Cards	4 Player Reference Cards	24 Markets
35 Hex Gold Value Tokens	1 Rulebook	3 Volcanoes
22 "1" Gold Coins	1 D12 Die	2 Smoke Clouds
44 "3" Gold Coins	12 Wizards	1 Sand Timer

Web and mobile game applications are on the way!

For more relevant information regarding Hexes of Sygon® products:

VISIT
HEXESOFSYGON.COM

REACH OUT TO
HEXESOFSYGON@GMAIL.COM

HEXES OF SYGON®, the "Sygon Landscape" logo, and all other Hexes of Sygon product names and their respective logos are trademarks of Hexes of Sygon LLC.

Copyright © 2025 Hexes of Sygon LLC. All characters and their distinctive likenesses are property of Hexes of Sygon LLC. This material is Protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Hexes of Sygon LLC.