



Deviously Simple.  
Delightfully Mean-Spirited.  
Wickedly Fast-Paced.

Players: 3 - 6 / Ages: 14 & Up / Playing Time: 20 - 30 min.

HEX•HEX™ is a fast-playing, highly interactive card game for 3-6 people. Players hurl Hex after Hex around the table, constantly redirecting, deflecting and altering the Hex’s power until finally someone runs out of options and becomes HEXED. In the end, the winner alone will command enough Voice to control the group and lay down the law... creating a new rule for the next game.

HEX•HEX XL, the definitive edition of the game, combines the best of classic HEX•HEX and HEX•HEX Next - with the addition of 2 compelling NEW variants, HEX•HEX Vexed and Hexen Stix. Rules for playing these variants can be found after the core set of rules.

CORE Game Components:  
(150) HEX•HEX Cards, (6) Voice Score Cards, (6) Glass Beads, (1) ‘1st Caster’ Token  
(28) Hex Tokens: 12 Standard Hex Tokens [Red], 16 Enhanced Tokens  
Plus additional components for the variants, detailed later.

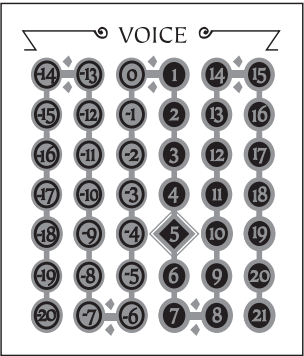
Object:  
Like a delightfully mean-spirited game of hot-potato, play cards from your hand to redirect Hex tokens passed to you, until a player is unable to pass the Hex and becomes HEXED. The Hexed player loses points (Voice) while the player who last passed them the Hex gains points. The player with the most points at the end of the game, WINS.

Setting Up:  
Carefully punch out all the Tokens from the Token Sheets, placing the 28 Hex tokens within easy reach. Unwrap and shuffle together the two larger decks found side-by-side in the box, being sure to break up clumps of cards with the same name. This is the main play deck of 150 cards. Note: The smaller card deck is not used in the Core game.

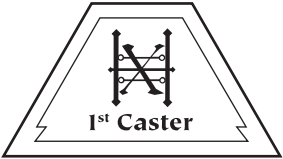
Give each player a VOICE Score Card and a glass bead.  
Voice is the measure of how much power and influence you command in the group. All players begin the game with an equal Voice. Represent this by placing a bead on the diamond-shaped number 5 on the Voice Score Card.

Determine the number of Rounds to be played. Each game of HEX•HEX is composed of a number of rounds (or hands) equal to the number of players plus one. So if you’ve got 5 players, you’ll play 6 rounds. A round is seldom longer than 3 to 5 minutes in length.

Choose a player at random to be the dealer. Deal each player 5 cards face down. As a general rule, you will only receive cards at the beginning of a given hand - so as you play, your hand will become depleted. The remaining cards are placed face down beside the dealer. When the deck itself runs out of cards, reshuffle the discard pile into the deck - but not until then.

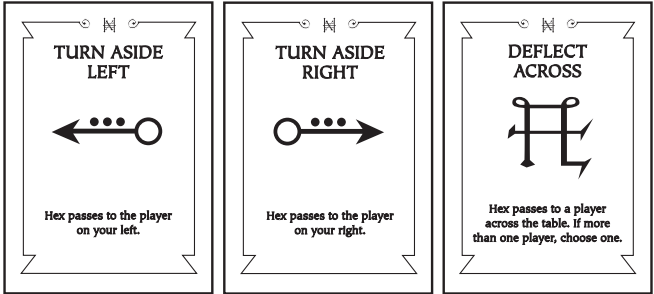


The player to the dealer’s left will begin the game as “The 1st Caster” and is given the 1st Caster token to mark it. While the deal and the honor of casting the Hex will rotate to the left, the 1st Caster token does not, so you can remember who cast the first Hex of the game - and when to start the Final Round.



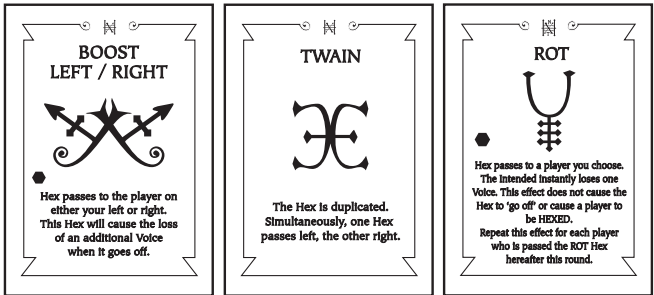
The HEX•HEX Deck  
The HEX•HEX Deck is composed of 150 cards that players will use to deflect Hexes away from themselves and towards other players - as well as to alter the Hex’s power or abilities. HEX•HEX cards fall into 5 distinct categories and are detailed here with representative cards for each group. Only a portion of the available cards in each group are shown.

### Basic Deflections



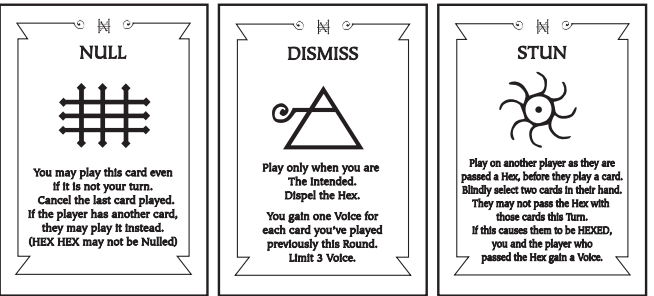
Basic Deflections are just that. They deflect the Hex away from you, towards another player. Basic Deflections make up most of the deck.

### Enhanced Deflections



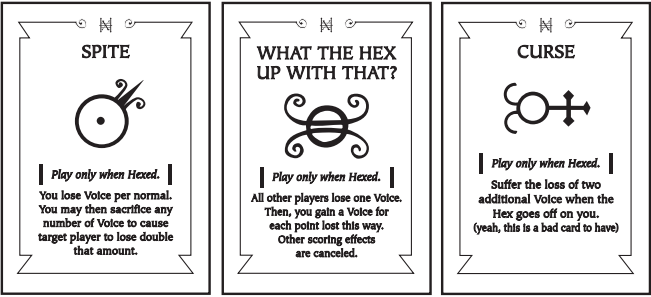
Enhanced Deflections also pass the Hex. In addition, playing an enhanced deflection causes an additional effect, either to the Hex itself - or for the players. Some, marked with a ●, require you to add the matching Enhanced token on top of the Hex targeting you.

### Counter Hexes



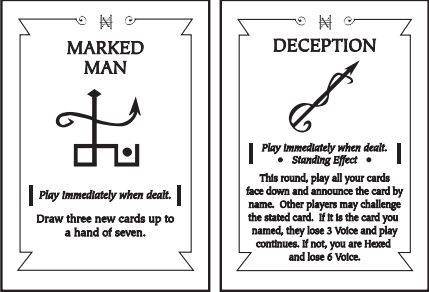
These cards are used to disrupt the best laid plans of others. You may cancel cards they play, dispel Hexes, or blow ’em up in their faces. Many can be played out of turn. Save them for critical moments.

Play Only When Hexed



These cards are time bombs. Most are either good news for you or bad news for someone else. But here’s the trick... they only trigger if the Hex actually “goes off” on you. That said, you can’t simply choose to be Hexed. So, if you have cards that would allow you to pass the Hex, you *must* play those first. But when HEXED as a result of having no other cards that allow you to legally pass the Hex or because another player causes the Hex to “go off” on you prematurely (as with the card, Stun) they must be played, for good or ill. If you hold more than one card of this type in your hand, choose one to play for each time you are HEXED.

Play When Dealt / Standing Effect



These cards are played immediately when dealt and resolved *before* a round of play begins. Some may have *Standing Effects* and continue to affect play until the round ends. *Enduring Standing Effects* stay in play from round to round - until dispelled or stolen. Check for these cards as soon as you get your hand. Note: if you draw one *during* play, you must play it immediately.

**HEX•HEX** – This is not a *category* of card, but one that you need to know about BEFORE you start playing. HEX•HEX may be played even if it is not your turn, especially in the heat of battle or while someone is distracted. When played, the entire deck of cards becomes cursed. The last player to drop their cards and raise their hands high over their head is HEXED and loses three Voice. No one gains Voice as a result of playing this card. No card in the game may cancel HEX•HEX or change the amount of Voice lost. The previous Hex or Hexes in play and their effects are dismissed. The round ends. Only one Hex Hex card appears in the deck.

STARTING THE GAME:

After dealing each player 5 cards, give players ample time to read and understand the cards in their hand. If you received any cards that read, ‘**Play immediately when dealt**’, place those cards face up in front of you and resolve their effects *before* beginning the round. No other cards may be played until the round officially begins (not even Hex Hex). For this reason, ‘Play Immediately’ cards are immune to Counter Hexes, like Null. **When all players have read their cards and stated they are ready, the round may begin.**

Playing the Game:

Play begins with the player to the left of the dealer. This player casts the first Hex, **not with a card**, but by saying aloud, “HEX•HEX, (target player name)”. Then, place a standard (red) Hex token in front of that player. The named player is now “**The Intended**” target. When a Hex token is passed to a player, it becomes their turn. In response, The Intended may play a card from their hand onto the table face up in front of them. In most cases, it will be a basic deflection that redirects the Hex to another player. When a Hex is deflected, pass the Hex token to The Intended target after playing your card.



Some cards (Enhanced Deflections) may pass the Hex to another player with additional effects. For example, the Hex may become more powerful, force a discard or create a duplicate Hex that gets passed around simultaneously. Follow the specific instructions on the card. Where those instructions conflict with the general rules printed on this sheet, the card prevails.

**Note:** All effects on a Hex are cumulative. For example, it is possible to Boost an already boosted Hex. Stack the appropriate tokens and pass them as a unit to make it easier to keep track of all effects on a Hex.

Getting Hexed:

Play continues in rapid-fire succession as player after player deflects the Hex around the table. At some point, a player will be unable to pass the Hex, either because they hold no cards in their hand or the cards they are holding do not allow them to pass the Hex. When this occurs, the player is HEXED. Under normal circumstances, when a Hex “goes off” on a player, The Hexed *loses* one point of Voice and the player who targeted them *gains* one point of Voice. If The Hexed would lose additional Voice through a card like Boost, the player who targeted them still only gains one Voice. Record the scoring of this loss or gain by moving the glass bead along the scoring track on your Voice Score Card.

A player may also become HEXED as a result of certain cards (Stun, Maddening Compulsion) which cause the Hex to “go off” prematurely. Players may not, however, simply allow themselves to be HEXED if they have the means to pass the Hex instead. Nor can players cause themselves to be HEXED by naming themselves the target of Stun or other similar cards. (Someone might be tempted to do so if they hold a card that gives a benefit to being HEXED, like ‘Level’. But don’t let ’em.)

Dealing with Multiple Hexes:

Through the use of cards like Twain or Double Back, more than one Hex can be in play at a given time. When cast, these cards cause the Hex to be duplicated – including any effects the Hex currently carries. So if you Twain a *Boosted* Hex, the duplicate is also Boosted. It is not unheard of for there to be three or four Hexes ricocheting around the table at once – often times with different effects placed upon them. This is where those Hex Tokens *really* come in handy. You have 12 for standard Hexes and 16 for Enhanced Hexes featuring Boost, Escalating Obsession, Rot, Double & Thrice and Maddening Compulsion. The tokens will help you keep straight which Hex carries which effect / or effects. When you play any one of the 5 named cards above, add the appropriate Hex Token for the card you played on top of the standard red Hex Token. Pass that stack of tokens, as a unit, to The Intended target.

**IMPORTANT: When more than one Hex is in play, all Hexes are passed simultaneously. Specifically, each player with a Hex (or Hexes) in front of them readies a card from their hand, placing it face down in front of the Hex targeting them. All cards play at the same time. All Hexes are then passed at the same time. Resolve any pre-pass effects (like Choke’s discard effect) before passing. If a card is cancelled, allow the player to play a new one and ‘catch up’ before the next group of cards is played.**

Yes. It is possible to be targeted by more than one Hex at a time. Should this happen, each Hex must be redirected with a separate card. If a player is unable to redirect one or more Hexes in a round, they are HEXED for each that goes off upon them.

Play continues until ALL Hexes have gone off or have been dismissed. A HEXED player is *never* out of the round - and may be hit by other Hexes still in play.

Ending the Round:

Once all Hexes have “gone off” or are dismissed, the round is over. Assess the loss or gain of Voice and record it on your Voice Card. Once all scoring has been recorded, players discard any remaining cards in their hands and those they’ve played to the discard pile.

*Begin a new round. The new dealer is the person who cast the Hex last turn. The new person to cast the Hex is the player on their left. The deal rotates clockwise in this fashion until all players have had a chance to both deal and cast a Hex once.*

The Last Round:

Once all players have had a turn dealing a hand and casting a Hex it is time for the last round. The player with the least amount of Voice selects a player to deal the last hand and then begins the round by casting the Hex.

Winning the Game:

The player with the most Voice at the end of the set number of rounds wins. If two or more players are tied, play a tie-breaker round. All Voice losses and gains are doubled in a tie-breaker. The player with the least amount of Voice selects a dealer and casts the Hex. Keep playing until someone’s Voice carries the day. And remember... the winner gets to lay down the law!

Laying Down the Law:

The winner of each game earns the right to make up a rule for the next game. Be sure to set a penalty for violating the rule as well. We recommend that you not set a penalty that would end a round prematurely. A loss of Voice, a loss of cards or other penalty that keeps the game moving is far more fun. If you are playing a series of games, all the added rules are cumulative, unless the lawmaker says otherwise. And, if it isn’t obvious, no making rules that unfairly benefit or hamper players unequally.

Sample rules include...

- Anyone who points a finger during the game loses one Voice.
- Before playing any card, touch it to your chin or you must discard the card instead.
- Cancel that stupid rule and replace it with... (insert new rule)
- All references of the word “left” are now “right” and vica-versa. Anyone caught messing it up loses one voice.
- Any player with a Voice of 0 or less may not speak until their Voice is raised to at least 1.
- A particular card is removed from the deck permanently.
- Players who are Hexed in a round may cause an equal loss of Voice to any target player.
- Any card may be cancelled (like playing a NULL) by any player who sacrifices two voice.
- Hex•Hex card now does damage to all who drop their cards and raise hands instead.
- If you say some “keyword(s)” (like, “You” or “I”) all hexes pass to the player who said it.

Be creative. This keeps the game lively. But remember, you’ve got to live with any rule you create.

That’s the game. If you play multiple games, *and you will*, the new dealer will be the player to the left of the player who dealt the first hand last game. This is where the 1st Caster token comes in handy. It will help ease the confusion of who started the current game and signals when to play the last round.

Card Clarifications and Tricky Interactions:



MADDENING COMPULSION -

When played, the Hex passes to a player on your left or right (there are two versions). The first player who cannot pass the Hex in the named direction is automatically Hexed. Any card that passes the Hex in the named direction is legal. Duck, Boost and Called Shot (and Deflect Across in a three player game) are all examples of legal cards that allow the Hex to continue in the prescribed direction. Even Twain and Double & Thrice are allowed as ‘the original’ Hex can be said to have passed in the right direction as the duplicate comes into being.

Maddening Compulsion carries the “COMPEL” keyword and therefore trumps and overrides all other cards once it is in play. So Dismiss, Hex Sign, and any other card that does not pass the Maddened Hex in the named direction causes the Hex to go off.

NOTE: If you are NOT The Intended, cards that may be played out of turn, like Stun or Hex•Hex, MAY still be played without triggering Maddening Compulsion. But once you are The Intended, even these cards become illegal to play. And yes, you can trump the trump by playing another Maddening Compulsion - even if the new Maddened Hex goes the opposite direction. One “Compel” can override another.

WARD-

Does it defend against Hex-Hex? Yes. How about points lost through What the Hex Up with That or Hex Sign? You bet. All but voluntary loses are prevented. For example, a WARDed player plays SPITE as a result of being HEXED (which they could, as they are still considered Hexed even if they lose no Voice). If they elect to SACRIFICE Voice to inflict damage on someone else, they lose those points. They don’t lose one for being HEXED - that’s covered by Ward. But the sacrifice is their choice and not covered. A warded player can not however be the victim of someone else playing SPITE. That is prevented by WARD.



**HEX SIGN** – This card is played when you are The Intended. Instead of passing the Hex or resolving the Hex normally, the Hex is dismissed. In its place, all players play ‘Rock, Paper, Scissors’ in unison. The sign made by the person who played this card is the Hex Sign. Any player matching the Hex Sign gains one Voice. Any player who chose a different sign loses one Voice. A player who chose a sign subordinate to the Hex Sign (i.e. choosing Paper when Scissors is the Hex Sign) loses an additional Voice.

If there is more than one Hex in play when Hex Sign is played, wait to resolve this effect until all other Hexes have ‘gone off’. Since everyone plays a bit differently, agree beforehand how you plan on doing it. Ours goes “1-2-3-SHOOT!” with everyone revealing on “Shoot!” And just so we’re clear:  
Rock beats Scissors • Scissors beats Paper • Paper beats Rock.

NULL / ABSORB / COUNTER CASTER-

All of these cancel cards AS they come into play. So you can use it to cancel Maddening Compulsion *as* it is played or even a card that would’ve ended up passing a Maddened Hex to you - if it ever had the chance to enter play at all. Only Hex•Hex and ‘Play Immediately when Dealt’ cards are immune to these counter spells. (*and GRAB in the HEXEN STIX variant game*)

**DUCK-** When a player plays DUCK, they are not actually ‘passing’ the Hex or targeting another player. They just get out of the way - so DUCK is very distinct from Turn Aside Left or Right. Say Alice passes the Hex to Bob, who Ducks, and the Hex passes to Carol. Alice is considered to be targeting Carol now, not Bob. If it goes off on Carol, Alice, not Bob, gains Voice. If it is DOUBLED BACK by Carol, Alice gets targeted by two Hexes.

**DRAW FIRE-** If you end up drawing a card that says ‘Play Immediately When Dealt’, you play it immediately. Follow the instructions on the card before continuing your turn.

Glossary

“*your turn*” – It is your turn whenever a Hex is placed in front of you, as ‘The Intended’ target.

“*Play even if it is not your turn*” – A player may play this card at any time *after* the initial casting of the Hex, even if it is not that player’s turn.

“*Play when you are The Intended*” – A player may play this card any time that they are the current target of the Hex. This is the assumed condition for playing most cards, but in certain cases it needed to be stressed in the card text.

“*Play only when Hexed*” – A player may not play this card until they are HEXED. If you can otherwise legally pass the Hex by playing another card, you must do so. You may only play this type of card if you can not pass the Hex or if another player causes the Hex to ‘go off’ on you prematurely (as with Stun). Play only one for each time you are HEXED.

“*Hex is dismissed*” – The Hex and its effects are cancelled and no voice is gained or lost. If this is the only Hex in play, the round ends. A card that dismisses a Hex may have effects to replace those of the canceled Hex.

“*Hex passes to a player across the table*” – A player ‘across the table’ is defined as any player not sitting to your immediate right or left. If there is more than one player sitting across from you, choose one. In a three-player game, you may choose either player. And yes, in this instance, Deflect Across can be played on a ‘Maddened’ Hex.

“*Standing Effect*” – These cards have a continuous effect once played. If the card is removed during the course of play, the effect ends. In either case, the card is discarded after the round ends.

“*Enduring Standing Effect*” - Cards that remain in play from round to round until dispelled.

“*Discard / Discard at Random*” – If a card calls for you to discard a card from your hand, discard face down to the table in front of you. If a card calls for you to discard at random, have another player choose the cards blindly for you.



# HEX HEX™ HEXEN STIX - Variant Game One

This variant adds a lightning-fast reflex element to game play – a ring of arcane HEXEN STIX that mete out penalties for those who do not rise to the challenge quickly enough in grabbing them... and can reward those who do.

### Additional Materials:

5 HEXEN STIX, HEXEN STIX Deck (16 cards), 9 HEXEN STIX Main deck card additions (these are labeled on the face of the card in the top border)

### Set Up:

In the box you will find 5 HEXEN STIX, 3 black (Ebon) and 2 tan (Bone). During the game, you will be using a number of Hexen Stix equal to the number of players, minus one. *(for example, in a 5-player game, use 4 Stix.)* **Note:** When choosing Hexen Stix during setup, there must always be at least one Ebon and one Bone selected. Place the Stix equidistant from one another in a roughly 8-inch diameter ring at the center of the table.

Shuffle all the purple-backed Hexen Stix cards and place them face down to form a draw pile. Discards are placed in a pile by its side. Keep these cards separate from the main play deck.

Randomly distribute into the main play deck the 9 Hexen Stix Main Deck cards, which are labeled at the top of the card’s face. Among these you will find 5 purple GRAB cards and 4 other cards to be used only in this variant. When not playing HEXEN STIX, they should be removed from the deck.

### Playing with HEXEN STIX:

At specific times during the game, players will need to quickly grab Hexen Stix from the ring. As there are fewer stix than players, one player will find themselves without a Hexen Stick. This player will be subject to an effect drawn from the Hexen Stix Deck.

### GRAB Cards:

GRAB cards can be played when a Hex passes to you and you become ‘The Intended’, like any other card you might play on your turn – BUT before passing the Hex, *the play of GRAB instantly triggers all players to quickly grab the Hexen Stix if they can.*

When GRAB is played, the player must say “Grab” out loud to alert the other players.

**GRAB cards may not be cancelled.**

After all the stix have been grabbed, flip over the top card of the Hexen Stix deck and read it aloud, following the instructions.

**NAUGHT:** Players without Hexen Stix must follow these instructions. Most are penalties.

**EBON:** Players who Grabbed black Stix, follow these instructions. Most are rewards.

**BONE:** Players who Grabbed tan Stix, follow these instructions. Most are rewards.

These effects take place immediately, before normal play continues.

Place the Stix back in the circle and then continue playing the hand per normal. The player who played GRAB passes their Hex to a player of their choice (per the rules written on the GRAB card they just played).

If multiple Hexes are in play - and should more than one player reveal a GRAB card at the same time, only one GRAB action is initiated. You do not need to perform a second GRAB.

Should Hexen Stix get accidentally knocked off the playing surface in an attempt to grab them, the Stix are out of play. They cannot be claimed this Round and more than one player will be without a Hexen Stix. *Note: this is NOT a play strategy, just a contingency rule. Any second offense or clearly intentional action will cause that player to lose 10 Voice. It is also illegal to grab more than one Hexen Stix.*

**NOTE: The Hex Hex variant games were not intended to be played together, just one or the other added to the core game. Oh sure, you’ll try playing HEXEN STIX and VEXED in one big game anyway, but know that it wasn’t designed with that intent. Just be kind to players new to Hex Hex and keep things simple.**

# HEX HEX™ VEXED - Variant Game Two

This variant is perfect for a one-game sitting, where you want to see a few classic HEX•HEX ‘Laws’ come into play DURING play. Each Hex cast becomes a specific type of Hex – that delivers a curse upon the players who become Hexed that hand.

### Additional Materials:

VEXED deck (25 cards), 12 double-sided HEXED/VEXED tokens

### Set Up:

Shuffle all the VEXED cards and place them face down to form a draw pile. Discards are placed in a pile by its side. Keep these cards separate from the main play deck. Place the HEXED / VEXED tokens in easy reach.

### Playing the VEXED variant:

Hexes in this variant are NOT generic spells that merely reduce a player’s Voice when they go off, as in the base game. Those players also fall under the effects of a curse.

When a player is Hexed by one or more Hexes in a Round, they are given a HEXED token. Only one token per player is given, regardless of how many times they may be hit with Hexes this Round.

At the END of the Round, players with a HEXED token in front of them turn their tokens to the VEXED side, to allow players to easily see who will be under the restrictions of the curse in the following Round.

A VEXED card is then drawn from the VEXED deck and read aloud to all players. Everyone currently in possession of a VEXED token will play the next Round under the rules printed – and subject to a penalty if they forget. *For example, VEXED players may not say the words “Yes” or “No” – and if they do, they suffer the loss of 1 Voice.* Other players at the table are responsible for noticing violations and enforcing the penalties. If it goes unnoticed, no penalty is applied. SO PAY ATTENTION and trip them up if you can.

The effects of a curse last for just a single Round. At the end of that Round, the VEXED card and all VEXED tokens are discarded and the effects of that curse end.

Any newly gained HEXED tokens are then flipped to the VEXED side and a new VEXED card is drawn for the current group of affected players. Continue in this manner for the entire game. *Note: It is completely possible have a VEXED token in front of you (from being hit last Round) and still get a new HEXED token for being hit in the current Round.*

When playing Hex Hex VEXED, ‘Laws’ are not set for the table as a result of winning the game. The Vexes themselves replace Laws in this variant.

Note: Some VEXED cards restrict player’s speech, cause them to not speak at all or limit the use of their hands. These restrictions are temporarily lifted to allow players to perform important game functions. For example, if you are forbidden from speaking but have DECEPTION in play, you MUST still say the name of the card you are playing. If no one knows what it does, you must explain it. But no other non-game utterances are allowed. If you must play with only one hand, you MAY use two hands to deal cards, but when the hand begins you may only handle the cards with a single hand. This applies to any Law set in the core game as well.

### Credits:

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**Playtesters, Contributors and Instigators:** Many thanks to...  
Alison Mahakian, Robin Mazzola, Bill & Jill Chase, Denise, Peter & Phalen Mascitelli, Nicole & Steve Harkins, Jeff Kochosky, Paul Simms, Sal Crescitelli, Frank Lazar, H.C. O’Neill, Chris Meyer, Patrick Wiles, Karen Nowicki, Pawndisc, Karen and Michael Victorine, Lisa and friends at The Wizard’s Tower, Bill Hand and Ethan T. Platt. Additional thanks to Dan Fabulich for debugging the heck out of the cards and rules. Additional variant testing by Craig Gallant & crew, attendees of Dexcon/Dreamation and Gencon.

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Item# S&D 0004

Printed in China by Annboli Pacific, LTD.