

Hex-A-Gon™

Move your knights to victory!

In *Hex-A-Gon*, players jump hexagonal pieces over each other to seize them from the gameboard. During each turn, a player selects any "knight" on the gameboard and jumps them over other knights into open hexes. Any number of jumps into open hexes can be made in a turn, seizing a string of knights that count toward victory at the end of the game. However, be careful, as every move can open an avenue for your opponents to do the same!

Series/Type: Board Game

During a player's turn, the player chooses and moves any knight on the board, jumping over other adjacent knights in order to seize those knights. When a knight is seized, the player removes it from the gameboard. The game ends when no further jumps can be made. The player with the most seized knights wins.

Selling Points:

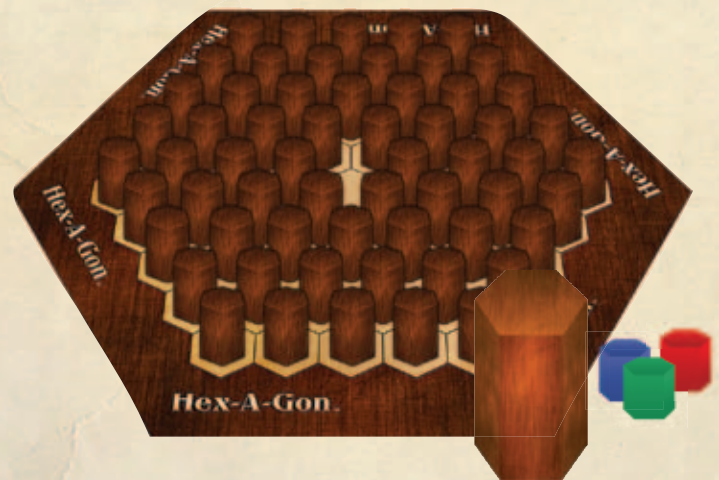
- High quality boardgame containing everything needed to play.
- The rules are short and easy to understand, but allow for deep gameplay.
- Expanded Game Play options provide rules for a Solitaire game and rules for using Amulets of Power.

Target Market:

- Anyone that enjoys traditional board games
- Anyone who enjoys checkers-like gameplay

Contents:

- 1 gameboard
- 60 large wooden "knight" hexagons
- 10 small wooden "treasure" hexagons
- 1 rules booklet



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