

Reiner Knizia

# SuDokuHex!

A Board Game for 1 to 4 Players

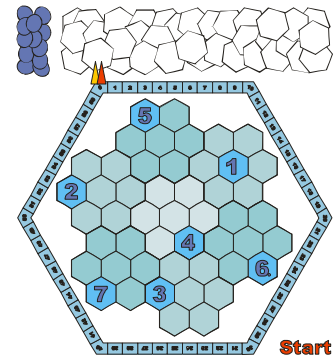
Players	1 to 4
Playing Time	15 minutes
Components	1 board, 4 counters (in 4 colours), 12 stones, 49 number tiles (7x numbers 1 to 7)
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## Game Materials

The board shows seven honeycombs each made up of seven hexagons.

Place one number tile with a blue background face up onto a random space in each of the seven honeycombs. Shuffle the remaining 42 number tiles face down.

Each player selects one of the four counters and places it on the 0 space on the scoring track. The 12 stones are placed next to the 0 space.



## The Game

At the start of the game each player draws one number tile into his hand. One player begins, then play progresses clockwise. On your turn reveal your number and place the tile face up onto any empty space on the board.

### SuDoku-Rule:

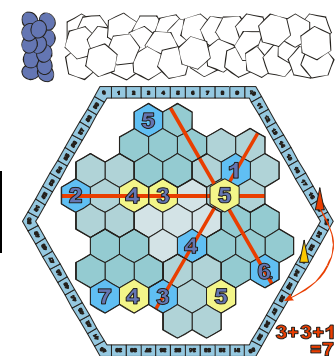
Each honeycomb and each line may only contain each number once.

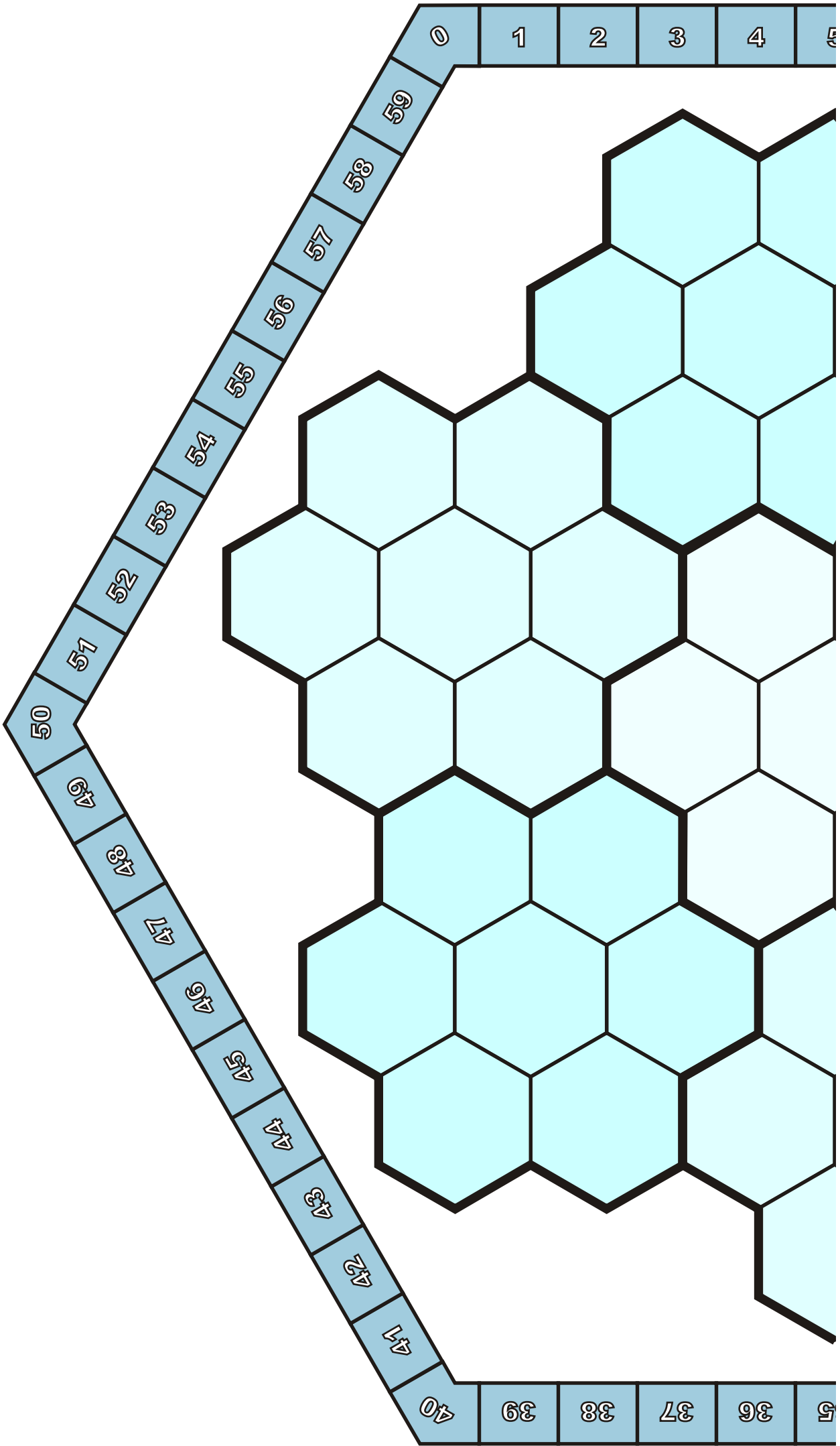
Now count the tiles which are on the three lines radiating through the tile you just placed. Advance your counter along the scoring track accordingly. At the end of your turn draw a new tile into your hand.

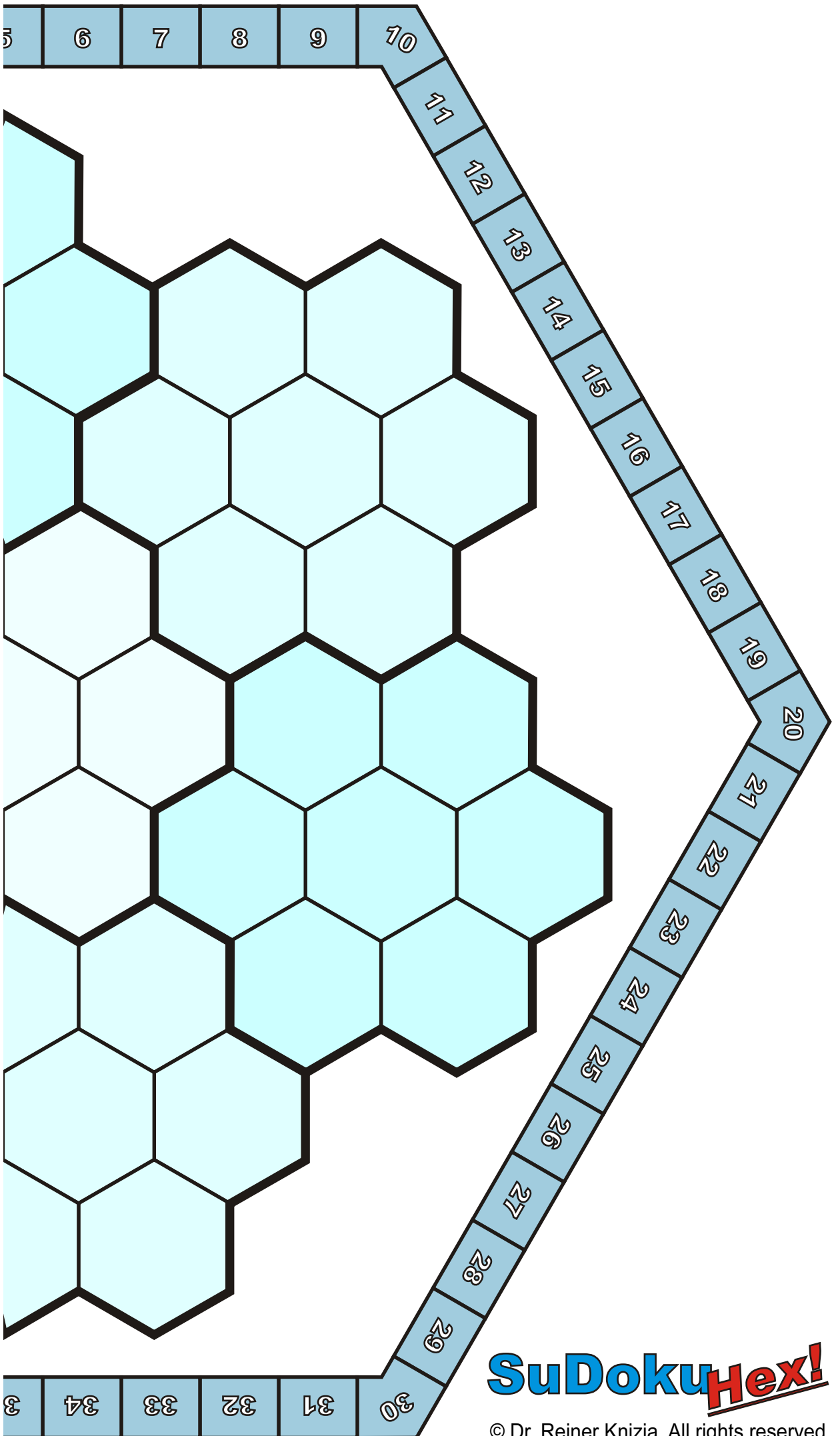
The game ends when a player is unable to find a permissible space for his number tile on the board. The player with the most points then wins the game. With only one player attempt to get as high a score as possible.

Collect a stone each time your counter passes the 0 space on the scoring track. Each stone counts 60 points.

If a player violates the SuDoku rule when placing his number tile, or if a player claims incorrectly that he cannot place his tile, then he must discard his tile and does not score any points for his turn. If an error is discovered later, the tiles are left as they are and the game continues.







**SuDokuHex!**

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1 2 3 4 5 6. 7

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1 2 3 4 5 6. 7