Introduction

Welcome to the world of Hexagonia, a land filled with adventure and treasure waiting to be discovered. You and your fellow adventurers have journeyed to this enchanted realm in search of fame and riches beyond your wildest dreams.

As you explore Hexagonia, you will encounter five distinct biomes, each with their own unique challenges and rewards. The forest biome is lush and dense, with towering trees that stretch up to the sky. The desert biome is hot and arid, with sand dunes that seem to go on forever. The mountain biome is rugged and treacherous, with snow-capped peaks that reach towards the clouds. The swamp biome is murky and treacherous, with stagnant pools of water and twisting vines that seem to trap you at every turn. The ocean biome is vast and mysterious, with waves that crash against the shore and hidden treasures lurking beneath the surface.

Your goal is to collect three treasures and make your way to the center of Hexagonia before anyone else. But beware, there are bandits lurking around every corner, waiting to steal your treasures and thwart your quest for glory.

In the forest biome, players can move through the forest hexagons twice in one turn. This allows you to navigate through the dense foliage and avoid bandits or find treasures more quickly.

In the desert biome, players must roll an even number to move. If they roll an odd number, they lose a turn. This biome adds an extra challenge for players, forcing them to be strategic with their rolls and movements.

In the mountain biome, players can only move one hexagon at a time. However, if they land on a treasure, they can choose to move an extra hexagon in any direction. This biome rewards players who take their time and make careful, calculated moves.

In the swamp biome, players have to roll higher than a certain number to move. This biome adds an extra layer of difficulty, forcing players to think carefully about their rolls and movements.

In the ocean biome, players can choose to move to any adjacent hexagon they want. However, if they land on a bandit, they lose all their treasures. This biome encourages players to take risks and make bold moves, while also being strategic and avoiding dangerous areas.

Now it's time to embark on your adventure in Hexagonia. Gather your friends and let the journey begin!

Setup

1. Put the gameboard in the middle of the table
2. Select your two biomes and put the bandits and treasures into their place according to the table
3. Put the colored biome covers on

You are ready to go!

Course of a turn

1. You can go one hexagon in every direction
2. Then you lift up the cover and take a look what's under it, if there is a treasure under it, good for you! You can keep it on your figure. If there is nothing under it, nothing happens. If there is a bandit under it you need to roll a dice against another player of your choice, if you roll higher the bandit gets removed from the game, if the other player rolls higher you need to put a treasure instead of the bandit.

Biome	Amount of treasures	Amount of Bandits
Forest	3	3
Desert	4	2
Ocean	3	3
Swamp	4	2
Mountain	3	3