

## HOW TO PLAY

# HEXIMANIA™

### CONTINUED

### Step 3

Play continues with each player placing a tile, identifying new words, scoring points, and picking a replacement letter.

In Figure 5, the player has just placed **T** on the board. What words can the player make?

**MAT, TAR, RAT, ART, TAM, MART, AT,** and **TRAM** can be made. Each word contains the letter **T** and all letters are adjacent.

### Step 4

The game is over once the board is full, or no more tiles can be placed. The player with the highest score wins! (See Figure 6)



Figure 5



Figure 6

# HEXIMANIA™

A **FRENZY** of word-building **FUN!**

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For 2 - 4 Players

EI-2986

Ages 6+ / Grades 1+

# HEXIMANIA™



The **WILD N' WACKY** word search that will leave you **SPELLBOUND!**

Heximania is the fast-paced word-building game that's easy to learn and fun to play. Play round after round, making words and collecting points as you go. After the board is full, or no more tiles can be placed, the player who earns the most points wins. The unique game board even rotates so players can easily see all the letters.

### CONTENTS

- 50 letter tiles
- Heximania game board on turntable
- 4 letter trays
- Sand timer
- Cloth bag
- Score sheet
- Game guide

# SETTING UP HEXIMANIA™

**1** Before you begin give each player a paper (score sheet) and pencil. Make copies of the score sheet for future games or visit [www.educationalinsights.com](http://www.educationalinsights.com) to DOWNLOAD additional score sheets.

**2** Place the game board on a table. Give each player a letter tray.

**3** Remove the letter **A** from the cloth bag and place it on the center of the game board. (See Figure 1)

**4** Players remove five tiles each from the bag and place them on their letter trays. Trays should be positioned so that opponents can't see each other's tiles.

**5** Determine which player goes first by having each player remove another tile from the bag. The player with the letter closest to the beginning of the alphabet begins the game.

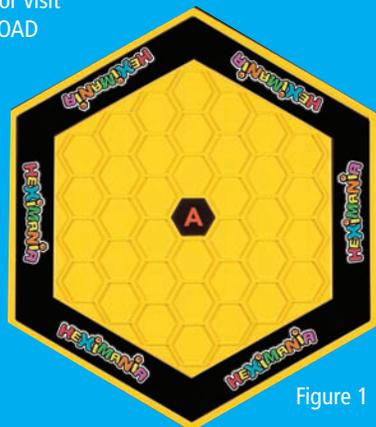


Figure 1

## GOAL OF THE GAME

Players alternate placing letter tiles on the game board to spell words. During each turn, a player writes the word(s) he or she makes by placing one tile on the board. After the board is full, or no more tiles can be placed, scores are tallied and the player with the highest score is the winner.

## GAME VARIATIONS

Heximania can be played in any of three ways:

- 1 BASIC:** Play until the board is full, or no more tiles can be placed. Scores are tallied and the player with the highest score is the winner.
- 2 ROUNDS:** After six rounds have been played, scores are tallied and the player with the highest score is the winner.
- 3 TIMED:** The game is played for thirty minutes. Scores are tallied and the player with the highest score is the winner.

Write the words you spell each turn.

Keep track of rounds played.

HEXIMANIA SCORE SHEET		Name: Jessica	Subtotal
2 Letter Words	TO OR UP		6
3 Letter Words	ATE TEA EAR GAN TAG RAG ROT OAR GUN MUG RUG		24
4 Letter Words	RATE TEAR GAME GATE SHOP POSE SLUR RULE		28
5 Letter Words	SHORE GUARD SLURP		4
ROUNDS		X X X X X X	Final Score: 36

Tally your final score.

# HOW TO PLAY HEXIMANIA™

## Using the Sand Timer

A 2-minute sand timer is included with Heximania. The timer adds to the excitement of the game, but can be frustrating for younger players. Before the game begins, determine whether or not to use the sand timer.

## Step 1

- Player 1 places one of his tiles on the game board next to the letter **A** to form a word. The letter can be placed in any of the six open slots adjacent to the **A**. (See Figure 2: Placing **M** forms the words **AM** and **MA**.)
- The player writes the word(s) on his score sheet as he finds them. (See Figure 3)
- When the player is finished (or the timer runs out), he reads his new words aloud and earns one point for each letter in each word. (See Figure 3: Player 1 earns four points: 2 points for **AM** and 2 points for **MA**.)
- Now, the other players have an opportunity to quickly (5-10 seconds each) identify any words that Player 1 may have missed. The player to the left starts first. If a player names a missed word, he or she earns points for each letter in the word(s).
- When no more words can be found, Player 1 removes a new tile from the bag and the next player begins her turn.

## "I can't make a word."

If a player is unable to make a word, he may exchange one of his tiles for a new tile from the bag. He must wait until his next turn to place a tile.

## "Can I make any word I want?"

No, some words don't count. Proper names, abbreviations, contractions, and acronyms are not permitted. Adding **S** to make a word plural does not count unless you are playing with young players. Also, one-letter words are not permitted.

## Step 2

- Player 2 places one of her tiles next to a tile(s) already on the board to form a new word(s), writes the words, and reads them aloud. (See Figure 4: Placing **R** forms the words **ARM**, **RAM**, and **MAR** earning the player 9 points.)

## Two Special Rules

- 1** Each new word must contain the last letter placed on the board.
  - 2** Words can be formed in any direction—up, down, backwards, forwards, diagonally, zigzag, clockwise, and counter-clockwise—as long as sides are adjacent and the letters are in the correct sequence.
- The other players name and receive points for any missed words.



Figure 2

HEXIMANIA SCORE SHEET		Name: Dan	Subtotal
2 Letter Words	AM MA		4
3 Letter Words			
4 Letter Words			
5 Letter Words			
ROUNDS		1 2 3 4 5 6	Final Score

Figure 3



Figure 4