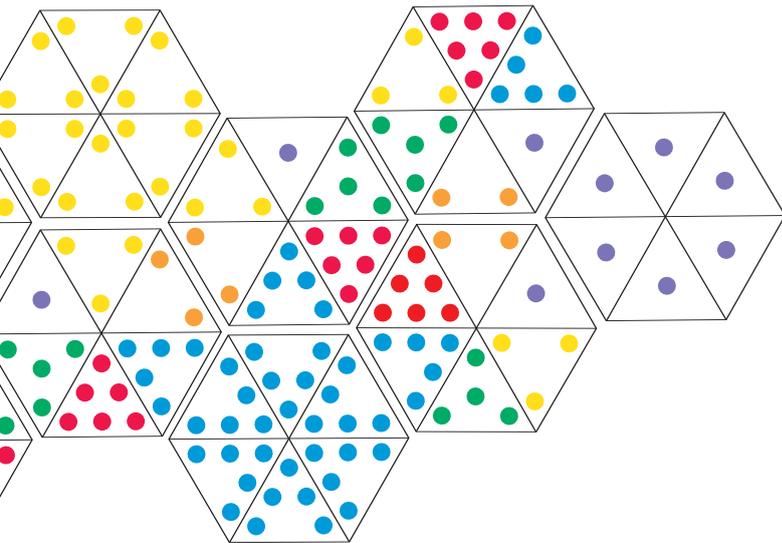


## Hexi-Solitaire (for the artist in everyone)

How big can you build your Heximoe design?

Heximoes is challenging and fun, even played solo. To begin, choose any tile and place it face-up on the table. Continue to add tiles so that they match the faces of the tiles already on the table. Notice the geometric design grow as you place more tiles. Extend your arrangement until you are pleased with your “work of art.”



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## What's Included in the Set

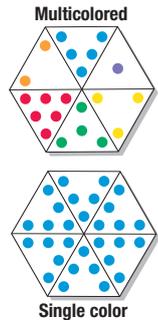
### 132 Heximoe Tiles

- 120 multicolored Heximoe tiles, each with a different sequence of dots, one through six. No two designs are alike.
- 12 single-color, single-number Heximoe tiles, two of each

**Note:** After detaching the 132 Heximoe pieces, discard excess material.

### Heximoe Guide

- Instructions for games and activities



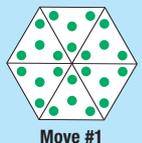
## How to Play Heximoes

Heximoes can be played multiple ways at a number of different skill levels—perfect for the whole family!

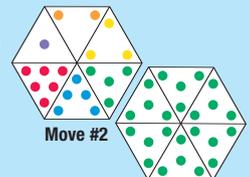
### Classic Heximoes (2 to 6 players)

Heximoes is a fast-paced matching game that's as easy to learn as dominoes, but six times the fun. You'll play in rounds, matching sides as you go, until one player collects 66 points and wins! Watch as each round produces a unique geometric pattern.

1. Choose one single-color Heximoe tile and place it face up on the table. (Move #1)
2. Place all remaining tiles in the box.
3. Each player takes 6 tiles from the box and places them face-up on the table in view of all players.
4. The first player places one of her tiles so that one of its sides matches the number of the initial single-color Heximoe. This is the **only** move where only one face of a tile is placed against another. (Move #2)



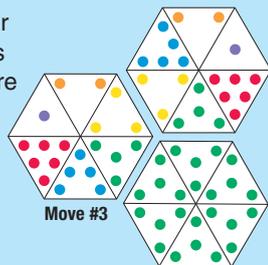
Move #1



Move #2

(continued)

5. The second player must place one of her tiles to match **two faces** of one of the tiles already on the table. (Move #3) For future placement, if a tile is placed touching three tiles, all **three faces** must match; if a tile is placed touching four tiles, all **four faces** must match, and so on.



### “I don’t have a match!”

If a player is unable to make a match, she must draw another tile from the box. The player **cannot** play that tile until a future turn.

6. Play continues until one player has placed all of his or her tiles on the table, or until no other players can make a play.
7. At the end of the round, the winner collects the unplayed tiles from the other players. The winner scores one point for each multi-colored Heximoe tile and six points for each single-colored Heximoe tile.



### “I made a three-sided match!”

A player can score bonus points during a game by matching three or more sides of a tile during game play. For each of these matches, a player earns one point even if that player is not the ultimate winner of that round.

8. All tiles are placed in the box and a new round begins.
9. The first player to score 66 points is the Heximoes champion!

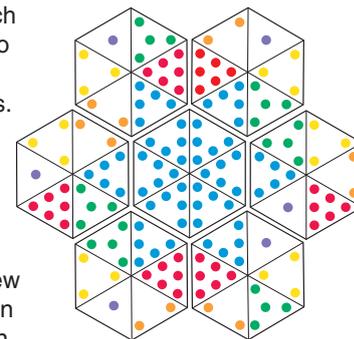
## More Games and Activities

### Star Challenge (2-6 players)

In this fast-paced game, players race against each other to form a six-pointed star.

1. To begin, each player chooses one single-color Heximoe tile and places it face-up on the table in front of him. This tile will be the “building block” for each player’s star.
2. Place all remaining tiles in the box.
3. Each player picks ten more tiles and places them face-up on the table in front of him.

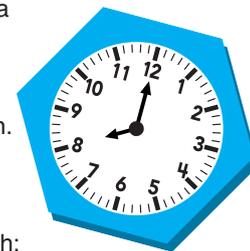
4. Starting at the same time, each player works simultaneously to build his own six-pointed star using seven of the eleven tiles. Remember that all tiles placed must match the faces of tiles already on the table.
5. If players need additional Heximoes to complete a star, they can exchange tiles for new ones in the box. At no time can any player have more than ten unused tiles on the table.
6. The first player to complete a star wins the Star Challenge!



### Race Against the Clock (1-6 players)

Fit your tiles together and find out if you’re a Hexi-Genius!

1. Each player picks 12 tiles and places them face up on the table in front of him.
2. Each player works simultaneously for two minutes to place all of his tiles so they fit together. If a tile is placed touching two tiles, **both faces** must match; if a tile is placed touching three tiles, all **three faces** must match; if a tile is placed touching four tiles, all **four faces** must match, and so on.
3. Set a timer or stopwatch for two minutes...and let the countdown begin!
4. Once two minutes are up, players count how many tiles they have used and rate themselves using the scoring card below.



## “How do I rate?”

<b>Hexi-Genius</b>	<b>10-12 Heximoe tiles used</b>
<b>Hexi-Master</b>	<b>7-9 Heximoe tiles used</b>
<b>Hexi-Pro</b>	<b>4-6 Heximoe tiles used</b>
<b>Hexi-Rookie</b>	<b>0-3 Heximoe tiles used</b>