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? \( \text{MAT, TAR, RAT, ART, TAM, MART, AT, and TRAM} \) 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)
SETTING UP

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 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.

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.

HOW TO PLAY

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: 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.