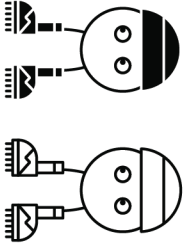


# Hexball



Players start with three coin-people each on the spots with ●. A pawn, (the ball,) starts on the **BALL START** space. The two teams can be represented by heads vs tails, or using different coinage. Players take turns moving all of their coin-people one space at a time in any direction simultaneously. When one of them moves onto the space with the ball, they are able to **KICK** it.

**KICKING:**  
Pick a direction to kick the ball, roll two dice, and pick one. The ball moves in the chosen direction that many spaces, ricocheting sensibly off the sides. If it reaches another player, they are then able to immediately kick it themselves. After the ball stops moving, play continues normally.

**!** IF TWO PLAYERS WANT TO MOVE ONTO THE SAME SPACE, PLAYERS CALL "EVEN" AND "ODD" AND ROLL A DICE. THE CORRECT CALL MOVES ONTO THE SPACE. THE OTHER COIN PERSON DOESN'T MOVE.

If when you roll the dice it comes up doubles, the kicking player can instantly place the ball in the opponent's net, but **ONLY** if that player doesn't have a coin person in their "goal zone"

**SCORING:**  
If a player manages to kick the ball into their opponent's **GOAL** area, they get a point. Players return to their

starting positions, as does the ball. Best of three wins.

