

HEXES OF SYGON

Move • Build • Cast



2-4 PLAYER RULEBOOK

Table of Contents

Introduction	1	Building Phase.....	9
Resources.....	2	Casting Phase.....	11
Board Setup	3	Volcanoes and Aftermath.....	13
Two-Player Setup.....	5	Sorcery Points and Fortune Gold	14
Resource Tracker	6	Advanced Spell Casting.....	15
Round Sequence	7	2v2 Team Play Alternative Gameplay....	16
Movement Phase.....	8	Frequently Asked Questions	17

Welcome to Hexes of Sygon!

Hexes of Sygon is a dynamic and interactive resource management strategy board game structured around movable pieces known as Wizards. Players move Wizards to conjure buildings and cast spells in their quest to rule the magical world of Sygon.

Winning the Game

To win, a player needs at least '27 minus X' **Sorcery Points (SP)** and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions (page 13). Sorcery Points are gained through building.

Tiebreaker

If multiple players reach the minimum score to win and are tied for first place at the end of a round, then all players will play one final round. If a tie for first isn't broken in this final round, first place is awarded to the player with the most SP and remaining resources. Award one point for each remaining Gold and four points for each remaining resource cube. Players collect resources in the final round.

Optional Rules

Experienced players are encouraged to use Spell Cards and the optional Action Spells (page 15). Players may also use the one minute timer to limit each player's turn to two minutes.

Competitive Scoring

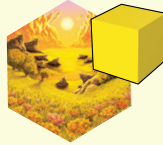
If a player reaches 18 SP before the Volcano step (page 13) at the end of a round, disregard the D12. Erupt the Volcano of the highest odds of being rolled that has no Smoke Cloud and is not surrounded by Ash hexes or the board frame (blue has the highest odds; green has the lowest odds).

Game Components

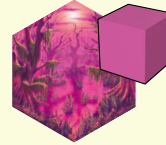
- 30 Hex Tiles
- 10 Board Frame Pieces
- 144 Wooden Resource Cubes
- 110 Wooden Gold Chips
- 27 Forage Tokens
- 8 Player Score Pips
- 4 Game Reference Cards
- 4 Player Resource Trackers
- 4 Spellbooks
- 34 Spell Cards
- 12 Wizards
- 96 Walls
- 24 Towns
- 24 Workshops
- 24 Markets
- 3 Volcanoes
- 2 Smoke Clouds
- 1 Sand Timer
- 1 Twelve-sided Die
- 1 Rulebook

Resources

In Hexes of Sygon, players collect resource cubes and Gold to construct buildings and cast spells. Resource cubes are acquired from one of the six unique Landscape hexes throughout the board. Players collect Gold equivalent to the Gold Value of the Landscape hexes in which they have built Towns.



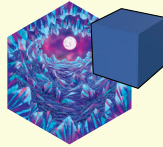
Flower Meadows
Flower



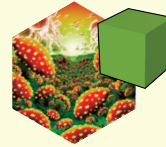
Elixir Swamps
Elixir



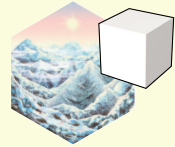
Spice Dunes
Spice



Crystal Caves
Crystal



Mushroom Forests
Mushroom



Snow Mountains
Snow

Players can increase their production of resource cubes and Gold by building more Towns or bolstering their Towns with Markets and Workshops.

Gold



Gold Value Tokens



Reverse Side



Resource Limits

Players may hold up to 15 resource cubes and 30 Gold. Extra resources must be discarded immediately.

Hexes of Sygon is an open hand game. Players cannot hide resources and must display their resources and spell cards in front of them.

Trading resources is NOT allowed.

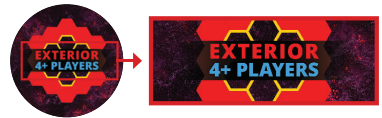
3 | Board Setup

1 Assemble the Board

Using the board frame pieces, spacers, and hexes appropriate to your player count, construct the game board frame. With the frame completed, shuffle the Landscape hexes and the three Volcano hexes together. Then, randomly place the hexes with the Ash side up until the board frame is full.

2 Flip the Ash Hexes and Place Gold Value Tokens

Flip the Ash hexes to reveal the game board. Set each Volcano on their corresponding Volcano hex. Only use Gold Value tokens labeled for your player count (i.e., remove all '4+ PLAYERS' Gold Value tokens for a three-player game). Place an exterior Gold Value token on each Landscape hex that touches the board frame with the number value facing down. Place an interior Gold Value token on each remaining Landscape hex. Do not place Gold Value tokens on Volcano hexes. Note that some of the tokens will not be used.



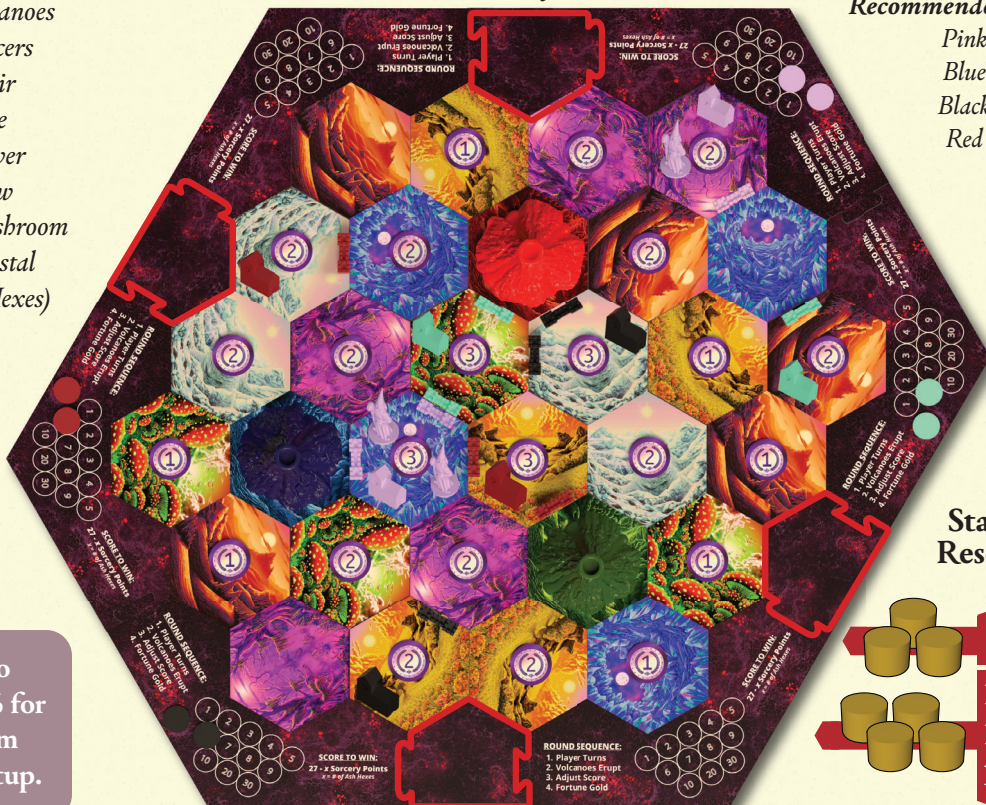
Four Player Setup

- 3 Volcanoes
- 4 Spacers
- 5 Elixir
- 5 Spice
- 5 Flower
- 4 Snow
- 4 Mushroom
- 4 Crystal
- (All Hexes)

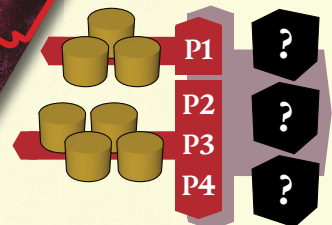
Recommended Four-Player, First Time Board

Player Order for Recommended Board

- Pink
- Blue
- Black
- Red



Starting Resources



Refer to page 16 for the team play setup.

3 Flip the Gold Value Tokens

Flip the Gold Value tokens to reveal the Gold Value of each Landscape hex. Remove tokens with a value of zero.

4 Place Towns and Walls in Snake Draft Order (1 2 3 4 4 3 2 1)

Roll the D12 to determine who goes first. The highest rolling player places a Town on an empty Landscape hex of their choice. If this hex is touching the board frame, place one Wall; otherwise, place two. The remaining players follow clockwise. The last player to place their first Town will place a second Town and Wall(s). The remaining players follow counter-clockwise.

5 Collect Starting Resources

All players start with three resource cubes: one from each of their two Towns and one resource cube of their choice. Player 1 starts with three Gold and all other players start with four Gold. Store these resources in your resource tracker inventory. *Refer to page 6 for resource tracker details.*

Three Player Setup

- 3 Volcanoes
- 2 Spacers
- 4 Elixir
- 4 Spice
- 4 Flower
- 3 Snow
- 3 Mushroom
- 3 Crystal
- (Remove 1 hex of each resource)

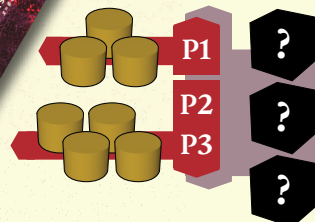
Recommended Three-Player, First Time Board



Player Order for Recommended Board

- Pink
- Blue
- Red

Starting Resources



Two-Player Gameplay

Use zero spacers when assembling the board frame for a two-player game. Follow the usual game setup (pages 3-4) to begin the game. **When collecting starting resources, player 1 begins with three Gold and player 2 begins with five Gold.** See below for a recommended first time, two-player board setup.

Gameplay Changes

In a two-player game, some game mechanics are modified to accommodate the reduced player count.

Steal Action Spell

In two-player games, the Steal Action Spell is modified as follows:

1. You may not Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard. *See page 12 for a visual example.*
2. Wizards can Steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Scoring

Score two-player games in the same fashion as three- and four-player games.

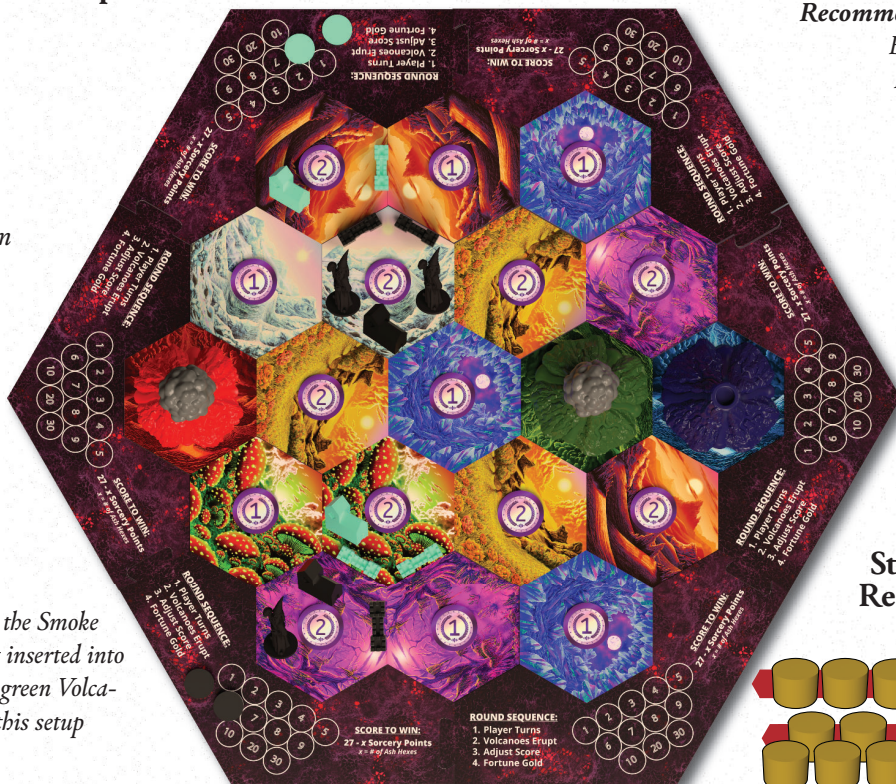
Two Player Setup

- 3 Volcanoes
- 0 Spacers
- 3 Elixir
- 3 Spice
- 3 Flower
- 2 Snow
- 2 Mushroom
- 3 Crystal

Recommended Two-Player, First Time Board

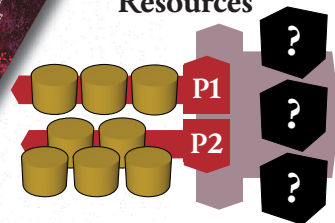
Player Order for Recommended Board

- Black
- Blue



Note that the Smoke Clouds start inserted into the red and green Volcanoes in this setup

Starting Resources



Resource Tracker

Each player has a resource tracker which contains abbreviated explanations of all steps in a turn. Players use the top of the resource tracker to denote the resources and Gold they collect at the end of their turn. Players can also use the resource tracker to organize their resources and plan their expenses.

Resource Income Tracker 1

Place resource cubes matching your two starting towns to track which resources you collect at the end of every turn. Add a resource cube matching the hex type of each Town and Workshop you build during the game.

Gold Income Tracker 2

Mark the combined hex Gold Value of your two starting towns by placing a Gold chip here. Increase this marker by the Gold Value of each Town you build and by two for each Market you build. Decrease this marker if volcanic eruptions affect your Gold income.

STEP 1: START TURN
ROUND 1: Freely place your Wizards in your Towns
ROUNDS 2+: Stand up your knocked over pieces

STEP 2: MOVE
EACH WIZARD MAY WALK OR TELEPORT ONCE PER TURN
WALK
 Move a Wizard into an adjacent hex (Cannot cross opponent Walls)
TELEPORT
 Pay 1 Gold to move a Wizard up to 2 hexes away (Teleport freely over opponent Walls, Volcanoes & Ash hexes)
MOVEMENT RESTRICTIONS:
 • Cannot enter Volcano or Ash hexes
 • Cannot enter a hex with 3 Wizards
 • To enter a hex, pay 1 Gold per opponent Wizard to each respective Wizard's owner

STEP 3: BUILD
EXCHANGE RATES
 (While building, a player may Transform, Buy or Sell resources)
RESOURCES & GOLD
 (Use this area to store extra resources and plan for exchanges)
TOWN
 3 ROBERT POINTS
 Adds the hex gold value & 1 resource matching the hex type to your income tracker
WALL
 0 ROBERT POINTS
 *Gain 1 SP for an Encirclement: (Your Town surrounded on all sides by your Walls, Volcanoes, Ash hexes, or board frame)
WORKSHOP
 2 ROBERT POINTS
 Adds 1 resource matching the hex type to your income tracker
MARKET
 1 ROBERT POINT
 Adds 2 Gold to your income tracker

STEP 4: CAST
EACH WIZARD MAY FORAGE, STEAL, OR PROTECT (ONLY 1 FORAGE, 1 STEAL, & 1 PROTECT PER TURN)
FORAGE
 Gain 1 resource matching the hex type your Foraging Wizard is on. Each hex can only be Foraged twice per game.
STEAL
 On all hexes adjacent to or occupied by your Stealing Wizard, knock over all opponent Wizards and Towns, and collect 1 Gold per piece knocked over, taken from their respective owners.
STEALING RESTRICTIONS:
 • Must steal from at least 2 hexes at once
 • Cannot steal across opponent Walls
 • Cannot steal from Wizards and Towns that are already knocked over
 SEE RULEBOOK FOR 2 PLAYER & 2v2 STEAL RULES
PROTECT
 Knock over your own Wizard

STEP 5: END TURN
ADJUST YOUR SCORE AND COLLECT GOLD & RESOURCES EQUAL TO YOUR INCOME TRACKER

Movement Costs 3

Plan ahead for any movement related costs such as teleporting or entering hexes containing opponent Wizards by placing Gold here.

Resource and Gold Inventory 4

Store your starting resource cubes and Gold here. At the end of each of your turns, add resources and Gold from the bank equal to your income trackers. Use this area to plan resource transformations and other exchanges.

Building Costs 5

Use these building spaces to plan ahead for your purchases. Each of these spaces denotes exactly what you need to build a Town, Workshop, Market, or Wall.

Round Sequence

1. Player Turns

To begin the first round, player 1 begins their turn by placing all three of their Wizards in any combination of their Towns. Then, player 1 completes the following phases in order.

- Upright Phase** Beginning on round 2, the player uprights all Towns and Wizards which were knocked-over in the previous round. **Do not upright Towns or Wizards at any point during round 1!**
- Movement Phase** Wizards may Walk into adjacent Landscape hexes or pay one Gold to Teleport over opponent Walls and up to two hexes away. *Refer to page 8 for the full movement rules and limitations.*
- Building Phase** The player may exchange and pay resources to construct buildings on their Wizard-occupied hexes.
- Casting Phase** Each Wizard may cast one Action Spell per turn. Each type of Action Spell can only be cast once per turn. *Refer to pages 11-12 or your resource tracker for complete details on Actions Spells.*
- Collection Phase** When all other phases are complete, the player collects resource cubes and Gold from their buildings and play passes clockwise to the next player. *Refer to page 10 for a collection example.*

The subsequent player places their Wizards (note that Wizards are only placed in round 1; after round 1, Wizards begin their movement where they ended their previous turn) and completes their turn. Complete all player turns before proceeding to step 2 of the round sequence.

2. Volcano Eruptions

When all players have completed their turns, roll the D12 Volcano die and apply the Aftermath effects (page 13).

3. Victory Conditions and Fortune Gold

Adjust players' scores following the Aftermath and determine if any players have reached the victory condition (page 14). If not, each player receives Fortune Gold (page 14) from the bank equal to the number of Sorcery Points they trail behind the leading player(s).

Movement Phase

Each player has three Wizards. Each Wizard may either Walk or Teleport once per turn. Wizards are not required to move.



Walking

Wizards can freely move one hex per turn, but a Player's Wizard cannot Walk across an opponent's Wall.

In the example above, the red Wizard can:

- Walk left into the Crystal hex, but must pay one Gold to each black Wizard.
- Walk freely through its own red Wall into the bottom Crystal hex.

Teleporting

Wizards may move up to two hexes away by paying one Gold to the bank. Wizards may Teleport past opponent Wall(s), Volcanoes and Ash hexes.

In the example above, the red Wizard can:

- Teleport over the blue Wall into the Elixir hex.
- Teleport over the blue and pink Walls and green Volcano into the Snow hex.
- Teleport diagonally into the Flower hex but must pay one Gold to the pink Wizard.

Movement Restrictions

1. Wizards cannot enter a hex that already contains three Wizards.
2. To Walk or Teleport into a hex containing an opponent Wizard(s), the player must pay one Gold to each Wizard's owner. *For example, in the image above, if the red Wizard teleports into the hex containing the pink Wizard, the red player must pay one Gold to the pink player.*
3. Wizards may not move into Volcano or Ash hexes.

Building Phase

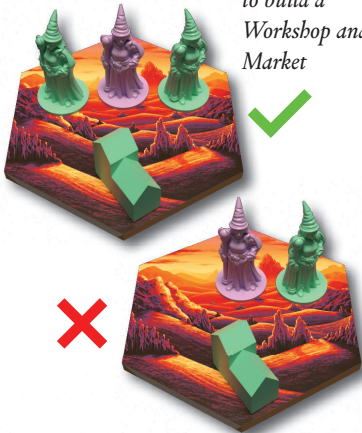
Players may exchange and pay their Gold and resource cubes to construct buildings.

Building Rules

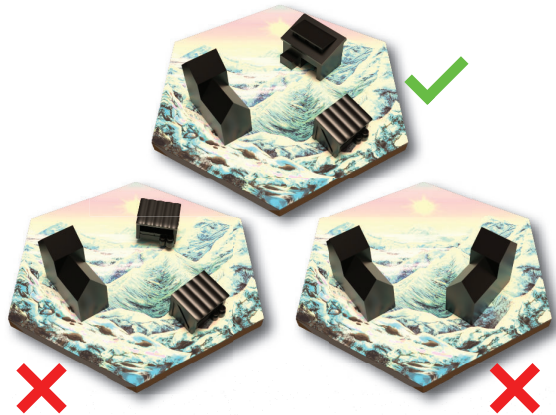
1. To build in a hex, at least one of your Wizards must occupy that hex.
2. Only Towns and Walls can be built in unsettled hexes. An unsettled hex is any Landscape hex which does not already contain a Town.
3. You cannot build in a hex containing an opponent Town.
4. You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This restriction does not apply when building Walls.
5. Only one Town, one Workshop, and one Market can exist in each hex.
6. Within a hex, only one Wall per border is allowed.

Rule 4, Visualized

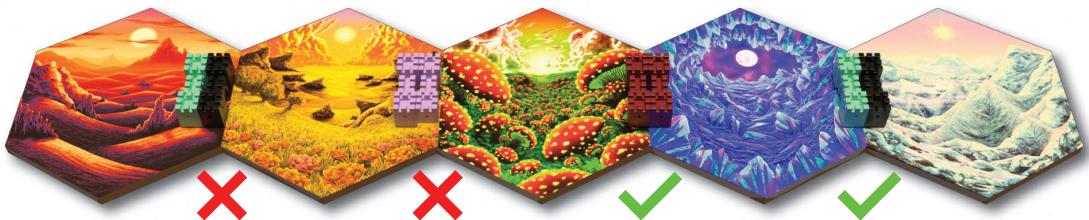
Blue attempts to build a Workshop and Market



Rule 5, Visualized



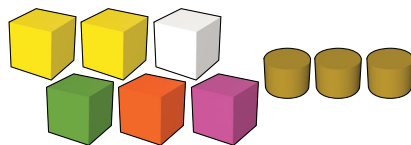
Rule 6, Visualized





Town

2 Flower + 1 Snow + 1 Mushroom + 1 Spice + 1 Elixir + 3 Gold

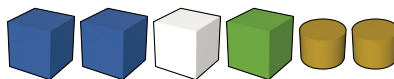


A Town may be built in an unsettled Landscape hex. During the collection phase, a Town produces one resource cube of the resource type on which the Town is built and Gold equal to the Gold Value of the hex. *If a player builds two or more Towns on the same resource type, the cost to Transform this resource is reduced to two Gold (instead of three). A Town awards three Sorcery Points.



Workshop

2 Crystal + 1 Snow + 1 Mushroom + 2 Gold



A Workshop may only be built in a hex containing your Town. When built, a Workshop increases the resource cube production of the Town by one. *A Workshop also reduces the cost to Transform the resource type it is built on to two Gold (instead of three). A Workshop awards two Sorcery Points.



Market

1 Spice + 1 Elixir + 1 Gold



A Market may only be built in a hex containing your Town. When built, a Market increases the Gold production of the Town by two. A Market awards one Sorcery Point.



Wall

2 Gold



A Wall may be built on any border within a hex unless it is settled by an opponent Town. A Wall blocks opponent Wizards from walking and stealing and protect hexes from volcanic Aftermath (page 13). A Wall contributes to Encirclements (page 14), which award one Sorcery Point.

Exchange Spells

*Transform

1 Resource Cube + 3 Gold = 1 Resource Cube



Sell

1 Resource Cube = 3 Gold



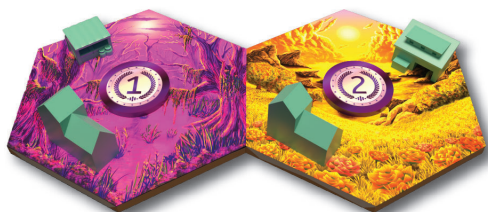
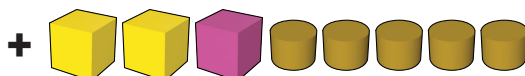
Buy

7 Gold = 1 Resource Cube



Collection Example

The blue player would collect from these two hexes: 2 Flower resource cubes (Town and Workshop), 1 Elixir resource cube (Town), and 5 Gold (Market +2, Towns +1 and +2).



Forage

One Wizard collects one resource cube of the hex type it occupies. Add this resource cube to your resource tracker inventory.

When a Wizard uses the Forage Action Spell, place a black Forage token on the foraged hex. If that hex is foraged a second time, flip the Forage token to the red side. Hexes with red Forage tokens can no longer be foraged.

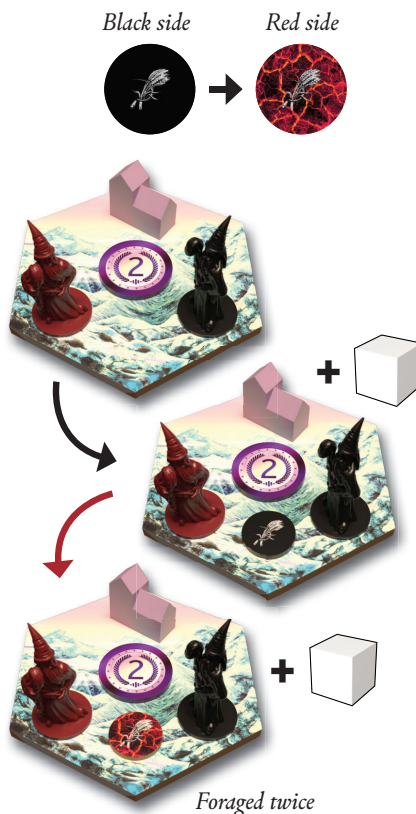
Special Considerations

Wizards may cast Forage in their own Towns and opponent Towns.

Towns and Workshops on hexes which have been foraged twice still produce resource cubes during the collection phase.

Wizards can Forage in hexes with opponent Wizards.

Foraged resource cubes cannot be used in the same turn they are foraged.



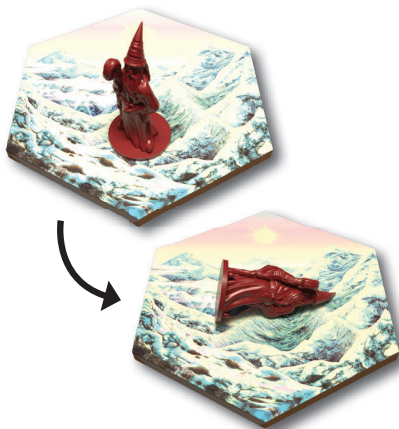
Protect

One Wizard defends itself from opponents' Steal Action Spells.

When a Wizard casts Protect, knock over this Wizard. This Wizard can no longer be the target of a Steal Action Spell until it is uprighted at the beginning of this player's next turn.

Special Considerations

Wizards casting Protect are not protected from Volcano Aftermath effects (page 13).

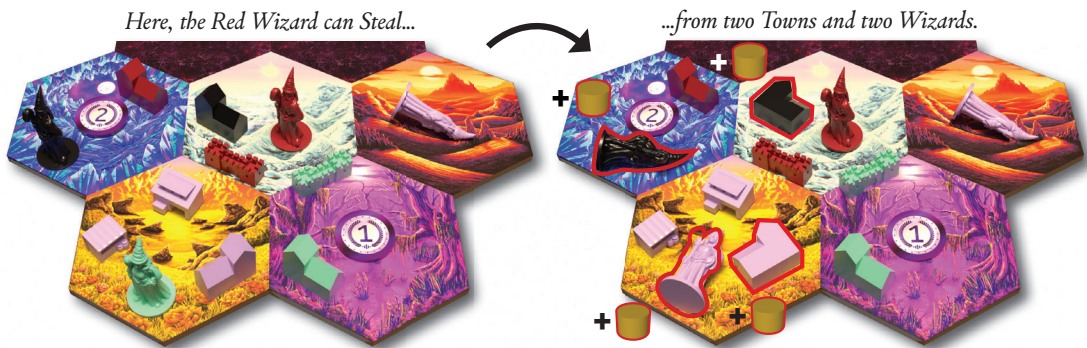


Steal

One Wizard steals from the hex it occupies and all adjacent hexes. Knock over and take one Gold from each opponent Town and opponent Wizard in these hexes. The Gold is taken from the respective owner(s) of these Towns and Wizards.

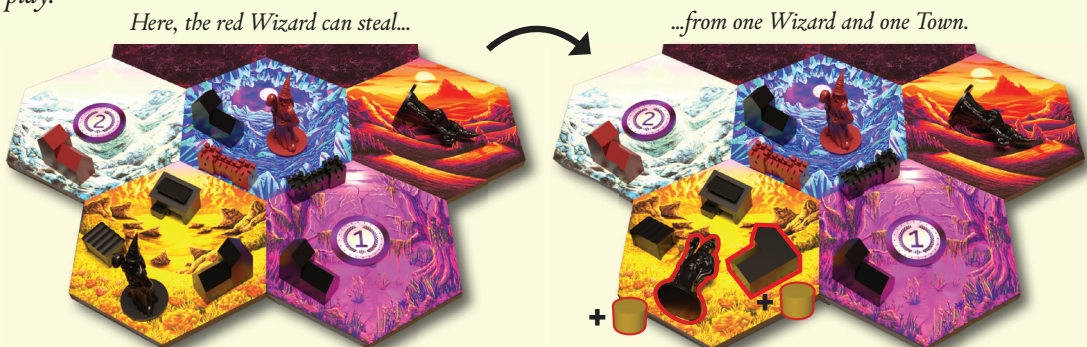
Steal Restrictions

1. A Wizard must steal from at least two different hexagon tiles at the same time.
2. A Wizard cannot steal through opponent Walls (but may steal through their own Walls).
3. Knocked over Towns and Wizards cannot be stolen from.
4. Gold cannot be used in the same turn it was stolen.



Two-Player and 2v2 Team Play Steal

In two-player and 2v2 team-play games, your Wizard takes one Gold from each opponent Town and Wizard in all adjacent hexes, but **not** the hex it occupies. Additionally, Wizards can steal from as few as one adjacent hex. See page 5 for more details on two-player games and page 16 for team play.



Too exposed? Sell a resource cube for Gold to build a Wall and prevent a steal.

13 | Volcanoes and Aftermath

At the end of every round, volcanic eruptions obliterate the land of Sygon. When every player has completed their turn, roll the Volcano Die.

The Volcano Die

After rolling the Volcano die, immediately place the Smoke Cloud pieces into the Volcano(es) matching the color(s) on the result of the rolled die. Then, proceed to apply the Aftermath effects for these erupting Volcanoes.

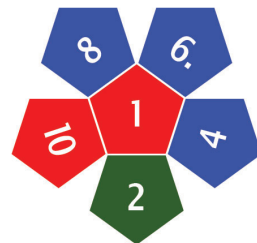
If a Volcano contains a Smoke Cloud because it erupted last round, remove the Smoke Cloud and do **not** apply the Aftermath effects for that Volcano. No Volcano can erupt two rounds in a row.

Aftermath

Each erupting Volcano causes these Aftermath effects to all adjacent Landscape hexes in the following order:

1. Flip all Landscape hexes with **zero Gold Value, no Town, and no Wall** bordering the erupting Volcano. All other game pieces are removed from this hex before flipping it over.
2. Remove one non-Wall building from all hexes with **zero Gold Value and no Wall** bordering the erupting Volcano.
3. Reduce the Gold Value by one of all hexes **without a Wall bordering** the erupting Volcano.
4. Remove all Walls bordering erupting Volcano(es).

Volcano Die Outcomes Side 1



Volcano Die Outcomes Side 2



If two Volcanoes erupt adjacent to the same Landscape hex, apply the Aftermath effects from both Volcanoes one at a time.



Sorcery Points

After rolling the Volcano Die and applying the resulting Aftermath effects to the board, each player counts their Sorcery Points to determine if they have met the minimum amount to win. Players can receive Sorcery Points by building Towns, Workshops, Markets, and Encirclements. At the end of the round, summate the point values of all of your buildings and encirclements; this is your score.

Encirclements

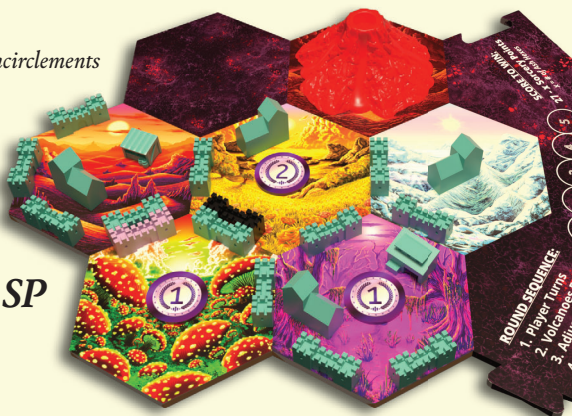
When a Town is surrounded on all six sides by your Walls, Ash hexes, Volcano hexes, or the board frame, it is encircled. A Player receives one Sorcery Point for each of their encircled Towns. Walls contributing to an Encirclement may be on either side of a hex border. Thus, if a player has two Towns in adjacent hexes, they need only one Wall between them when encircling both Towns.



Valid Encirclements



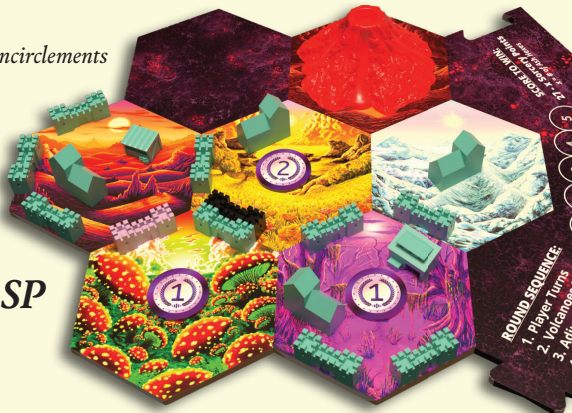
19 SP



Invalid Encirclements



15 SP



Score to Win

To win, a player needs at least '27 minus X' Sorcery Points (SP) and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions.

Fortune Gold

After applying the Aftermath effects, each player receives Gold from the bank equal to the number of Sorcery Points they trail behind the leading player(s).

Offensive Walls! Building Walls in unsettled hexes could prevent an opponent from encircling a Town there later.

Optional Action Spells

Experienced players are invited to include these optional Action Spells to enhance gameplay.

Scorch Action Spell

Wizards may not cast Scorch in hexes containing an opponent Town or opponent Wizard(s). Your Wizard reduces the Gold Value of the Landscape hex it occupies by 1. If the hex has no Gold Value, flip the hex and remove all Walls, Forge tokens, and your Wizard from the board.

Terraform Action Spell

Your Wizard flips a Forge token. Terraform cannot remove or add a Forge token.

Spell Cards

Spell Cards are an optional mechanic in Hexes of Sygon designed to make gameplay more strategic and interactive. Experienced players are encouraged to include Spell Cards when playing.

Purchasing Spell Cards

At any point during their turn, a player may purchase one Spell Card and play one Spell Card. Players are not required to play a Spell Card on the same turn it was purchased. A Spell Card costs a resource cube or amount of Gold, but is free to play. Players may not buy a Spell Card with a resource cube obtained by the Forge Action Spell or Gold obtained by the Steal Action Spell in the same turn. See your Spell Book for all effects and costs.

Only two copies of each Spell Card exist. Once both copies are bought, that Spell Card can no longer be purchased. *The Replicate Spell Card allows players to gain access to exhausted Spell Cards.*

Playing Spell Cards

A player may play a Spell Card immediately after purchase. However, a Player may only play one Spell Card per turn even if they have purchased and saved multiple Spell Cards throughout the game. All Spell Cards, except for Eternal Evocations, provide one-time effects and cannot be used again.

Eternal Evocations

Eternal Evocations are Spell Cards that grant game-long perks and are automatically played upon purchase. An Eternal Evocation is purchased with a specific resource cube type.

Instant Incantations



Golden Powers



Eternal Evocations



2v2 Team Play Alternative Gameplay

Use a standard four-player board setup for team play games. Use the D12 to determine teams; the highest two rolling players are players 1 and 2 and are teammates. The lowest rolling players are players 3 and 4 and are teammates. In the first round, place Wizards and Towns according to the team-play rotation:



Gameplay Changes

In team play games, some game mechanics are modified to facilitate team strategies and gameplay. Players 1 and 2 (Team 1) each start with 3 Gold while players 3 and 4 (Team 2) each start with 4 Gold.

Steal Action Spell

In team play games the Steal Action Spell is modified as follows:

1. Teammates may not Steal from each other, but may Steal through each other's Walls.
2. You may not Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard. *See page 12 for a visual example.*
3. A Wizard can steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Friendly Wizard Interactions

Your Teammate's Wizard and buildings are considered friendly. Wizards may move through friendly Walls and do not pay one Gold to enter a hex containing a friendly Wizard. Hexes may still only contain up to three Wizards.

When considering building rule #4 (You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This restriction does not apply when building Walls.), your Wizard and a friendly Wizard **do** outnumber a single opponent Wizard for building purposes.

Spell Card effects (including Eternal Evocations) cast by a friendly Wizard **do** affect their teammate's Wizards (*i.e., if your teammate casts Blizzard, the movement and forage restrictions will apply to you next turn*).

Simultaneous Gameplay and Scoring

Teammates take their turns simultaneously (*i.e., players 1 and 2 will complete all phases of their turn before passing play to the other team*). Teammates may **not** share, pool, or trade resources or purchase buildings or spells for their teammates.

In team play, the game ends when any single player has reached the score to win (page 14) at the end of a round. Then, teammates combine their Sorcery Points to determine the winning team. It is possible that the player who reaches the victory threshold first does not win. In the event of a tie, use the tiebreaker procedure (page 1).

17 | Frequently Asked Questions

Resource Management

Do I collect resources from Towns, Workshops, and Markets in the same turn I built them? Yes, at the end of your turn during the collection phase.

Can I spend resources I foraged, stole, or collected in the same turn I acquired them? No, unless you are playing the optional Spell Card Power Trip.

Can I trade resource cubes or Gold with other players? No.

Wizard Placement and Movement

What if, in round 1, I can't place one or more of my Wizards in my Towns under the three Wizard limit? The remaining Wizard(s) must be placed in hex(es) without opponent Towns or Wizards.

In round 1, does it cost gold to place my Wizard in my Town if there is an opponent Wizard present? No. It only costs Gold to Walk or Teleport your Wizard into a hex with an opponent Wizard, not place them.

Must I pay gold to move a Wizard into a hex occupied by a knocked over Wizard? Yes. You must still pay one Gold per opponent Wizard present.

Can a Wizard Walk and Teleport on the same Turn? No. Each Wizard may either Walk, Teleport, or stay put.

Can a Wizard Teleport over a Volcano or Ash hex? Yes, but a Wizard cannot Walk or Teleport into a Volcano or Ash hex.

Building and Exchanging

Can I build Walls in hexes where I do not own a Town? Yes, but you cannot build in hexes with an opponent Town.

Can I build a Town in a hex that has another player's Wall? Yes, but you may find it more difficult to Encircle this hex.

Do I remove the Gold Value token from the hex after collecting resources? No. Only volcanic eruptions and the Scorch Action Spell reduce/remove Gold Value tokens.

Can I Transform, Buy, and/or Sell and then build? Yes, you can exchange resources and build in any order during the building phase of your turn.

Does the 'Transform discount' stack if I have more than one Workshop and/or more than two Towns on the same hex type? No. The cheapest Transform costs one resource cube and two Gold.

Does my Wall between my Towns count towards both Towns' Encirclements? Yes.

Do Towns and Workshops produce resource cubes on hexes that have been foraged twice? Yes.

Do buildings and encirclements add Sorcery Points to your score each round? No. Your score is the sum of the point value of each building and encirclement you have on the board.

Stealing

Can I target knocked over pieces on one of the two or more hexes required to Steal from? No. (Note: In Two-player and team play, only one hex is required to Steal, but you cannot Steal from the hex your Stealing Wizard is in, and knocked over pieces are still not targetable.)

What happens if a player you are targeting with Steal has no Gold? If a player runs out of Gold to Steal from, any Gold a Stealing player would have taken is taken from the bank instead. The Town(s) and/or Wizard(s) that would have been stolen from are still knocked over.

What if there are no spots to Steal from this turn? Then you cannot Steal this turn.

Protecting

Does the Action Spell Protect work against volcanic eruptions in addition to Stealing? No. Protect only Protects this knocked over Wizard from being Stolen from.

Casting Spells

Can the same Wizard build, exchange resources, and cast Action Spells? Yes. However, each Wizard can only cast one Action Spell per turn, and a player cannot cast the same Action Spell more than once per turn. The number of building and exchange spells that a player can cast on their turn is only limited by their resources.

Can a player build, exchange resources, or cast Action Spells before moving a Wizard? No (unless you play the Power Trip Spell Card). You must move, then build, and then cast action spells in that order.

Volcanoes, Aftermath, and Ash Hexes

Do Volcano or Ash hexes flip if an adjacent Volcano erupts? No. Volcano and Ash hexes never flip.

Do I readjust my score after a volcanic eruption? Yes. (Note: Remember that Volcano and Ash hexes count towards Encirclements, see page 14)

Tiebreakers

Do I collect resources during the tiebreaker round? Yes. Collect resources from your buildings after your turn as usual.

Spell Cards

Do I collect resource cubes when casting Fissure? No. Fissure only allows you to flip Forage tokens and build a free Wall.

When I play Foresight, when do I reveal which Volcano Die number and associated color(s) I am choosing? At the end of the round, but you must declare that you are playing Foresight during your turn.

When my Wizard(s) reappear from a Vanish, can it be in hex(es) with other Wizards? Yes, as long as you abide by the three Wizard per hex limit. Do NOT pay Gold to any opponents when reappearing from a Vanish.

Does the Ward Spell Card increase the cost to purchase and automatically play an Eternal Evocation by one or two Gold? 2 Gold.

Quick Reference

Player Setup

To begin the game, players place two Towns in a snake draft order. If the Town touches the board frame, also place one Wall; if the Town does not touch the board frame, place two Walls. Towns built during the game do not receive free Walls.

Player Turns

During the first round, players place their three Wizards in any combination of their Towns. Do not upright knocked over pieces in the first round of the game. In the second round, players begin their turn by uprighting all of their knocked over pieces. Then, proceed through the turn phases in order: upright phase (page 7), movement phase (page 8), building phase (pages 9-10), casting phase (page 11-12), collection phase (page 7 & 10).

Volcanoes

At the end of the round, roll the Volcano Die. Insert the Smoke Clouds into the corresponding Volcanoes and apply the aftermath effects to adjacent hexes (page 13).

Victory

The score to win is 27 minus the number of Ash hexes on the board. All players play one additional round if two or more players are tied for first. If the tie for first is not broken in this additional round, determine the winner between the leading players by remaining resources: one point for each Gold and four points for each resource cube.

Fortune Gold

Players receive Gold from the bank at the end of each round equal to the number of Sorcery Points they trail the leading player(s).

Credits

Game Design: Alec Cacheris

Art & Graphics: Tony Harrop and John Harrop

Miniature Design: Anastasios Chatzoudis, Alec Cacheris, and Przemyslaw Iwan

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