

GO POP! HEXO RULES

OBJECT OF THE GAME

Make your opponent press the last bubble and win the round.

HOW TO PLAY

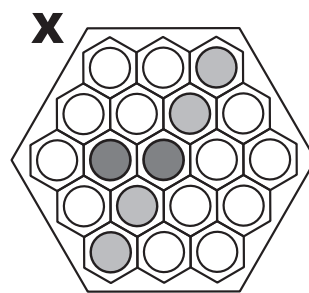
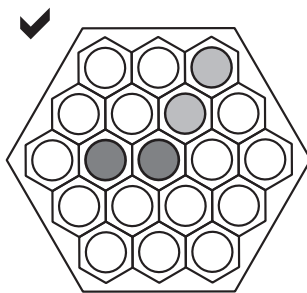
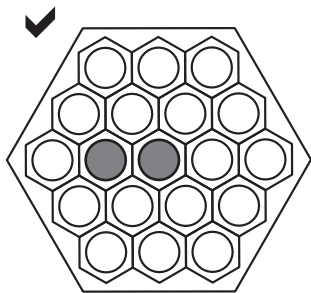
The first player selects a line that represents either a single row or a diagonal and pops any number of bubbles they wish on that line only (If they wish, they may pop all the bubbles on a line in a single move).

The opponent selects a line with one or more un-popped bubbles (including the same line the last player just played) and pops one or more bubbles on that line. It is now the first player's turn again.

The player who forces their opponent to pop the last bubble on the board wins the round. Flip the board over and you can immediately enjoy a new round!

ADVANCED RULES

The rules remain the same with the only difference being that players can only press any number of adjacent bubbles in a row or a diagonal. If there is an empty space between two bubbles, the player can only press several bubbles in a line as long as they are adjacent and are not separated by a space.

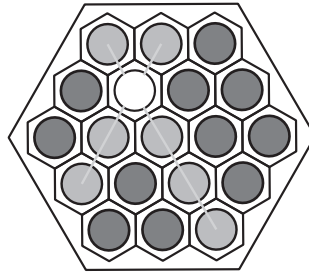


○ UNPRESSED ● PRESSED BY PLAYER 1 ● PRESSED BY PLAYER 2

GO POP! HEXO SOLO RULES

5 BISHOPS PUZZLE

Start with all the bubbles un-pressed. Imagine each pressed bubble is a chess Bishop. Your aim is to place 5 bishops on the board so that no 2 bishops threaten each other. Thus, a solution requires that no 2 bishops share the same diagonal.



- PRESSED IN PREVIOUS TURNS
- ALLOWED POSITIONS
- FORBIDDEN POSITIONS

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