Hex Hex (Next)

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Goal

Have the most Voice after ®+1 rounds.

Setup

Each player gets a Voice card and puts a glass bead on 5.

Choose a random first player and give them the First Caster token,

Round

First player shuffles the deck and deals 5 cards each.

Resolve any "play immediately when dealt" cards, clockwise from the dealer. This does not count as a "card played during a round"

First player casts a Hex by choosing an Intended player and giving them a standard orange Hex token in front of them.

When a Hex token arrives in front of you, it is your turn. You may play a card from your hand, for example to pass the Hex on to another player. Use status tokens to indicate modifications to a Hex, particularly if you play a card with a • symbol.

Modifications are cumulative. If you can get rid of the Hex, you must. Otherwise, you are Hexed; play all remaining cards that are "Play only when Hexed". You lose one Voice, and the player who most recently chose you as the target gains one Voice. (*Turn Aside* is a choice; *Duck* is not.)

If multiple Hexes are in play at once, they remain in step: all Intended players simultaneously

choose cards from their hand. If you are the target of two Hexes at once, each one must be dealt with separately.

When no Hexes are in play, the round ends. Next player to the next of the First Caster starts the next round. For the final round, the player with lowest Voice casts the first Hex.

Recommended rule: any player with Voice 0 or below may not speak.

Card notes

Hex Hex/Hex Hex Next: last player whose hands come to rest in the correct position is the loser.

Maddening Compulsion/
Maddening Fixation: while you are not the Intended, you may still play out-of-turn cards such as *Detonate* or *Hex Hex*. While you are the Intended, you may not.

Charm: if the only cards you could play would target the Charmer, you cannot play and you are Hexed.

"a player across the table" is one who is not your immediate neighbour.