

Theme/Graphics/Contents

1. Did you create the symbols on the cards or do they have a history?

The symbols were once used to represent the various elements (silver, air, water, etc) in Alchemy. Most appear in their original form. Others have been modified to better represent a card effect visually. The HEX•HEX icon is wholly my own.

2. Alchemy symbols? Isn't this game about Hexes?

Okay. We used them because they looked cool and suitably arcane. If pressed, we'd make up something about the elements being spell components used in casting the Hexes or some other such nonsense. If pressed further, we'd say "give it a rest" - and then we'd Hex you.

3. The cards are really stiff and hard to shuffle. What's the deal?

It is intentional. We wanted the cards to be very durable and have a long play life. The heavier paper stock is difficult to shuffle and riffle (which is pretty tough on cards in general). We recommend shuffling them by side shuffling, letting the cards drop from one stack into the other.

4. How many unique cards are there in the set?

There are 35 different cards not including the score card, many of which are of the common deflection type. For specifics on how many of each type there are, check out our card list resource page.

Scoring

1. Why do you call the points in this game "Voice"?

Partly to be different. Mostly to reinforce the mechanic that has the winner's voice carrying the day and allowing them to set a rule for the next game. As a side benefit, it sets up one of our favorite rules, if you hit zero Voice, you can't speak.

2. If you go below -13 Voice, do you lose?

Nope. Oh, you're probably not going to win this game, but you are not out. There are no upper or lower limits to Voice. If you roll off the card, you're on your own to keep track of your score.

3. So just to double check, if I nail somebody with a Hex that's been Boosted or Escalated, I still only get one Voice?

Yep. It is far easier to lose Voice than to gain it.

Game Play

1. When we have more than one Hex in play, one of us always seems to get ahead of the other.

Game play is a lot smoother when the Hexes pass simultaneously. In fact, try this - have each player select their card and hold it next to the Hex targeting them, keeping the card a secret until all players with a Hex have done the same. Not only does it pace the game well, but it keeps an element of surprise rather than allowing players to react to what someone else just played.

2. Can the game be played with two players or more than six?

With two, no. Not even worth your time. Three is the bare minimum and the game is optimized at 4-6 players. To play with more, we'd recommend combining two decks. Pull the extra Hex Hex and Hex Sign from the combined deck as they will overpower the game. We also suggest starting the game with two players casting a Hex at opposite sides of the table. This should prevent people from waiting too long to get to play a card in a larger group.

3. Is Team Play possible?

You bet. Our friend, Max Kushner, playtested this game style fairly thoroughly and recommends the following.... Play with four or six players and have them sit opposite one another. Talking back and forth with your partner is permitted but do not share the specifics of your hand. For example, if you hold What the Hex Up with That?, you could just encourage your teammate to hit you without telling them why. The best combined team score wins the game.

Cards/Rulings

1. Maddening Compulsion. Help.

- First off, yes, you can play Null on Maddening Compulsion and avoid it completely.
- In fact, any card that "you can play when it is not your turn" may be played even after Maddening Compulsion takes effect so long as it is indeed played out of turn. For example, you can play Detonate on a Maddened Hex in front of another player. You could also play HEX•HEX - but only if you are not the current Intended target of the Maddened Hex.
- BUT if you are the Intended target of a Maddened Hex, you must pass it in the named direction. If you can't pass the Hex in the stated direction by any means, you are HEXED.
 - 'By any means' includes Duck, Boost, Called Shot (if you name the appropriate player) or any other card that moves the Hex in the correct direction.
 - Twain is legal to play because it does pass the Hex in the named direction. (Yes, the duplicate does move in the opposite direction momentarily but it does not go off. The Maddening condition was satisfied for both the original and the duplicate when Twain was played.)
 - In a three player game, Deflect Across may be used because it does fulfill the 'by any means' condition. But only in a three player game.
 - Other card effects are trumped by Maddening Compulsion. Dismiss and Hex Sign which normally would cancel the Hex can not be played.
 - Yes. You can play Maddening Compulsion on a Maddening Compulsion, even if it reverses the direction the Hex travels. Why? It supercedes all other effects.
 - Is Fate legal? Yes. The card allows you to get another AND THEN respond to the (Maddened) Hex. It fulfills the 'by any means' wording of Maddening Compulsion. (NOTE: the last FAQ answered this incorrectly as a NO. Sorry, 'bout that.)

2. Blind Hex.

I played Blind Hex and pulled a card for The Intended that they would not legally be able to play normally. What happens?

- Right. So you played a card from their hand like Detonate or one of the 'Play Only When Hexed' cards when they have the means to pass. Or maybe they started the round and you selected Reap What You Sow from their hand. Normally, not legal cards for them to play. So here's what happens. Discard the card and pull another one. Ouch. That really hurt. But I bet it made *you* smile.

That clarification says that you "pull" another card. Uh, WHO pulls another card? The Blind Hexer, pulling at random? The Intended player, who can simply play another card as normal? Is it pulled from the deck?

The player who plays BLIND HEX chooses a card at random from the target player's hand and plays it for them. Essentially, taking their turn for them. If the card is not legal to play (Detonate, a card that says Play Only When HEXED and you have other cards that could pass the HEX, or if they started the round and you play Reap What they Sow for them) the card is discarded from their hand and you pull another card until you get a legal card.

3. HEX HEX. Why can't Hex Hex be nulled?

You mean apart from "cause we say so"? Well, truth is that some people lose control when Hex Hex gets played. Some people don't just drop their cards - they toss em! Figuring out who had what cards at that point is just too hard to allow Null to revoke the effect. And after all, a card bearing the title of the game ought to be a heavy weight.

4. HEX HEX. The card states it can be played at anytime. Can I play it as soon as I'm dealt the card?

Technically, no. No cards other than those that state they may be played immediately when dealt can be played until the round begins. However, we have always allowed it when people do it the first time. Otherwise you'd have to play it as a 'misdeal' and redeal the hand. That seems silly for a technicality. The card is best used in mid or end game. In fact, the only time you are really prohibited on playing it is if Maddening Compulsion has been played and you become the Intended before having a chance to play it. You could, of course, play it before the Maddened Hex is placed in front of you.

Cards/Rulings

5. **Reflection.** *When scoring Reflection, does the person who targeted the Hex gain a Voice for hitting an opponent before they lose Voice - or do they just lose the same amount of Voice as the Hexed player.*
They just lose points. No Voice is gained by that player for targeting the Hexed. It's almost a double blow but far more satisfying than scoring what would otherwise be a net score change of nil.
6. **FATE: Fate:** *What happens if the card drawn via Fate is not legal to play? Do I get to "pull" another card from the deck?*
Great question. If you think about it in terms of this card having been in your hand, most are explained easily. But no, you only get one card from the deck regardless of what it is. As it is your last card, any 'Play Only When Hexed' are legal because you have no other way of passing - so you are Hexed. Reap What You Sow (if you started the round) is also illegal to play on your self - so you can't pass and are Hexed. This is no different than if it had been the last card in your hand normally. Same with Make a Friend Make an Enemy. Detonate can't be played either so you are Hexed. (you can't play it on the person who passed it because they have already played a card.) Null however can be played in response and cancels the card that sent the Hex your way. The most interesting bit comes if you pull a 'Play Immediately when Dealt' card. It was indeed just dealt and if it had been in your hand it'd already be in play - So play it. It may or may not help you. Ward does - now your safe from harm. Deception doesn't - no cards left to pass the Hex with. Both Laying Down Tricks and Marked Man put cards in your hand that can be used immediately.
7. **CHARM:** *What happens if a Charmed player is forced to play a card that would target the Charmer? (e.g. Fate selects "Turn Aside Right", which would pass the Hex illegally to the Charmer)*
A charmed player can not target the person who charmed them. If a player's last card, whether or not they are forced (as with FATE), targets that person it can not be played and they are Hexed. A Blind Hex that pulls an illegal passing card to a charmed player is discarded and a new card is drawn from their hand.
8. **DETONATE:** *The card says "You and the player who passed the Hex gain a Voice." Can I pass the Hex to somebody and immediately Detonate it before they respond? If so, do I gain two Voice (one for playing Detonate, and one for being the player who passed the Hex)?*
Yes you may. It's mean.
If so, won't the round end immediately after the Hex is passed to a player with Detonate in their hand? (Since everyone will just pass the Hex and immediately Detonate it every time...?)
Yes, if it is the last Hex in play, the round ends. And while it certainly happens, (and makes sense to do given the scoring)it does not happen as much as you think. Perhaps because many people prefer to selectively target the leader or a friend they want to annoy instead of just going for points. If it becomes an issue in your games, feel free to create a house rule that prohibits that specific action and announce it upfront.
9. **MAKE A FRIEND / MAKE AN ENEMY:** *Again, if *I* passed the Hex, do I gain two voice for playing this card? (One for playing the card, and one for "targeting" the Hex?)*
Yes. You would get two Voice as outlined.
10. **CHOKER:** *If a player is out of cards, but is required to discard, can they ignore the requirement, or do they suffer some penalty?*
There is no further penalty. It is ignored.
11. **WHAT THE HEX UP WITH THAT?:** *"Other scoring effects are canceled." Uh, what? :) I presume that means at least that you do not lose Voice (even if the Hex was boosted) and that no other player gains a Voice. Does that also stop Make a Friend / Make an Enemy? How about Detonate? How about Ward (which has similar "all other card" canceling effects)?*
You presume correctly. Boost doesn't matter. Make a Friend, Detonate, Reap What you Sow - all scoring effects canceled. Ward protects you from losing Voice. And you haven't. But you still gain the benefit of What the Hex Up with That?.

Cards/Rulings

12. **WHAT THE HEX UP WITH THAT?:** *So, if Alice has Ward and Bob plays "WTHUWT?" Alice loses no points, and Bob does not gain a point for Alice (but he still gains a point for all the other players on the table), right?*

Yep.

13. **REAP WHAT YOU SOW:** *The card says "The Hex may not be redirected." Does "redirected" here just mean "passed"? (If so, mightn't this card simply say "and the Hex immediately goes off"?) Or does it just mean that you can't use the basic "Turn Aside Left" "Turn Aside Right" cards? What about "Deflect Across"?*

Yes. It probably would have been clearer to say 'can not be passed'. However, it does not just immediately go off. A Dismiss or Hex Sign would work just fine.

When the Hex (inevitably) goes off, will I (normally) gain three Voice total (two for playing Reap What You Sow, plus an additional Voice for passing the Hex when it goes off)?

Sorry. This is indeed misleading. The intent was for the person who plays it to gain 2 Voice total.

More broadly, isn't this the most powerful card in the game? It seems like gaining three Voice and forcing somebody else to lose one is a little unbalanced...?

Gaining two and forcing the HEX to (in most cases) blow up is powerful. No question. It is balanced by the fact that there are cards to counter it. (Dismiss, Null, Hex Sign) Further balancing the card is the fact that if you started the round, it is a dead card in your hand placing you at a disadvantage. In terms of sheer abuse, SPITE is most often the most powerful card. In terms of massive Voice gain, What the Hex Up With That is tops. But yes, it is a power card.

14. **DUCK:** *After Duck is played, who is considered to be passing the Hex to whom?*

Say Alice passes the Hex to Bob who Ducks, so the Hex passes to Carol.

Is Alice passing the Hex to Carol now? Or did Bob pass the Hex to Carol?

Excellent question. To DUCK is to get out of the way, not to actively pass. So Alice passes to Carol.

If it goes off, Alice, not Bob gains Voice. If it is DOUBLED BACK by Carol, Alice gets targeted by two Hexes. So DUCK is very distinct from Turn Aside Left or Right.

If Duck "dispels" the Hex, it is "dismissed", having no effect at all, right?

Correct.

15. **WARD:** *What *exactly* does Ward defend against? Does it defend against Hex-Hex? How about What the Hex up with That? Hex Sign?*

It defends against all of those cards and effects. Now, if the WARDed player plays SPITE as a result of being HEXED (which they could), If they elect to SACRIFICE Voice to inflict damage on someone else, they lose those points. They don't lose one for being HEXED - that's covered. But the sacrifice is their choice and not covered. A warded player can not however be the victim of someone else playing SPITE. That is prevented by WARD.

16. **BAN:** *Ban doesn't claim to be a "Standing Effect" card, but, intuitively, it seems like it is. Is it?*

This has come up once or twice recently. While not a misprint, I do consider it an oversight. To avoid confusion at demo sessions and tournaments I have said it is not a standing effect because it is not labeled as such. We will continue to rule this way until we reprint. When we reprint, it will be amended to read 'standing effect'. So long as everyone is clear up front on the matter you may treat it as a Standing Effect during home games.