

For 1 or 2 players
Ages 8 to adult

StarHex-I™

Theo Geerinck's 14 star-building polyforms



**Symmetries
Color Match and Non-Match
Game strategies**



*A product of
Kadon Enterprises, Inc.*

StarHex-I is a trademark of Kadon Enterprises, Inc., for its polyform set of 14 hexagonal tiles with every combination of 1, 2, 3, 4, 5, and 6 triangles attached on their sides. Designed by Theo Geerinck, developed by Kate Jones and Elijah Allen, produced by Kadon Enterprises, Inc., under exclusive license.

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*The beautiful StarHex-I set is lasercut by
Kadon Enterprises, Inc., in Lucite acrylic.*

Introduction

This delightful little set is a subset of *polystars*: These 14 unique tiles are all different combinations of a hexagon with 0 through 6 triangles attached on its edges. The total components are 14 hexagons and 42 triangles.

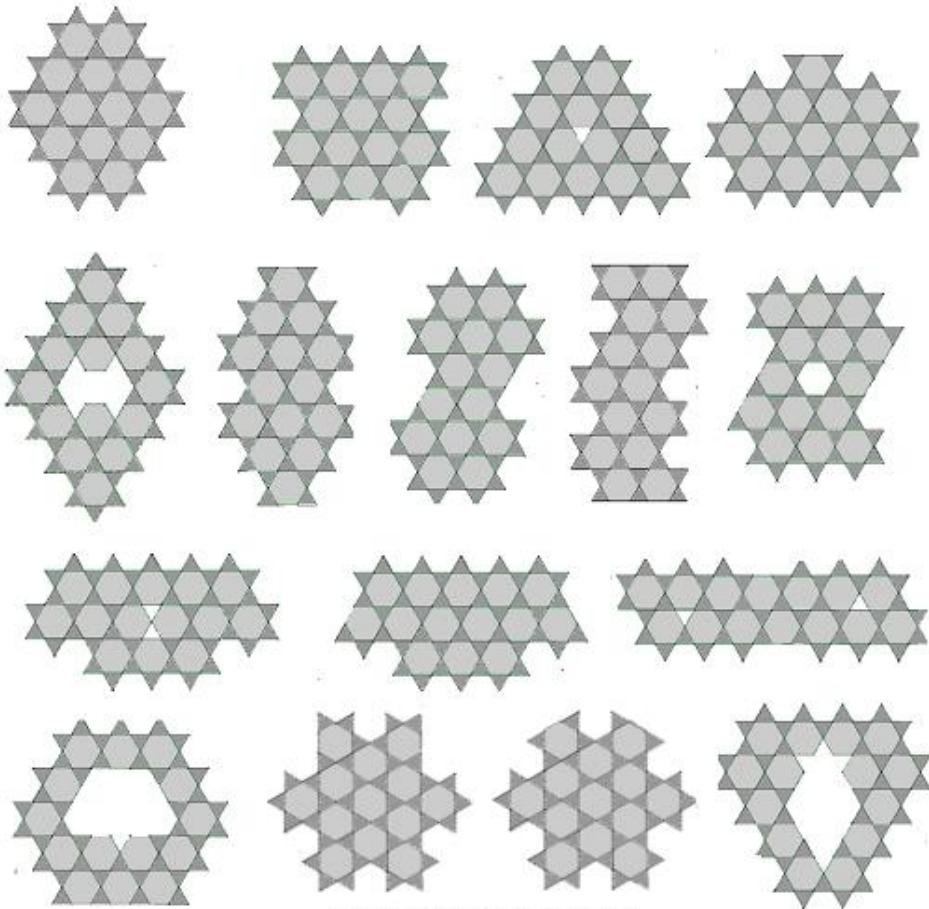
The five colors can be arranged in the tray by random mixes of color, or so that all pieces of one color are connected, or so that they are separated. The colors are assigned to the pieces by the number of triangles they contain. The 6 and 0 share one color, and the 5 and 1 share one color.

One pair of tiles has symmetrically opposite shapes, and they should remain opposite in any solution. The next pages show some other figures to solve. We don't know which ones can have colors grouped or separated. If you'd like to pursue that extra challenge, let us know your results. A grid card is included to help you lay out different figures and the "corners only" challenge.

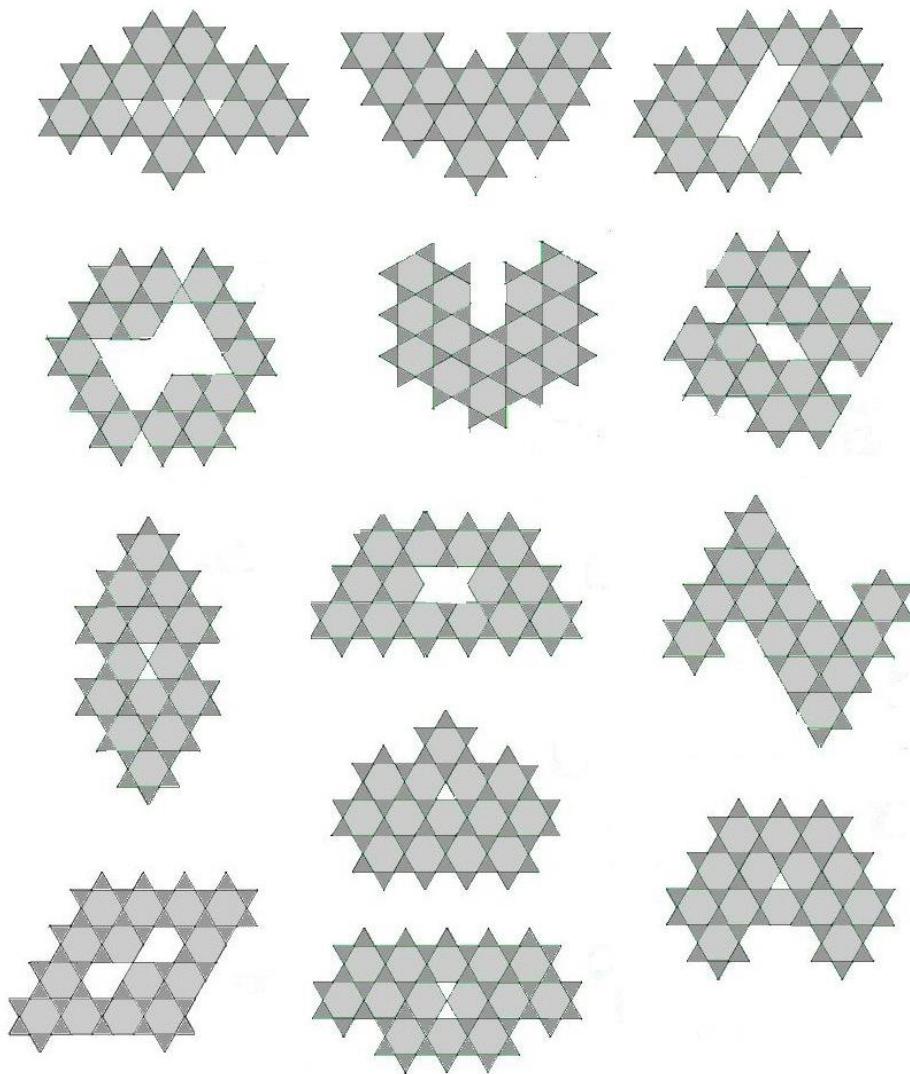


StarHex-I figures

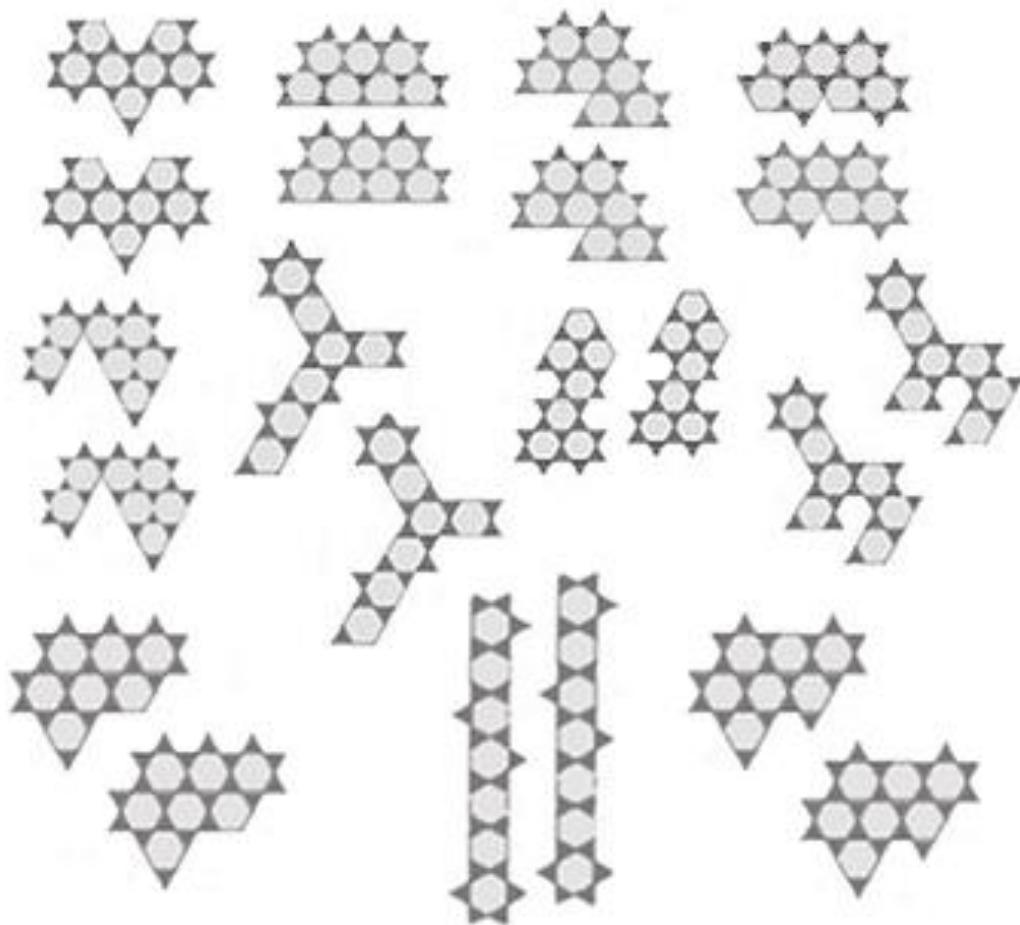
Can you create others?



These 2 stars use just 13 pieces.



Twins – make two copies of each shape:



Games for two players

Last one wins

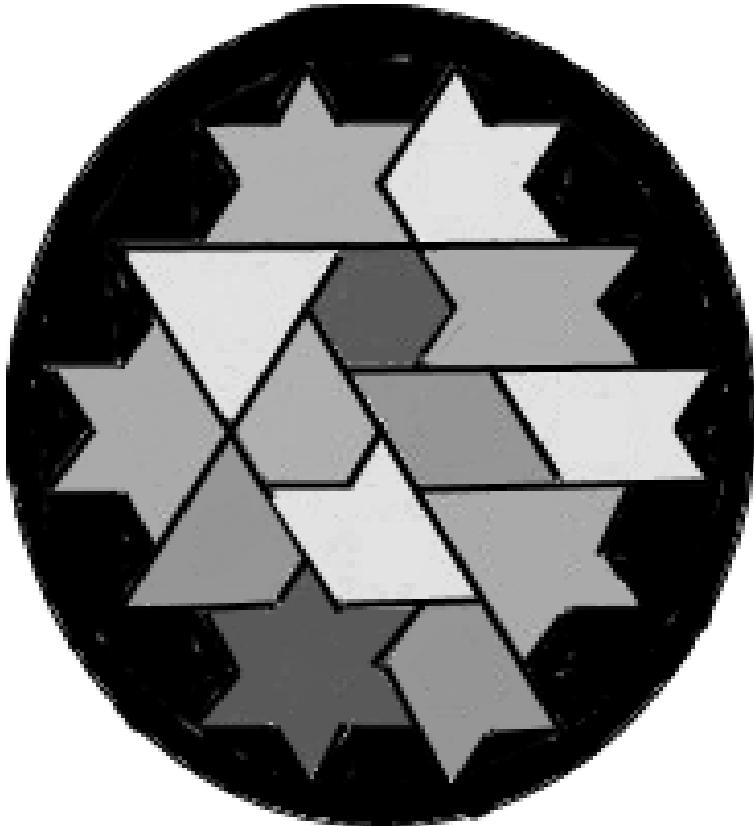
Each player selects 7 pieces. Take turns placing one tile at a time into the tray, fitting it against the border or another tile in the tray. The players' goal is to play out as many of their own tiles as possible. The last player able to place a tile wins. If all tiles are placed, everyone wins.

Last one loses

Each player selects 7 tiles. Take turns placing one tile at a time into the tray, fitting it against the border or against another tile already in the tray. Your goal is always to leave room for the other player to be able to add a tile. If the other player is not able to play, you lose. If all tiles fit, both players win.

Corners only

Place all 14 tiles onto the grid card, touching only at tips of corners. As a game for two players, use the grid instead of the tray to play the above two games, with pieces touching at corners only.



StarHex-1[™] *from Kadon*