StarHex-14

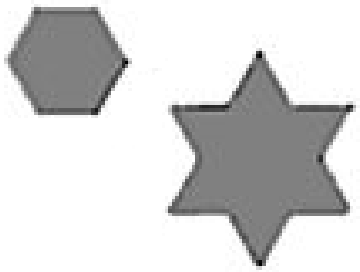
Theo Geerinck's 14 polystars

presented at G4G14 by Kate Jones
March 2020, Atlanta

Ages 8 to adult
1 or 2 players

StarHex-14™

Theo Geerinck's 14 star-building polyforms



Symmetries
Color Match and Non-Match
Game strategies

A product of
Kadon Enterprises, Inc.

StarHex-14 *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. Winner of the Archimedes award of the 2019 Megistian Aenigma Agon puzzle competition in Greece, under its alter title, StarHex-I.*

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Last on loses

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The deluxe StarHex-14 set is lasercut by
Kadon Enterprises, Inc., in Lucite acrylic.
A card imprinted with the tile shapes and
a game grid are included with this
G4G14 exchange gift for you to cut out and play.

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Introduction

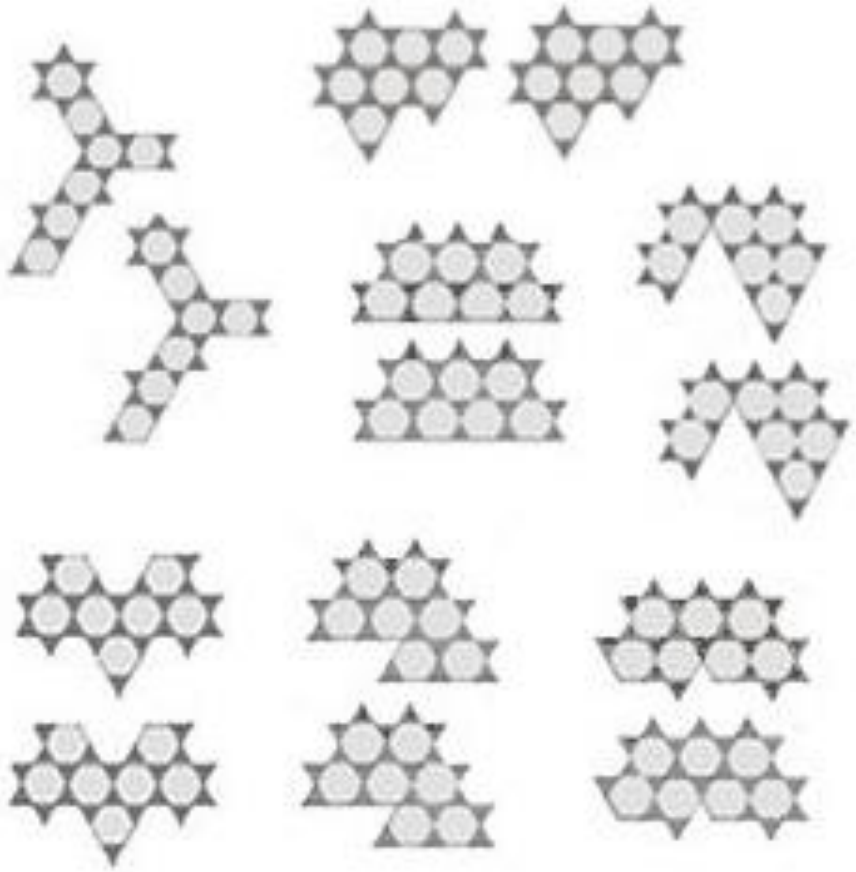
This delightful little set is a subset of *polystars*: These 14 unique tiles are all different combinations of a hexagon with 0 through 6 triangles attached on its edges. The total components are 14 hexagons and 42 triangles.

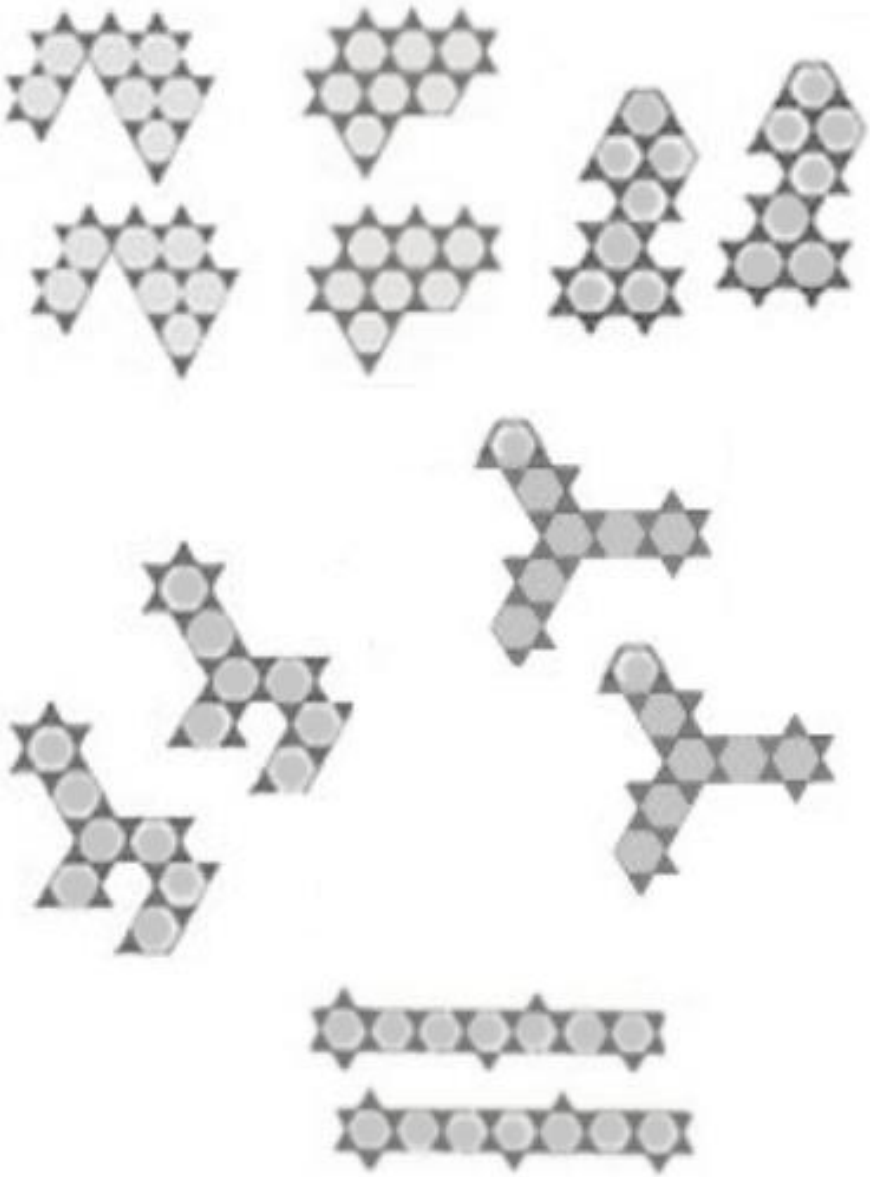
The five colors can be arranged in the tray by random mixes of color, or so that all pieces of one color are connected, or so that they are separated. The colors are assigned to the pieces by the number of triangles they contain. The 6 and 0 share one color, and the 5 and 1 share one color.

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.

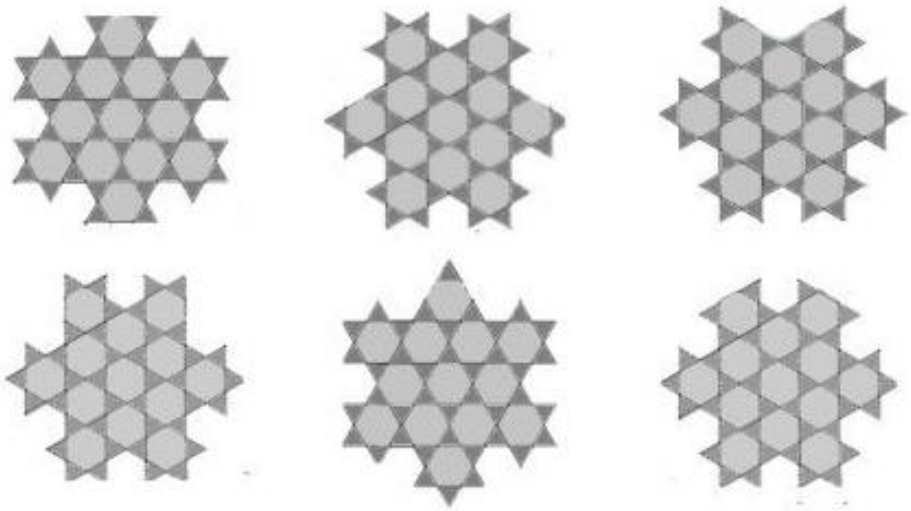
StarHex-I4 figures

*Start by making **twins**: two copies of each figure of the same shape. Can you find other pairs?*

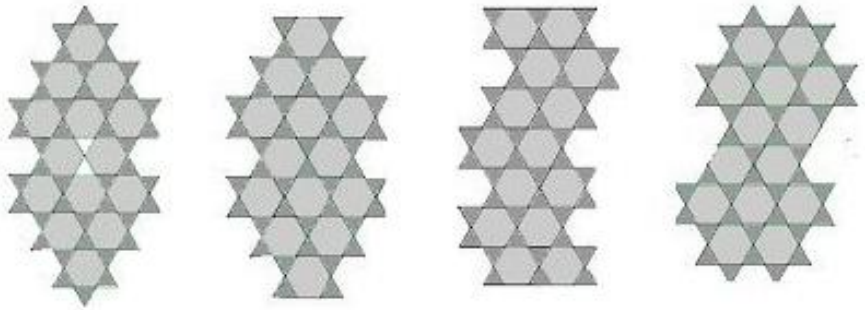


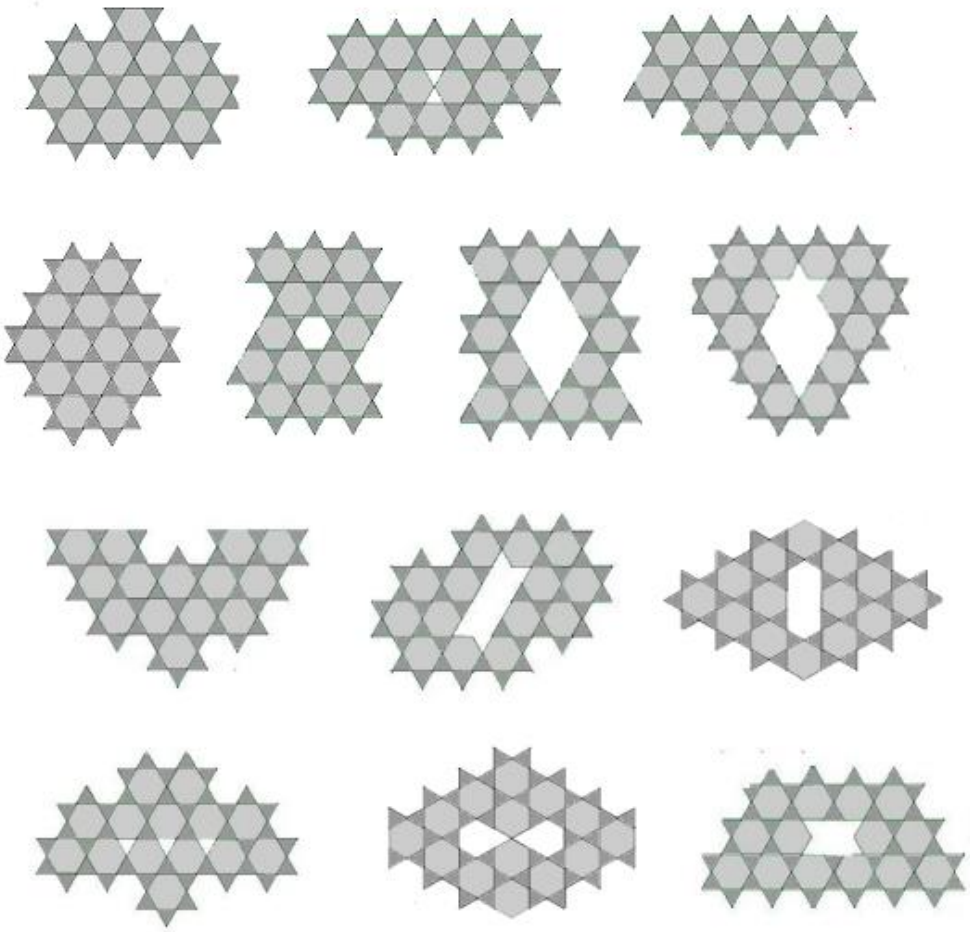


*Build full-set **symmetries**—solve these, then create your own.*

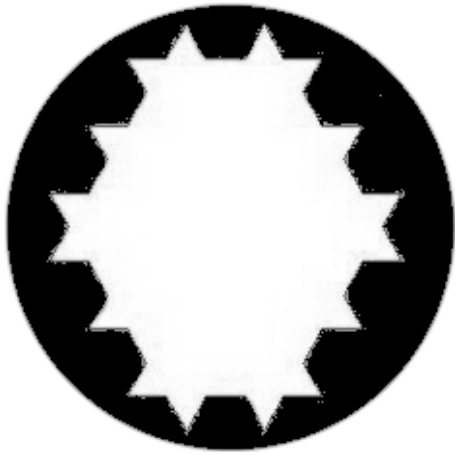


These 6 stars use just 13 pieces.





Games for two players



Last one wins

Each player selects 7 tiles. Take turns placing one tile at a time into the tray, fitting it against the border or joining a side with 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.

- EPATHLON -

ARCHIMEDES

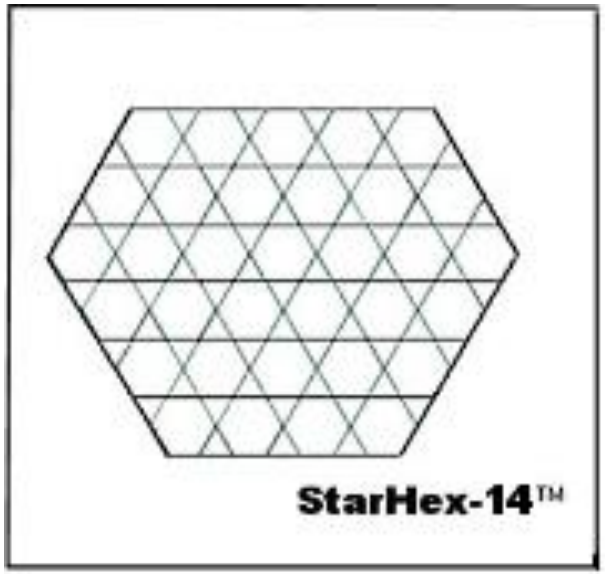
2019 Logical Puzzle Award:

Theo Geerinck, Kate Jones & Elijah Allen, "StarHex-1"

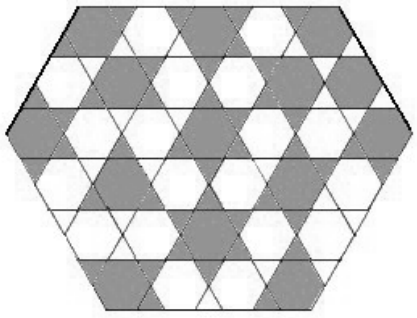
MEGISTIAN AENIGMA AGON

Director

Corners only



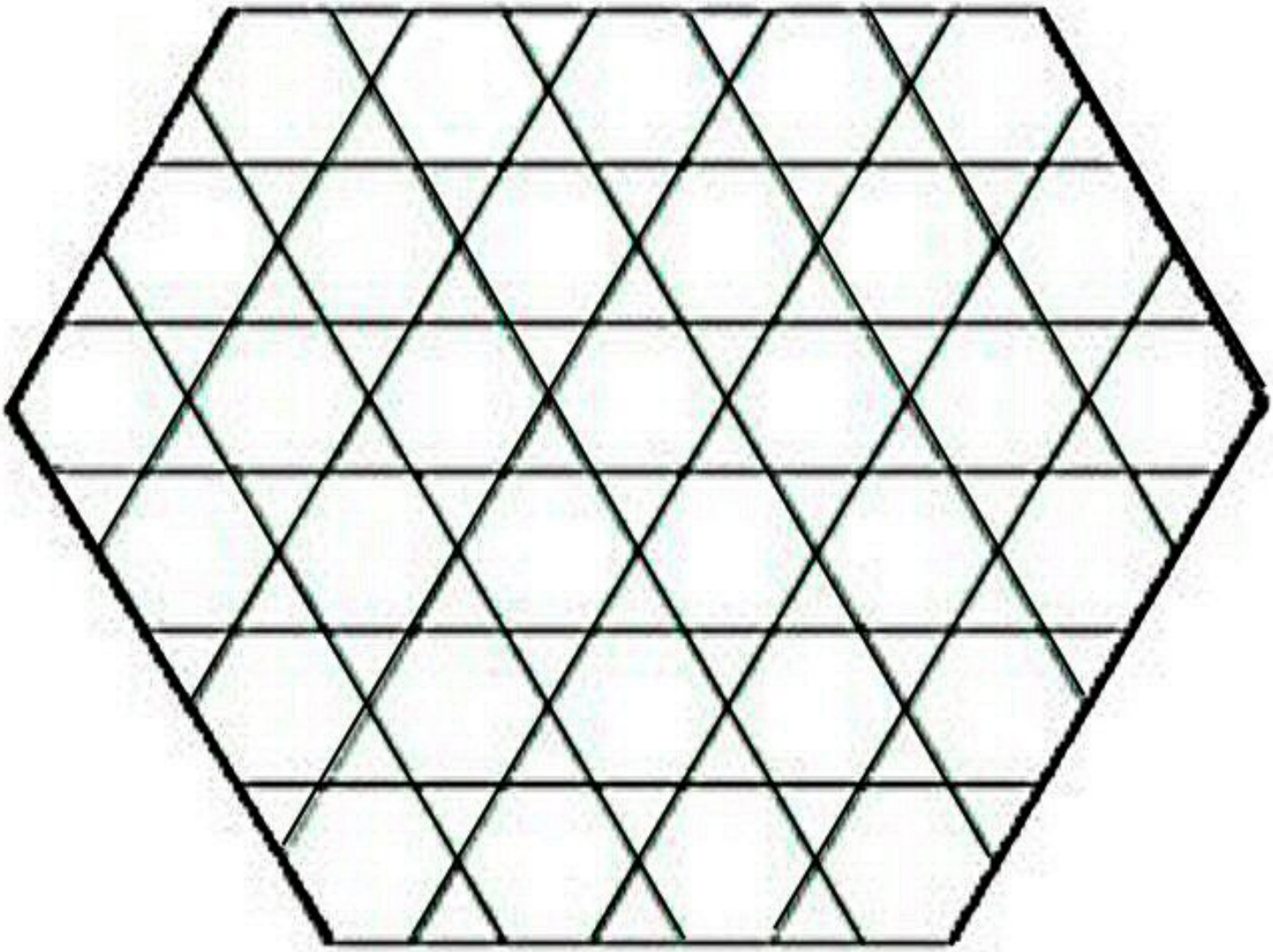
Solitaire challenge:
Using the grid, place all 14 tiles so they touch at tips of corners only, and all tiles are part of a single chain. The solution at right is not complete, because the three tiles in its upper left are not joined to the rest. Can you correct it? How many other solutions can you find?



Games for two players: Use the grid instead of the tray to play the two games described on page 10, with pieces touching at corners only. Which version of the game is more challenging: Last to win or last to lose? In the tray or on the grid?

StarHex-14™

from Kadon



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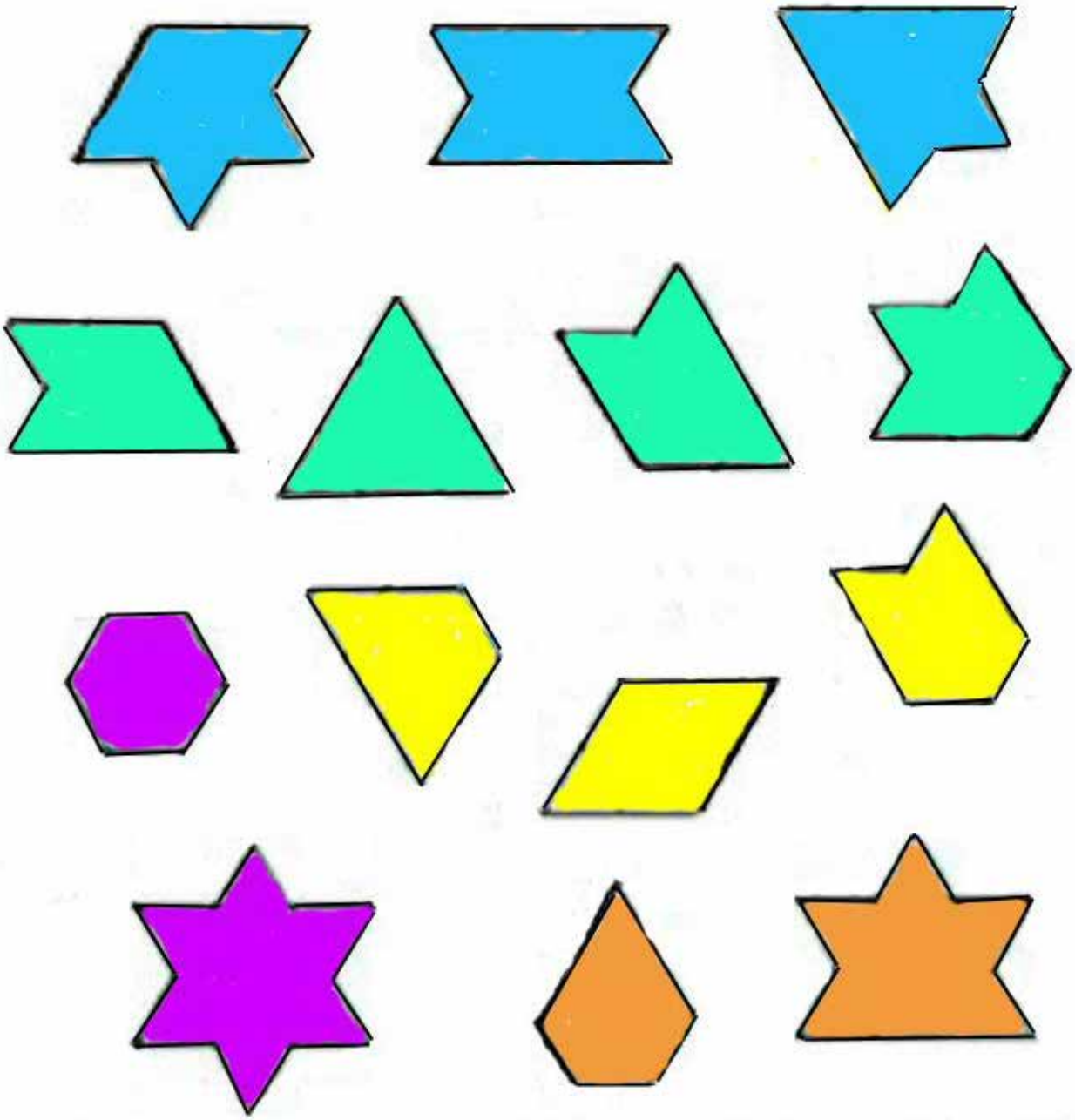

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