Author: **Vincent Everaert**

The world was created out of a dance.

At the very start of a long dream, Great Shiva undertook the creation of the world. He called together two outstanding powers, and one of these powers is in your hands. You can call these principles as you like, or according the way you conceive of the world: Good and Evil, Order and Chaos, Cold and Hot, Matter and Anti-Matter or perhaps Shadow and Light. They are but dual visions of the same opposed principles. Thus, Powers fought for the sake of the Outside, The Exxit.
With their union and the dance of attraction between their elementary particles, The Universe has come to life.
BUT only one power managed to have control of it.

Overview of the game

EXXIT is PLAYED on any flat surface using 39 reversible hexagonal tiles, 8 black and 8 white stackable pieces.

The play starts with a small board composed of 4 hexes, which is enlarged as the game progresses. Pieces are initially placed on an empty hex of the board. Once placed, forced moves rearrange and stack the pieces, and sometimes move them off the board. Players score by exchanging off-board pieces for new hexes that enlarge the board.

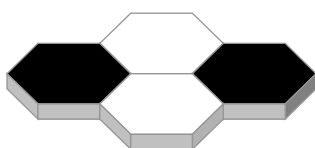### The   Dance

The dance is the central mechanism in the game. A stack of one or more pieces is picked up and distributed, bottom piece first, one piece per hex, along a line radiating from the original position. If the dance extends off the edge of the board, the remaining pieces are dropped in a stack adjacent to the edge of the board. If any dance moves are possible, they are mandatory, so the action in the game consists of dropping a piece in an empty hex, which triggers a cascade of forced dance moves.

Detailed play of the game:

The first four hexes are placed.

White and Black alternate moves. White moves first. There are four types of moves:

The initial board

1. Place a piece of your color on any empty hex.
2. Make a dance move. If any dance moves are possible, then a dance move must be made.
3. Extend the board, by converting a group of off-board pieces to new hexes of your color.

4. If no other moves are possible, you must pass. If any other move is available, you may not pass.

Placing pieces

On your turn, if no dance moves are required, and you have any pieces left in your reserve, and there are any empty hexes on the board, you may place a piece on any empty hex of the board.
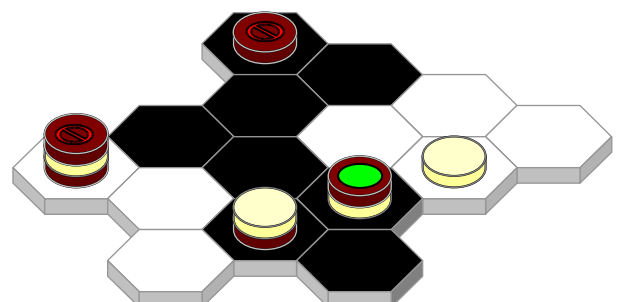
Dance Moves

Conceptually, dance moves redistribute tall stacks topped by a piece of your color, toward equal or shorter stacks topped by the other color.   The details are subtle.

A dance move is *required* from stack "A" toward stack "B" if:

- the top piece of stack "A" is your color.

- the top piece of stack "B" is the other color.

- stack "B" is not taller than stack "A"

- stack "B" is the closest piece to stack "A" in a line connecting "A" and "B".

- some piece from stack "A" will land on stack "B"

- the last piece distributed from "A" will land on the board, or on a stack on the board, or on an empty space off the board.

If any dance moves are possible, then a dance is mandatory (placement or exchange moves cannot be
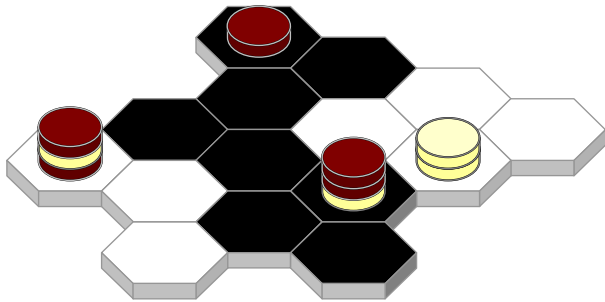
made). In many situations, more than one dance is

possible, and you may choose which one to make, except that dances which drop pieces off the board take priority over any dance moves that do not.
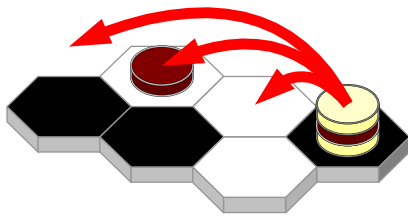
Example 1-a: *White is to move. The white stack can dance towards the black stack to the right, but not towards that of left (too high) and not towards that the top (too far away).*

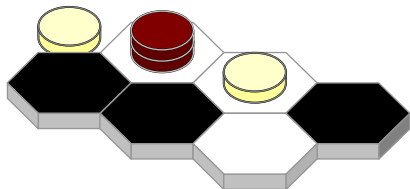**Example 1-b:** *This is the position that results if we carry out the dance required in example 1-a. It is now Black's move, and Black has a forced dance move.*
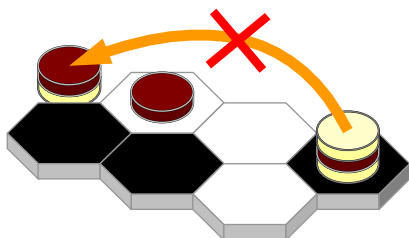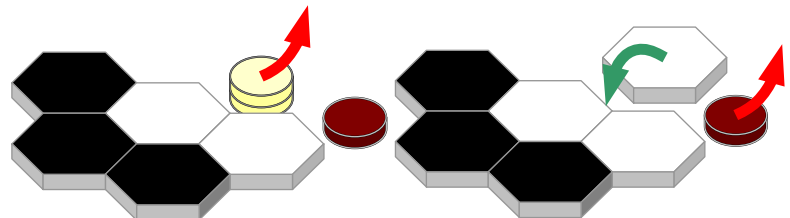

Example 2-a: *White to move. White must make a dance move that distributes a piece off the board.*
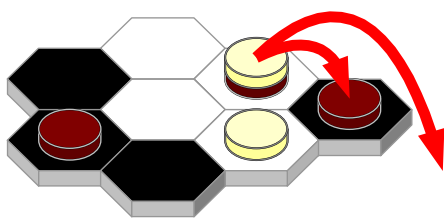

Example 2-b: *This is the position that results if we carry out the dance required in example 2-a. It is now Black's move, and Black has a forced dance move.*

Example 3: *White to move. White is not required to dance toward the black piece, because it would distribute off the board, and the off-board space is already occupied. White can either place a new piece, or can exchange the stack off the board for a new white hex.*

this example, three White dances are possible, but the dance off the board must be done.
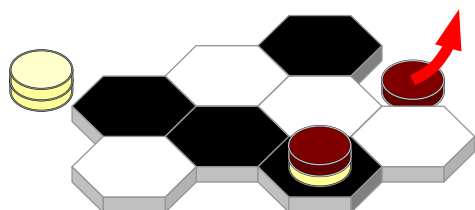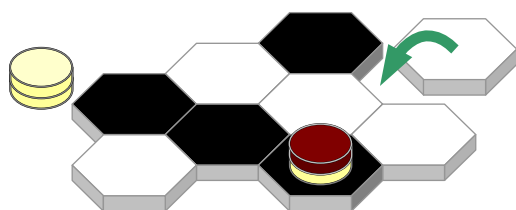

Example 4: *White to move. In*

Extending the board

Pieces that have been distributed off the board can be exchanged and converted to new hexes if they are adjacent to 2 or more existing hexes. Adjacent groups are exchanged in one move, creating several new hexes of your color. The color of the exchanged pieces does not matter.

Example 5-a: *White to move. White can exchange the black piece for a new white hex. The white stack at the left cannot be exchanged because it is only adjacent to one hex.*
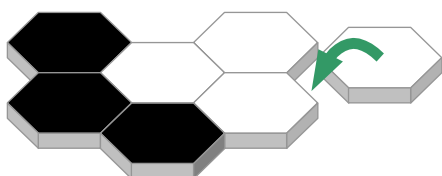
Example 5-b: *If White makes this exchange move, the black piece is*

returned to black's reserve, and a new white hex is added to the board.

Example 6-a: *White to move. White can add two new white tiles by exchanging both stacks. Exchanging the white stack adds a new hex, which makes the black stack exchangeable, so it is exchanged too.*

Example 6-b: *White adds two new hexes.*

4) Passing

If no other moves are available, and only if no moves are available, you must pass.

End of the game

The game is over when any of

- all tiles have been placed

- both players must pass

- the same position is repeated 3 times, either voluntarily or forced

- One player resigns. It is polite to resign the game when your position is hopeless.
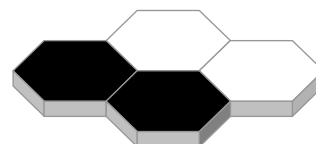
Scoring

Unless one player resigns, the player with the highest score wins. The final board will consist of several islands of white or black hexagons. The hexes of the largest island of each color count 2 points each. The hexes of all the other islands of each color count 1 point each.

Alternative set up

According to the relative ability of the players, players can use other initial positions, such as:

Between experienced players, the game may begin with the construction of a larger initial core. White and Black alternate placing the first 6 hexes, then the game starts
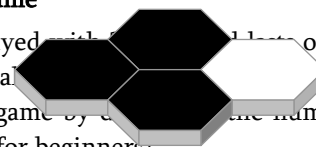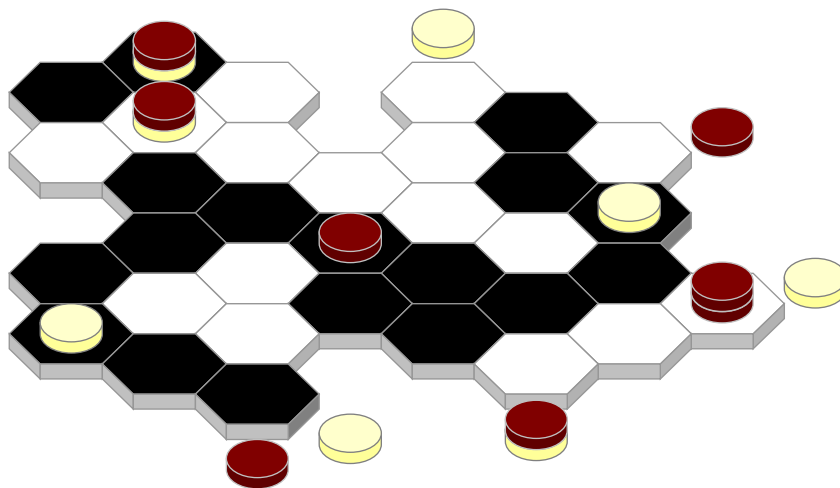
Avantage for Black

Strong advantage for Black

with White placing the first piece.

Standard game or blitz game

The standard game is played with more than one half less time can choose a blitz game by reducing the number of tiles to 29 (or even 19 for beginners).

End of a game : Black wins with 34
points against 25 for White.

Play Exxit online on www.boardspace.net !