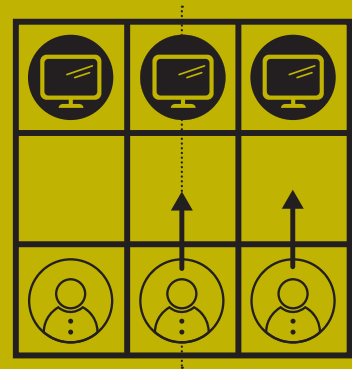


Role card 1

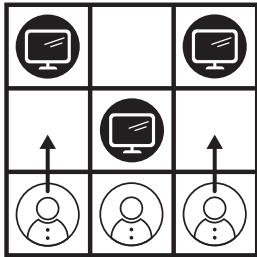
Human

You play Hexapawn against the machine and make your own decisions. Of course you want to win, and try to beat your opponent by making clever moves and using anticipatory tactics. The following rules apply to you:

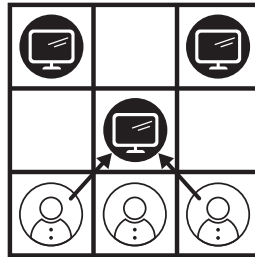
- In every game, you make the first move.
- On the first move, you must move either the middle or the right piece.
- You can also move with the left piece, but then the game situation is mirrored on the situation overview and the situation card. So that you don't always have to reflect the diagram in your head, you should move with your right or middle piece if possible.



How to move?

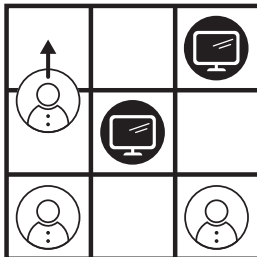


Move straight ahead

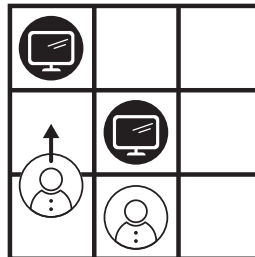


Move diagonally to capture an opponent's piece

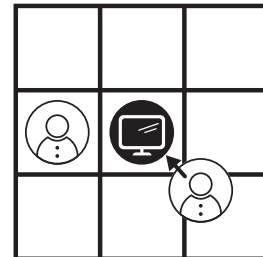
How to win?



Reach the machine's side of the board



Block the machine



Capture all of the machine's pieces

Role card 2

Situation Evaluator (machine)

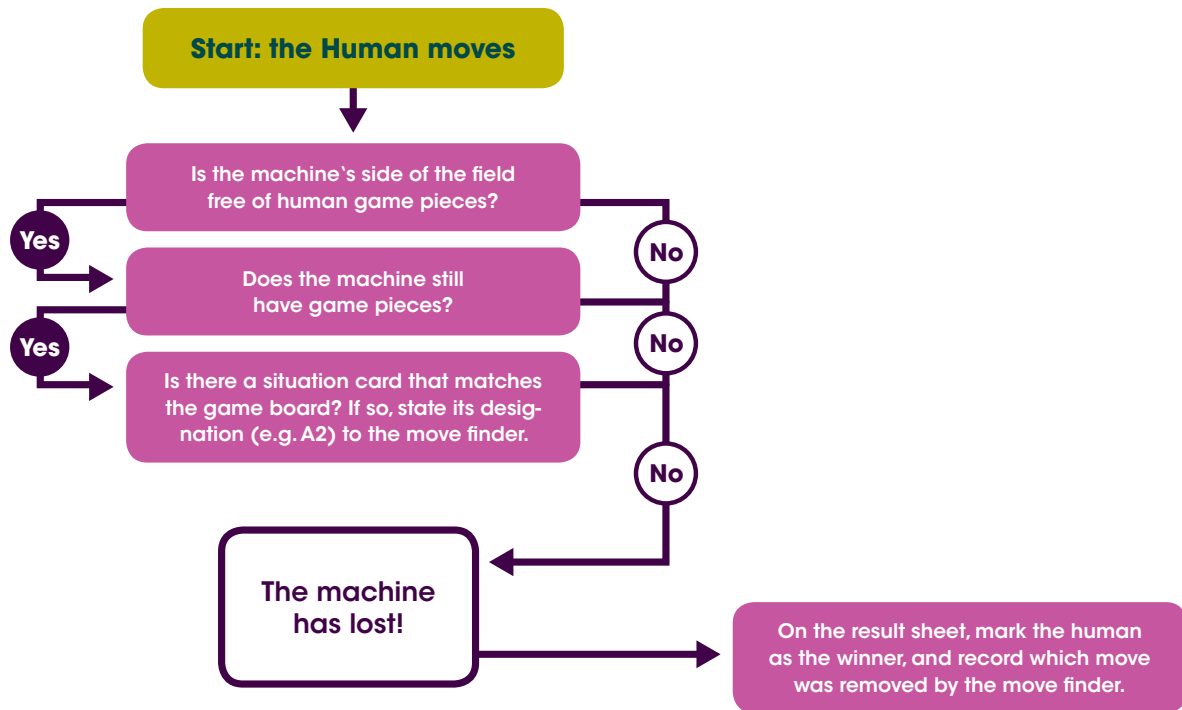
After the human has moved, evaluate the situation on the game board.

Answer the following questions:

- Is the first row on the machine's side free of human game pieces?
- Does the machine still have game pieces?
- Is there still a situation card that matches the game board?

If you have answered all questions with "Yes," find the game situation on the situation overview that matches the board, and say its name (e.g., "A2") out loud.

If you have answered "No" to any of the questions, the machine has unfortunately lost. In this case, mark the human as the winner on the result sheet and write down which move was cancelled in this round.



Role card 3

Move Finder

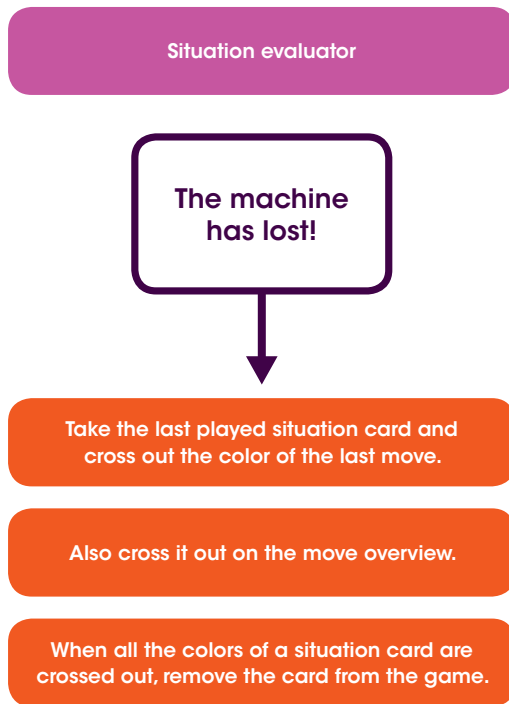
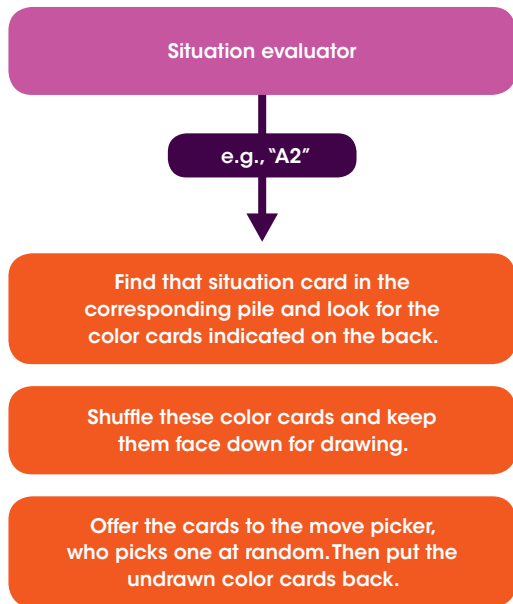
If the situation evaluator announces a situation (e.g., "A2"):

- Find that card in the corresponding pile and look for the color cards indicated on the back.
- Shuffle these color cards and keep them face down for drawing. Let the move picker draw one randomly, then put back the undrawn color cards.

If the situation evaluator tells you that the machine just lost:

- Take the last-played situation card and cross out the color of the last move. Also cross out this color on the situation overview.
- If all the colors of a situation card are crossed out, remove the card from the game.





Role Card 4

Move Picker

It is your turn when the move finder offers you the shuffled color cards to draw.

- Draw a color card at random.
- Place the situation card and the color card on the corresponding “Turns” field on the board to mark the move.
- Look at the color and make the move that corresponds to that color on the situation card.

Move Finder offers you
cards to choose from.



Draw a color card at random. Place the
situation card and the color card on the
appropriate "Turns" field to mark the move.

Look at the color and make the move
that corresponds to that color on
the situation card.

Role card 5

Win Checker

Once the machine has moved, evaluate the situation on the field.

Answer the following questions:

- Is the human's first row free from machine pieces?
- Does the human still have any game pieces?
- Can the human still move a piece?

If you have answered all questions with "Yes," tell the human that it is their turn again.

If you have answered "No" to any of the questions, the machine has won. Mark the machine as the winner on the result sheet.

