HEX GAMBIT™

Early Access Manual

Welcome to the Early Access Beta for our return to turn-based strategy, Hex Gambit! This manual will eventually be replaced by an interactive in-game tutorial. Your copy of Hex Gambit will be frequently updated as we complete new content and make improvements!

Feedback is an important part of this process, and will help shape the final build of the game. If you're experiencing bugginess, have a feature request, or just want to point out something you liked, drop us a line at:

contact@onemanleft.com

Early Access Features

- 7 standard minions (21 team combinations)
- One random captain is unlocked for your player profile. Level up to unlock the rest! All EXP you earn now counts toward future unlockables.
- Tackle the Blitz Royale: A single player challenge vs. the AI (3 difficulties)
- Play online 1v1 or 2v2; Transition seamlessly between live play and asynchronous
- Exhibition: practice with skill-based matchmaking. Win or lose, all players gain equal EXP.
- Apex Cup: This is our league, a community-wide turf war! Choose a faction and battle for profile trophies each season (profiles are coming soon).
- Metal Minions and Legendary Pillar skins are accessible for our higher tier Kickstarter backers via the Options menu.

Your Loadout

Each player profile randomly unlocks a starter captain. Your next randomly selected captain is unlocked at level 5, and every 5 levels after that.

You can customize your loadout by choosing one captain and any five minions you like. Leave slots empty to use a random character. There are 21 combinations of minions times 6 captains.

The Basics

- The first player to earn 10 Victory Points wins.
- Earn 1 VP for defeating enemy minions, or for "Tapping" an enemy crystal pillar (see Actions).
- Right click and hold to drag your camera around. Use the mouse wheel to zoom. Middle-click rotates the camera.
- Press 'Z' while hovering over a minion to check their stats in-game. Minion specials and stats are spelled out later in this document.

Setup Phase

On your first turn, each player places starter minions anywhere on their side of the board. Player 1 gets 4 starter minions, and Player 2 gets 5 to balance the advantage of going first.

Left-click to place a minion on an open space. Left-click an already-placed character to remove them.
Press C to change minions.

Moving

All of your minions can move to a new space for free each turn. The number next to their ▰ speed icon will tell you how many spaces they move. Minions can't pass through friends or foes, but can hop over them with a crowdsurf.
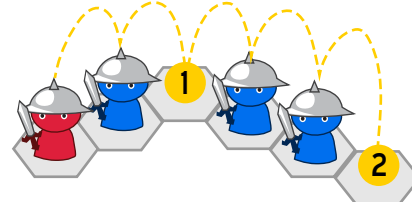
Crowdsurfing allows you to jump over one or more neighboring characters, as long as they're standing in a line. Each crowdsurf counts as moving one space.
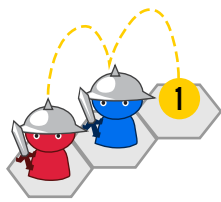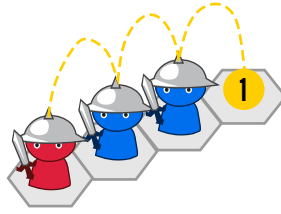
Costs 1 space.   Also costs 1 space.   You can crowdsurf multiple times.

✪ Actions

Players get 4 Action Points to use each turn. Unused Action Points don't carry over, so don't hold back!

Spawn

If no one is standing on your spawn space, you can add a minion there for 1AP. Each class has a limited stock, based on how strong or durable they are. If you run out of a particular minion, you'll have to spawn something else.

New minions arrive in a protected, disabled state. They can't be targeted by abilities or buffs, and can't be played until next turn. You can crowdsurf them, though.

Use a Special

Each minion comes with 3 specials, and can use one of them each turn. Some powerful abilities will be locked at the start of a match. Once you've earned the required number of Victory Points, these moves will unlock instantly.

Specials typically cost 1AP to use, and some have to recharge between uses. Other are passive upgrades, permanently buffing that class of minions.

Tap an Enemy Pillar

In addition to using a special, each minion can tap an enemy pillar for 1AP, once per turn. That's right, minions can tap AND use an ability! Moving next to an enemy pillar will reveal the prompt to tap.

BLITZ ROYALE

This is our single player challenge against the AI. You'll choose your loadout as usual, but receive random reinforcements before each match. There are six fights in all, and each minion you lose along the way is gone for good!

EASY

You'll get an extra AP every turn, and start each match with a full Captain charge. You also benefit from a bonus that helps you recharge your Captain's Ult faster.

NORMAL

You'll get the same AP as your opponents, and start each match with an empty Captain's charge. You still receive a bonus charge to help you fill your Captain's Ult faster. Your enemies will trigger their Captain's powers more frequently.

HARD

Your enemy gets an extra AP each turn, and will trigger their Captain's ults even more frequently. You gain no special charge bonuses for your Captain.

MINIONS

Moves **in gold** are locked each match until you reach a certain score threshold.

SNIPER

HP: 3
Stock: 3
Speed: 1

1 **Longshot**
Attack a neighboring enemy for 2 damage.

2 **Airstrike - Need 3VP**
Deal 4 damage to any unit exactly 3 spaces away, no matter what's between you.

1 **Tapping Round - Need 5VP**
Shoot a pillar along a straight path to tap at a distance. Does not count as your tap action for the turn.

PACIFIST

HP: 8
Stock: 2
Speed: 2

1 **Pacify**
1 You target can't tap or use their specials next turn. This disables passive buffs.

0 **Donate**
Give up to 3HP to an injured neighbor. You'll stop automatically if you reach 1 HP.

Pillar Guard - Need 7VP
You pillar is untappable when a Pacifist is beside it.

SOLDIER

HP: 4
Stock: 3
Speed: 2

1 — **Multislash**
Perform three 1 damage strikes against any combination of neighboring enemies.

0 — **Push**
Push any character beside you backward one space for free. Must have an open space behind them.

1 — **Stab - Need 3VP**
Stab outward 2 spaces, dealing 2 damage to each space. Penetrates characters, but not barriers.

RUNNER

HP: 2
Stock: 5
Speed: 3

1 — **Melee**
Attack a neighboring enemy for 2 damage.

0 — **Dash**
Slide along a straight path until you reach an obstacle. If it's an enemy, deal 1 damage.

Hard Surf - Need 5VP
Deal 1 damage when you crowdsurf enemies.

DEFENDER

HP: 6
Stock: 2
Speed: 2

1 — **Melee**
Attack a neighboring enemy for 2 damage.

1 — **Shield**
Add 2 armor to a neighboring ally, or replace their damaged armor. Does not stack.

1 / **1** — **Blockade - Need 5VP**
Place two barriers beside you. They can't be destroyed, moved, or crowdsurfed, and last until your next turn starts.

MOTIVATOR

HP: 4
Stock: 3
Speed: 2

1 — **Intimidate**
All neighboring enemies will take +1 damage the next time they're hit this turn.

0 / **1** — **Shout - Need 3VP**
Refresh a neighboring ally you've already used. Can also activate spawning characters.

Inspire - Need 5VP
Neighboring allies receive -1 damage.

BRUTE

HP: 7
Stock: 2
Speed: 1

2 — **Super Melee**
Attack a neighboring enemy for 5 damage.

1 — **Toss - Need 3VP**
Throw a neighbor up to 2 spaces from you, even over obstacles. They can crowdsurf if tossed along a straight path.

Doubletime - Need 7VP
Double your movement stat.

AP cost
Passive upgrade
Turns to Recharge

Captains

Your chosen captain provides a single-use Ultimate to help you turn the tide of battle. Unlike minion abilities, your captain's bonus is charged as your OPPONENT gains VP, and it doesn't cost any Action Points. Once triggered, it will start to recharge.

You can trigger your captain's Ultimate via your captain's tile.

Abbacus

Unspawn
Unlocks at 5 Enemy VP
Send any enemy unit back to their spawn pool. They'll return to the board with the same HP.

Molera

Flame Trap
Unlocks at 5 Enemy VP
Place a flame rune on any clear, non-spawn space. The next enemy to touch this space is instantly defeated.

Salvador

Protect
Unlocks at 6 Enemy VP
Make a minion or pillar untargetable by enemies for 1 turn. Your minion can still be crowdsurfed.

Lolli

Hypnotize
Unlocks at 5 Enemy VP
Hijack an opponent's piece for this turn. This trance isn't strong enough to make them tap their own pillar. You can spend AP to use their abilities and still attack them.

Penny Miser

Take a Penny
Unlocks at 4 Enemy VP
Deal 1 damage to all enemy minions.

Bjorgolf

Cold Feet
Unlocks at 4 Enemy VP
On your enemy's next turn, reduce all character speeds by 1 and disable their crowdsurf.