

Give me a sign so I'll know what to do!

HEXON

All of us experience 2 identical life events; we are born, and we die; alpha & omega. Our individual life paths are unique. What we do, the choices we make, goals we set, our actions & reactions to internal & external events determine our destiny...
...or do they?



Based in ancient traditional Tarot mysticism and practices, HEXON gives paranormal powers opportunity to provide insight and guidance. Could such revelation amplify your potential to achieve a more desirable, satisfying destiny?

In playing HEXON, Players gain insight that may foretell their (current) future and change their destiny.

*A Game of Insight & Divination
Where every move is a revelation!*

The path you build determines your destiny!

During the game, Players identify goals, analyze situations, adapt, recognize (and utilize) their innate powers to execute a perceptive strategy to create their path to success. Internal and external forces will help or hinder. Some Players may become "star-crossed."

GAME COMPONENTS

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| HEXON Tarot Divination Guide & Rule Book | |
| 20 Hexon grid tiles | 10 Player starter tiles |
| 24 Major Arcana talismans | 10 Hexon Chronicle boards |
| 56 Minor Arcana talismans | 1 Divine providence token |
| 20 Alpha-omega talismans | 1 Hexon Chronicle notepad |
| 1 Talisman pouch d4 dice | 50 Player talismans |
| 1 Deck of Hexon tarot cards | 200 Double-sided path tiles |
| 1 4-Sided dice | |

Number of Players: 2-10 Duration: 60+ minutes
Ages: 12 and up Categories: Strategy, race
Theme: Paranormal Status: Late stage prototype

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