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.

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

HEXON Tarot Divination Guide & Rule Book
20 Hexon grid tiles
24 Major Arcana talismans
56 Minor Arcana talismans
20 Alpha-omega talismans
1 Talisman pouch d4 dice
1 Deck of Hexon tarot cards
1 4-Sided dice

10 Player starter tiles
10 Hexon Chronicle boards
1 Divine providence token
1 Hexon Chronicle notepad
50 Player talismans
200 Double-sided path tiles

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

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