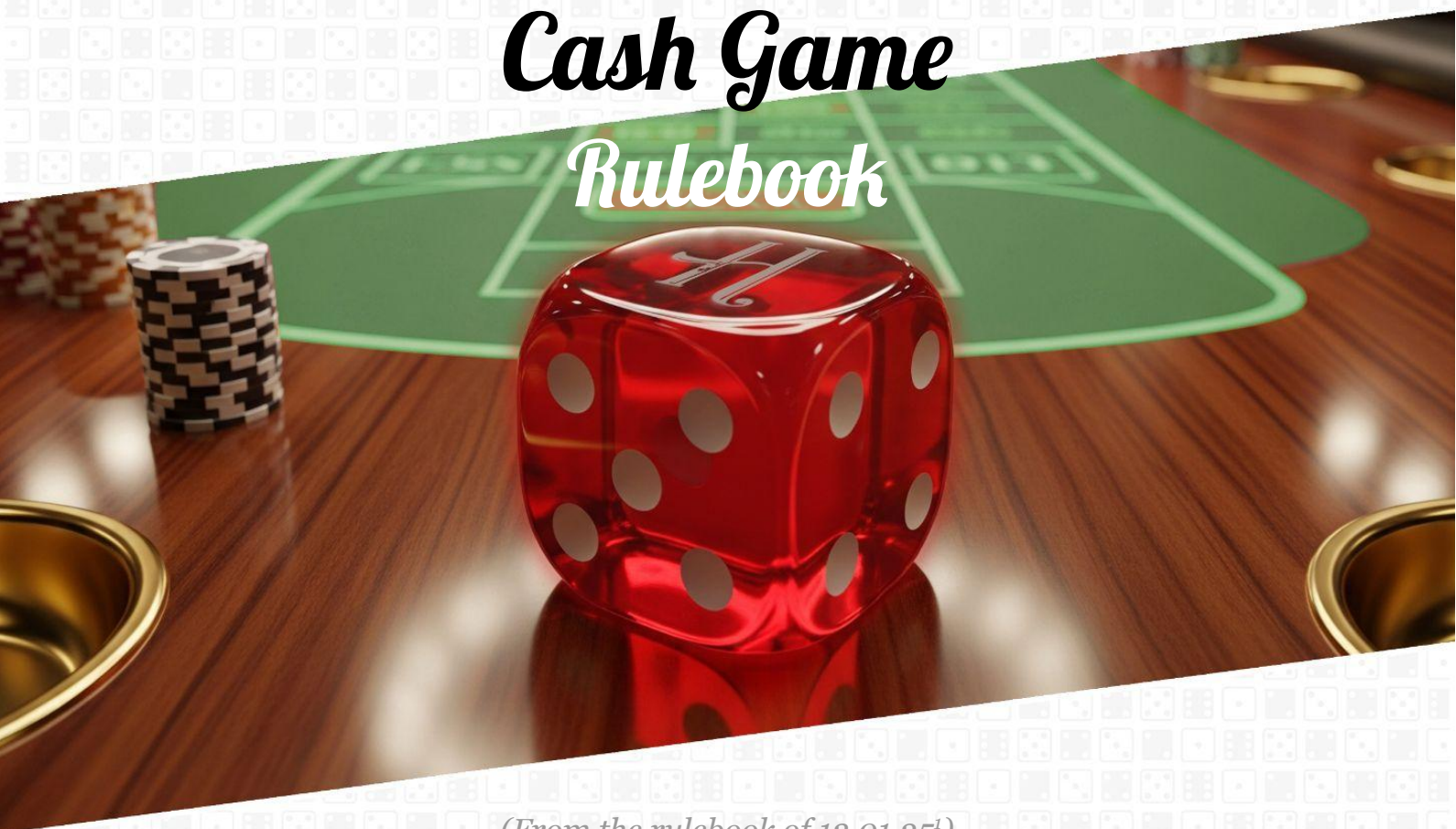




HEXA

Cash Game Rulebook



(From the rulebook of 13.01.25¹)

¹ Basic version of 08.04.2024

SHA256: 5ec881b8a927e60f4582c74ef81dfeda01fe7d1a3a19dad06670fde6409d8f2a

Previous updates:

17.05.24

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22.05.24

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01.01.25

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06.01.25

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1 Introduction

HEXA is a competitive casino dice game designed for a minimum of 2 and a maximum of 8 players.

Players compete against each other, rather than the house, moving through a sequence of betting rounds and dice rolls aimed at building winning combinations.

Throughout the game, each player uses their own dice, in conjunction with the dealer's, to form a combination according to the rules of play.

At the end of the final phase, the player with the strongest dice combination wins the game.

HEXA is designed to blend strategic decision-making, controlled randomness, and a fast-paced casino table rhythm, offering a dynamic competitive experience tailored for the live gaming environment.

2 Game Material

2.1 Dealer Material:

- **2 dice**
- **player tokens** (of the same color as the player's dice)

2.2 Player Material:

- **4 dice** (each player has a different dice color)

3 Game flow

3.1 Entry Bet: Joining the Game

STEP 1: Assigning the Button

At the start of the game, all players roll two dice.

The player with the highest score receives the "button" and starts the game.

In case of tie, the involved players re-roll both dice until the tie is broken.

STEP 2: Entry Bet

Starting with the button player, every player wishing to participate places his bet on the table (this is the **Entry Bet**, which is a fixed amount).

STEP 3: Simultaneous Player Roll

Players roll their dice simultaneously and reveal them to the dealer.

3.2 Limit Bet: Risk Selection

STEP 4: Limit Bet

Starting with the button player, every player wishing to continue the game, places his bet on the table (this is the **Limit Bet**²; at the player's discretion, it can be equal to the **Entry Bet** or double it).

STEP 5: The Dealer's Roll

The Dealer collects the **Limit Bets**, places them in the pot, rolls his two dice in the dealer area, and announces the result.

3.3 No Limit Bet: Strategic Expression

STEP 6a: Locking Dice and No Limit Bet

Starting with the button player, each player intending to stay in the game:

- Shows to the dealer which dice he wishes to "lock"³ to form his combination (using his own dice and the dealer's).
- Places his bet on the table (this is the **No Limit Bet**⁴, which has no predefined value).

STEP 6b: Validating Combinations

For each player, the dealer:

- Places the **locked dice** in the player's respective area.
- Returns the **free** (unlocked) **dice** to the player.
- Places a marker matching the player's dice color on the corresponding combination and announces it.

STEP 7: No Limit Bet Collection and Rake Deduction

The dealer collects the **No Limit Bet**, places them in the pot, and sets aside the rake.

STEP 8a: Dice Re-rolls

Starting with the button player, each remaining player may re-roll his free dice up to two times (one or two re-rolls at the player's discretion) to improve his combination.

STEP 8b: Combinations Update

For each player, the dealer:

² All players wishing to remain in the game must match the highest bet placed.

(If a player chooses to bet the maximum **Limit Bet** value, all other players who have not done so must call that amount to continue.)

³ Once dice are **locked**, they may not be re-rolled.

⁴ As with the **Limit Bet**, all players wishing to remain in the game must match the highest bet placed.



- Places the newly **locked dice** in the player's area.
- Returns any remaining **free dice**.
- Updates the color-coded marker on the corresponding combination and announces it.

3.4 End of Game

STEP 9: Determining the Winner

The player with the highest-ranking combination wins the game.

STEP 10: Pot Distribution and Dice Management

The dealer:

- Awards the winnings (the pot minus the rake) to the winner.
- Returns each player's dice.
- Resets the player markers.
- Repositions his own (dealer) dice.
- Passes the button to the next player (clockwise).

STEP 11: Next Round

The game restarts from STEP 2

3.5 Split POT

In the event that two or more players achieve the same type of combination, the player with the higher-value, wins.

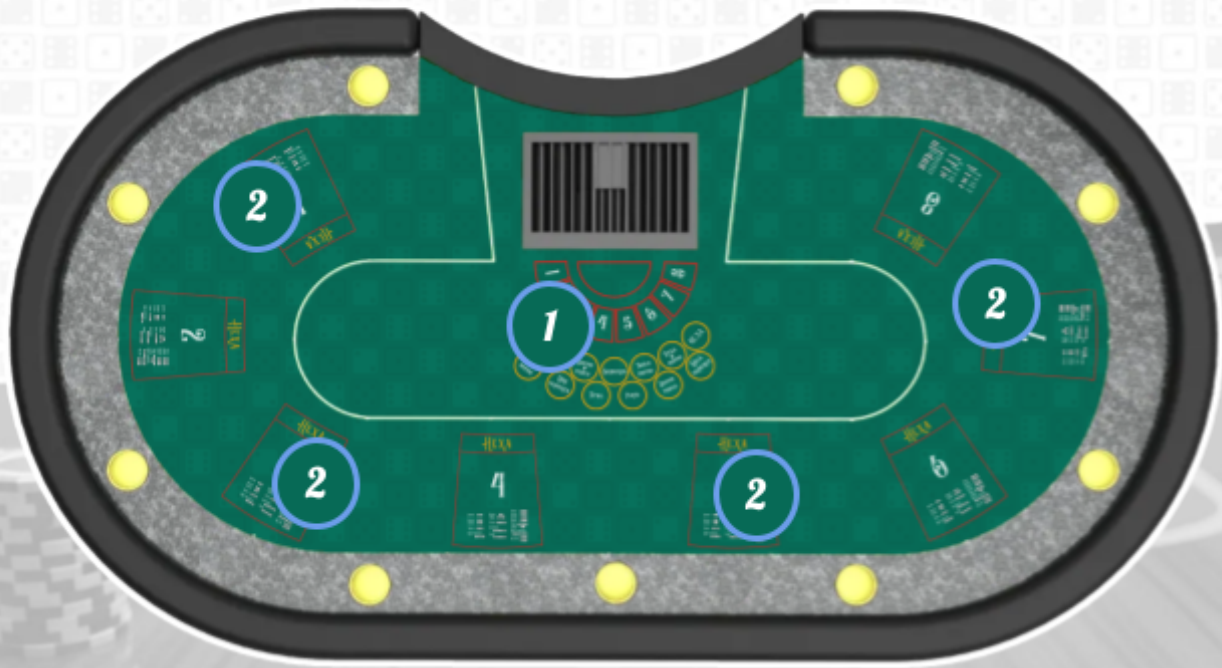
If the winning combinations are identical (counting both **locked** and **free dice**), each of these players is considered a winner and shares in the distribution of the pot.

4 List of possible combinations

Name	Description	Example
Double	<i>2 equal faces</i>	
Double Double	<i>2 Doubles</i>	
Triple	<i>3 equal faces</i>	
Mini Sequence	<i>4 faces in sequence</i>	
Double & Triple	<i>1 Double and a Triple</i>	
TETRA	<i>4 equal faces</i>	
Sequence	<i>5 faces in sequence</i>	
PENTA	<i>5 equal faces</i>	
Triple Double	<i>3 Doubles</i>	
Double Triple	<i>2 Triple</i>	
TETRA & Double	<i>1 TETRA and 1 Double</i>	
MEGA Sequence	<i>6 faces in sequence</i>	
HEXA	<i>6 equal faces</i>	

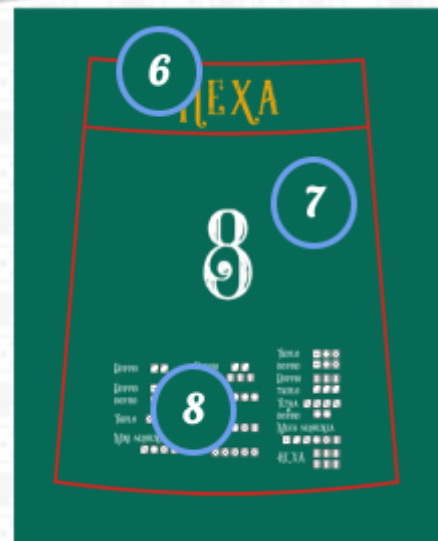
5 Game Table (8 Players + 1 Dealer)

8 PLAYERS TABLE



DEALER'S AREA

PLAYERS' AREA



5.1 Legenda:

1. **Dealer's Area:** controlled by the Dealer, where the dice are thrown (3), where the dice withdrawn from the players are placed (4) and where the combinations obtained by each player in each hand are indicated (4) to show everyone the respective progress of the game.
2. **Player's Area:** where players throw the **free dice**(7), position the **locked dice** (6) and where consult the list of combinations (8) during the game.
3. **Dealer's Dice Area:** where the dice thrown by the dealer are placed
4. **Players' Markers area:** area where the Dealer places the markers.
5. **Combination list:** area where the Dealer places the markers of each Player.
6. **Player Locked Dice Area:** where the **locked dice** of each Player are placed during the match.
7. **Player Dice Rolling Area:** where the **free dice** are thrown by each Player during the match.
8. **Combination list:** list of possible combinations.

6 Game Flow Diagram

