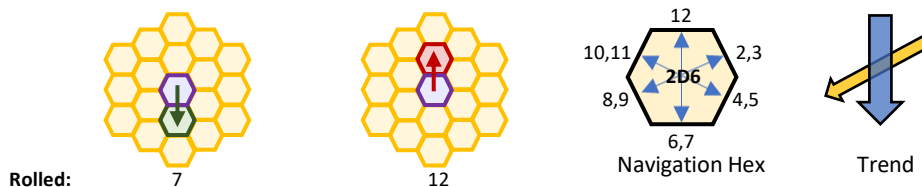
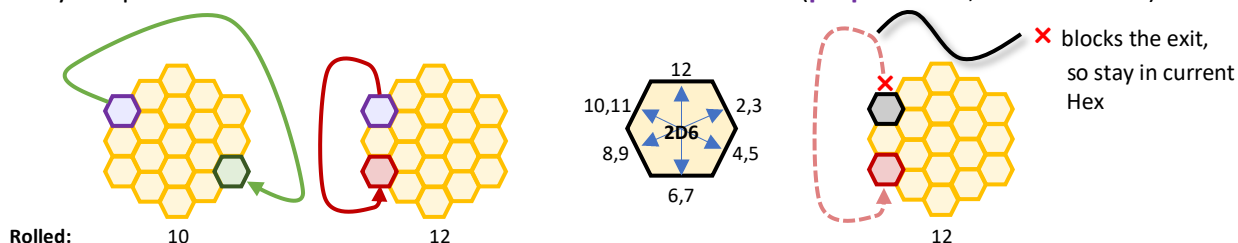


Some Examples of Typical Hex Flower Movement

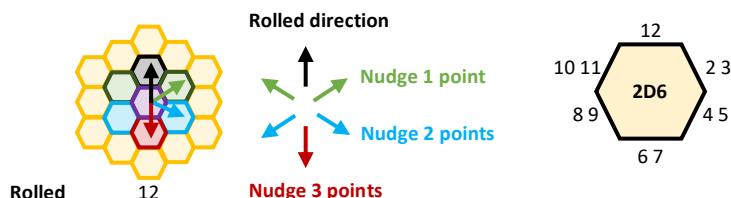
Moving/Mapping – Moving around the Hex Flower (HF) is (normally) done by rolling 2D6 and moving from the 'current Hex' to the Hex indicated by the Navigation Hex. So, if the 'current Hex' is the middle Hex, then rolling a 7 on the 2D6 would move you downwards (**purple** to **green** as shown below-left); alternatively rolling a 12 would take you upwards (**purple** to **red** as shown below-right):



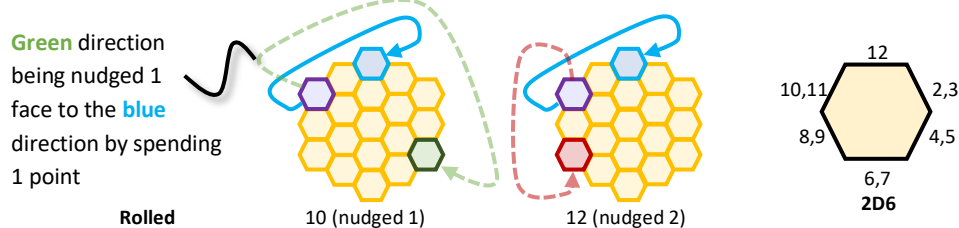
Edge rules – If the direction would take you off the Hex Flower, then wrap around to the opposite side of the Hex Flower following the same column or (diagonal-ish) row, unless the direction is blocked by an **X**, then stay in the current Hex (stay in **grey** Hex as shown far-right). So, if you were in the top Hex of the first column and you rolled a 10, then you'd move diagonally in the row (**purple** to **green**; below-left). But, rolling a 12 would take you up and over the column to the bottom of the first column (**purple** to **red**; below-middle):



Spending points - Spending points allows you to 'nudge' the rolled navigation direction by one face per point spent. If you were in the central Hex, and rolled a 12 you would normally move directly up (**purple** to **grey** as shown below). But you could spend **1**, **2** or **3** points to nudge the travel direction by **1**, **2** or **3** faces to the **green**, **blue** and **red** Hexes respectively:



Spending points + edge rules - if you were in the top Hex of the first column and you rolled a 10 you should move to the Hex at the bottom of column 5 (**purple** to **green** as shown below-left) - but if you spent a point, you could 'nudge' the result one face taking you directly to the top of the Hex Flower (**purple** to **blue** as shown below-left). Alternatively, if you had rolled a 12 and spent 2 points you could 'nudge' the result two faces to get to the top Hex (**purple** to **blue** rather than from **purple** to **red**; below-right).



Narrative flourish – When spending points, the player is encouraged to expand/explain how spending the point changed the outcome. So, spending a point you might explain how your point spend helped you to get to the top Hex. This hopefully avoids point spends becoming too mechanical and helps to lock it more into the game fiction.