Hextraction Tile Effects

★ On Play ★

On Play effects happen as you place a tile onto the board.

Copy Cat - On Play: (if possible) Choose a tile on the board with an On Play effect, temporarily copy it onto this tile.

Detonate - On Play: Destroy all tiles with a ball touching it.

Discard - On Play: Place the rest of your tiles into the draw pile.

Eye Spy - On Play: Look at your opponent's tiles. Choose one of them to play.

Hammer - On Play: Destroy a tile, then destroy this tile.

Jerk - On Play: Swap places with an adjacent tile. (no rotating.)

Magnet - On Play: Move a non-adjacent tile to an open adjacent slot. (no rotating.)

Shockwave - On Play: If an open slot is available move the adjacent tiles one space away from this tile.

Skip - On Play: Your opponent(s) must either skip rolling or skip playing a tile during their next turn. (their choice.)

Sweep - On Play: Remove all balls from the board.

Trash Can - On Play: Move up to three balls from the board to this Trash Can tile.
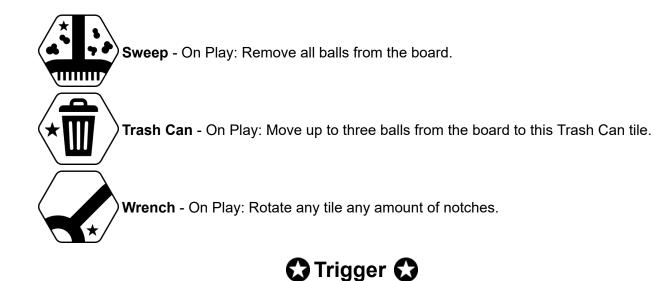
Wrench - On Play: Rotate any tile any amount of notches.

⭐ Trigger ⭐

Trigger effects happen as the ball passes through or enters a rigid section of a tile.

Ascend - Trigger: If a ball stops here move it to one of the off ramps on the highest Ascend Tile.

Clone - Trigger: Roll another ball off this Clone Tile ramp.

Contagion - Trigger: If a ball stops here remove the ball, destroy the last tile that ball touched and move this into its slot; destroy this tile when it reaches the top row. (when there are no slots directly above it.)

Gear - Trigger: Rotate an adjacent tile one notch, (clockwise or counterclockwise until it fits into the board).

Imitator - Trigger: Becomes an extension of the trigger for the adjacent tile the arrow is pointing at.

King - Trigger: If a ball stops here (if possible) move tile to an adjacent open slot and move ball to off ramp.

Red Hot - Trigger: This ball now destroys any tile it gets trapped in.

Sniper - Trigger: Destroy a tile and immediately replay that tile in the same spot. (Can't destroy itself or other Sniper Tiles.)

Teleport In - Setup: Create a Teleport Out Tile higher than this tile. Trigger: If a ball stops here, move it to any Teleport Out Tile. (When a Teleport In Tile or a Teleport Out Tile is destroyed, destroy one of its counterparts.)

☆ On Destroy ☆

On Destroy effects happen when the tile is destroyed.

Bomb - On Destroy: Destroy all adjacent tiles.

Genie's Lamp - On Destroy: If at least three balls are inside this tile, roll those three balls, one at a time.

◘ Ongoing ◘

Ongoing effects are constant.

Kill Switch - Setup: Place switch in the ON position. Ongoing: When the switch is in the ON position tiles act as normal. When the switch is in the OFF position all effects (except Setup effects) don't happen. (Only one Kill Switch can be on the board at a time.)

Overrider - Ongoing: All adjacent tiles can be overwritten. (A tile being played can destroy it and take its place.)