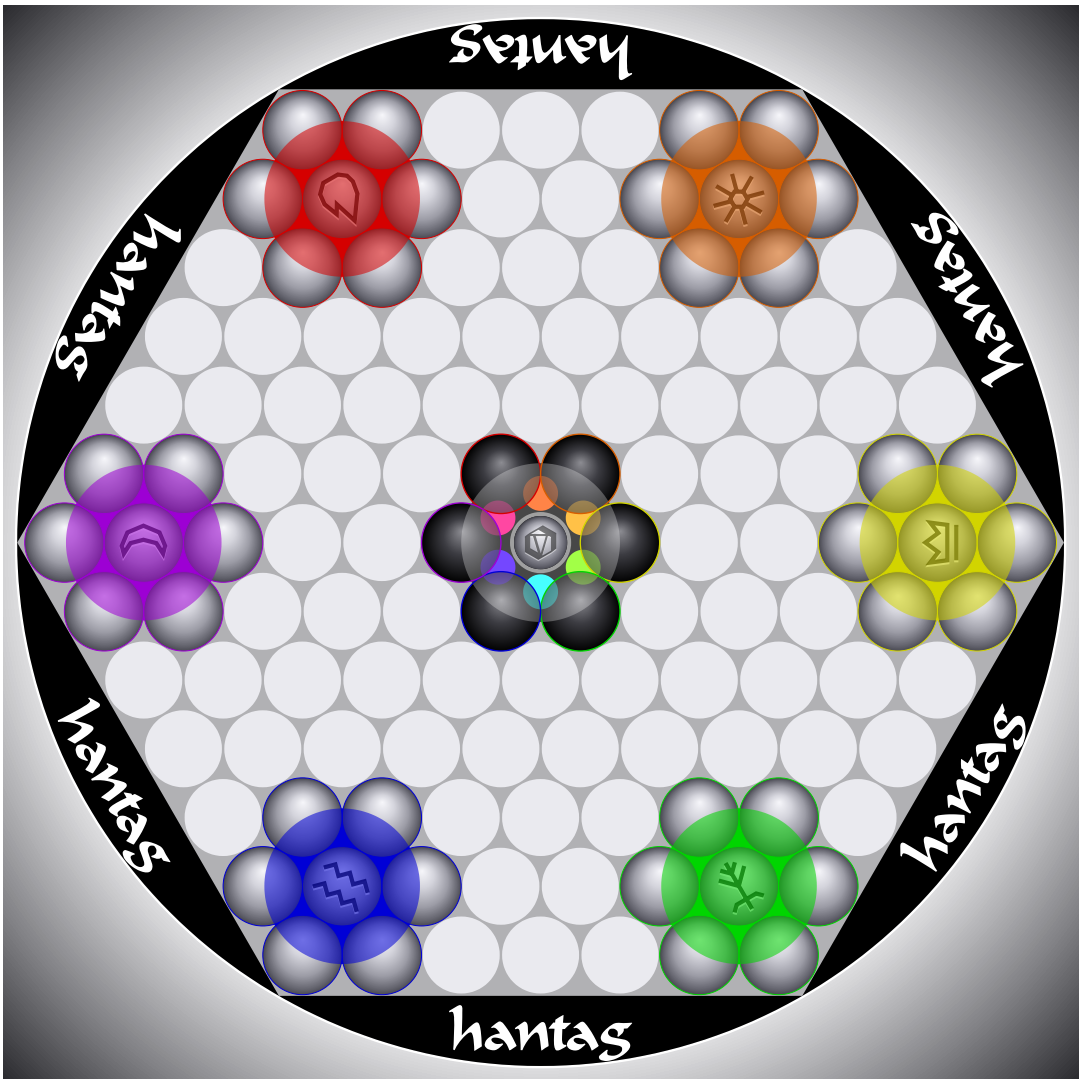
hantag

Print and play edition



2–6 PLAYERS · 30–90 MINUTES · AGES 10 AND UP

Designed by Brennan Pope, 1999 · Published by Flight Bulb Games, 2026

Play it online, free, against the computer or with friends: **hantag.flightbulb.games**

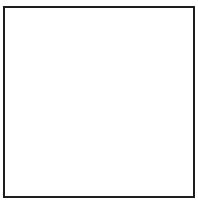
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What you need

- Nine sheets of card stock for the parts (or paper, glued to thin card), and plain paper for the rulebook.
- Scissors or a craft knife and a ruler. A 1-inch and a 3/4-inch circle punch make the tokens quick.
- Clear tape, and glue for the dice.

Printing

Print at 100% (“Actual size”, not “Fit to page”). Then check this square: each side should be exactly 1 inch (25.4 mm).



Putting it together

1. **The board** (4 sheets). Trim each sheet at its corner marks, lay the four out as their names say, and tape the seams on the back. Glue it to card or foam board if you like.
2. **Keeps and collections** (2 sheets) and **the hantag keep**. Cut along their edges.
3. **Stones, heroes and gems** (2 sheets). Cut or punch them out.
4. **The dice.** Fold and glue the two paper dice, or use ordinary dice with the chart on the gem sheet.

In this kit

Board	4 sheets
Castle keeps	6
Hantag keep	1
Collections	6
Castle stones	36, 6 of each colour
Hantag stones	6
Castle heroes	6, 1 of each colour
Hantag hero	1
Castle gems	36, 6 of each colour
Hantag gem	1
Focus die	1
Stone mover die	1: 2, 3, 3, 4, 4, 5
Rulebook	at the back

The runes

Each castle’s rune marks its courtyard, keep, stones, hero, gems and face of the focus die, so the colours can be told apart without seeing colour.

 Red: flame

 Orange: sun

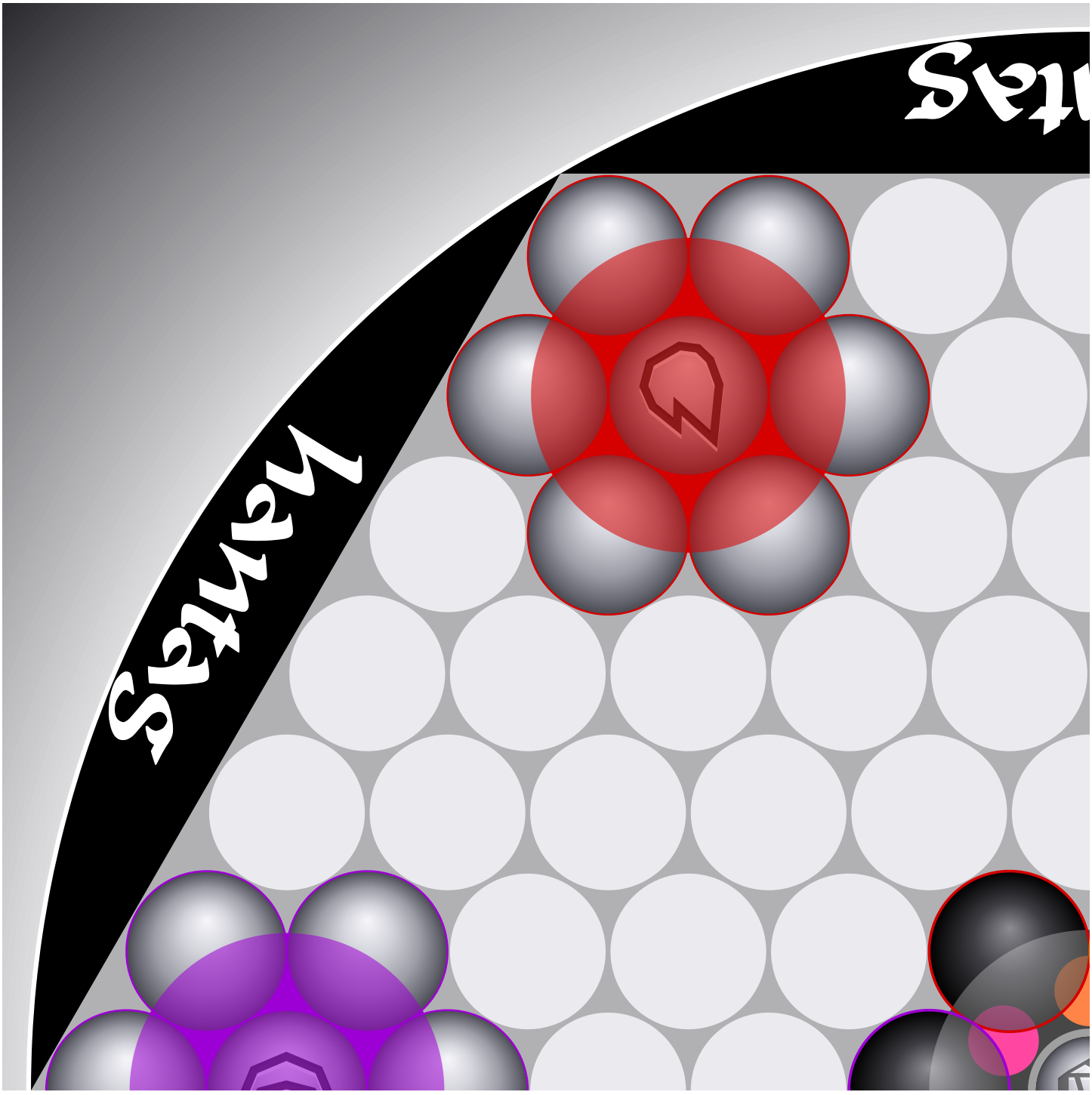
 Yellow: crown

 Green: oak

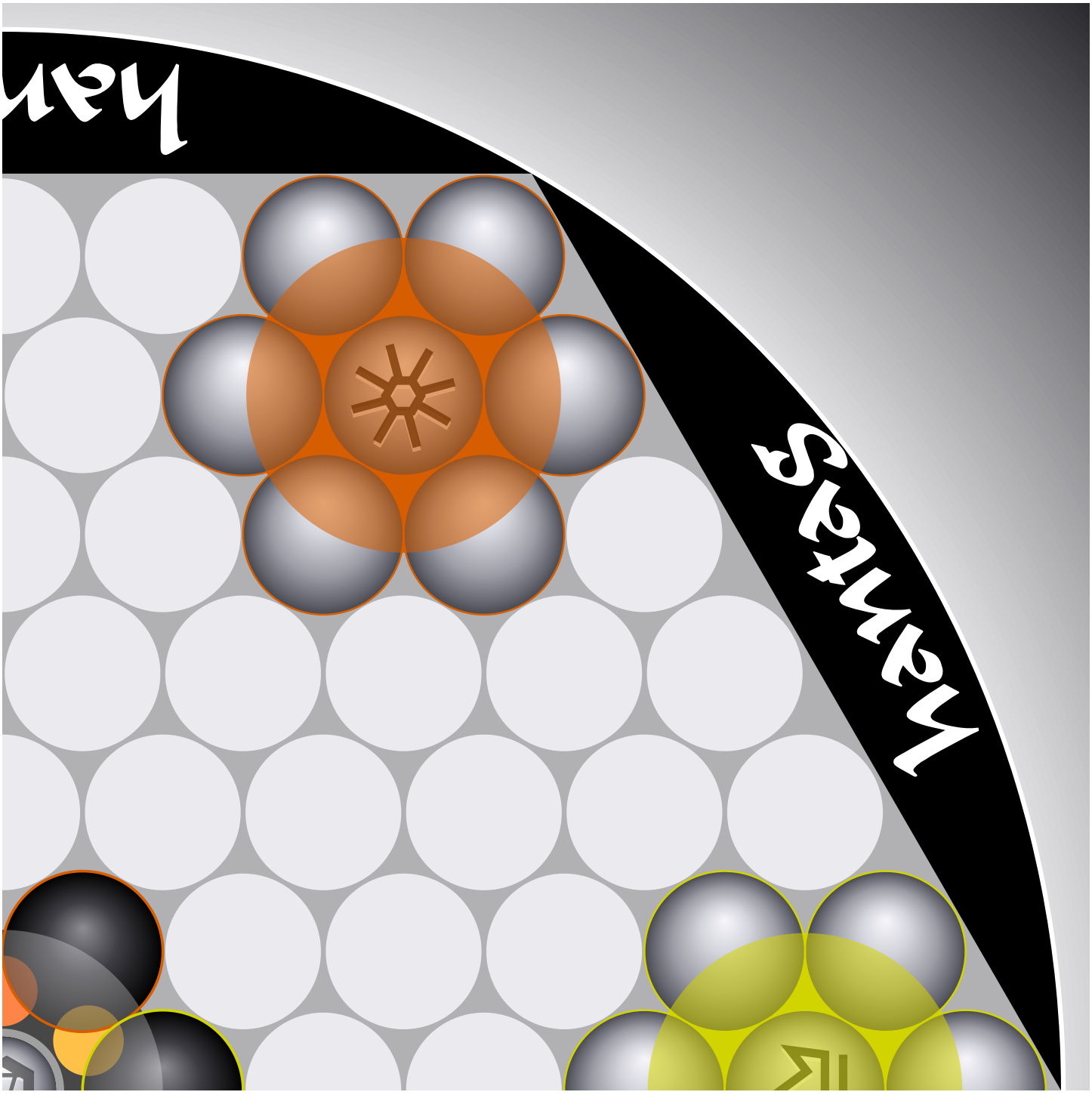
 Blue: sea

 Purple: moon

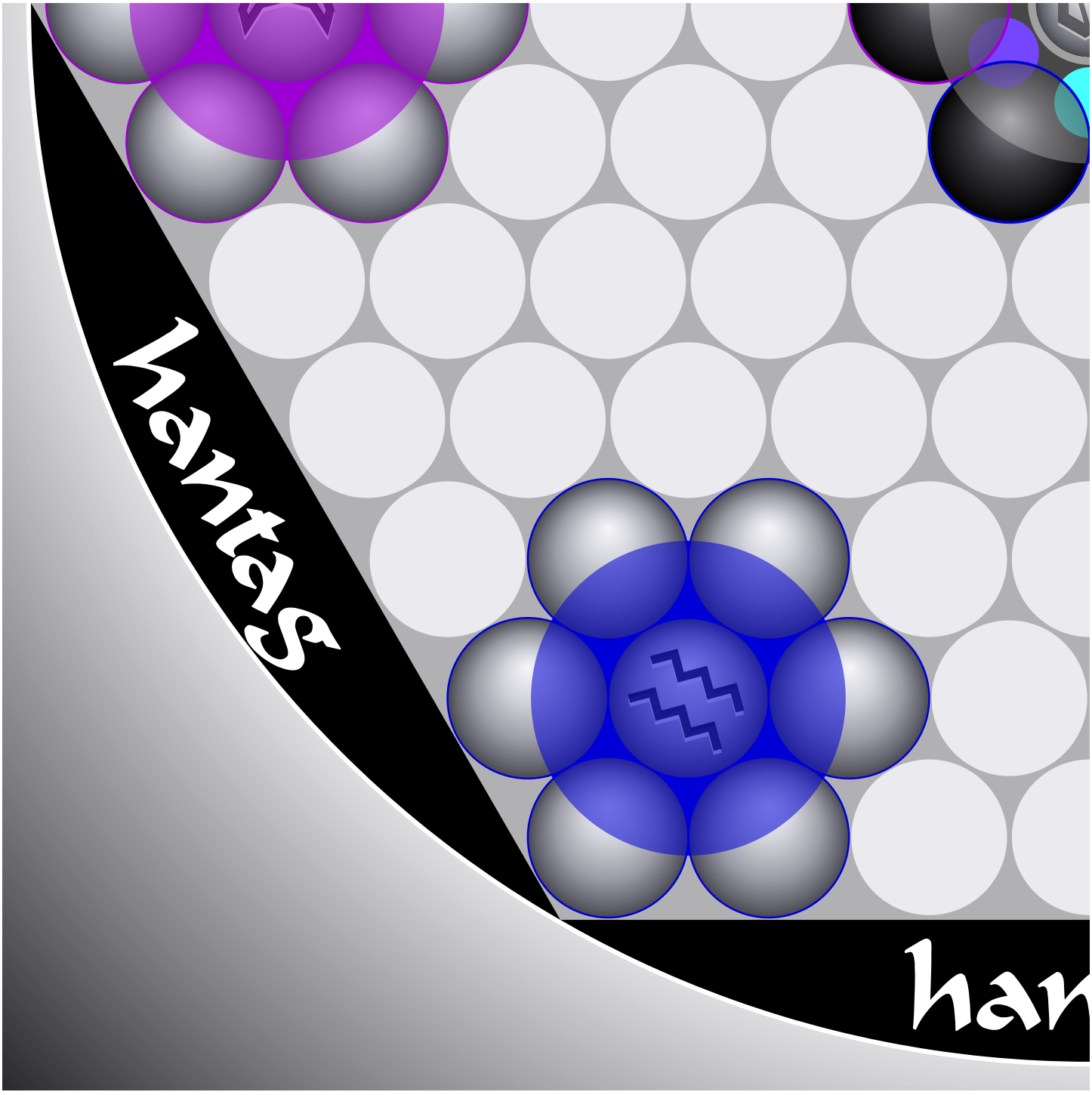
 Hantag: the heart



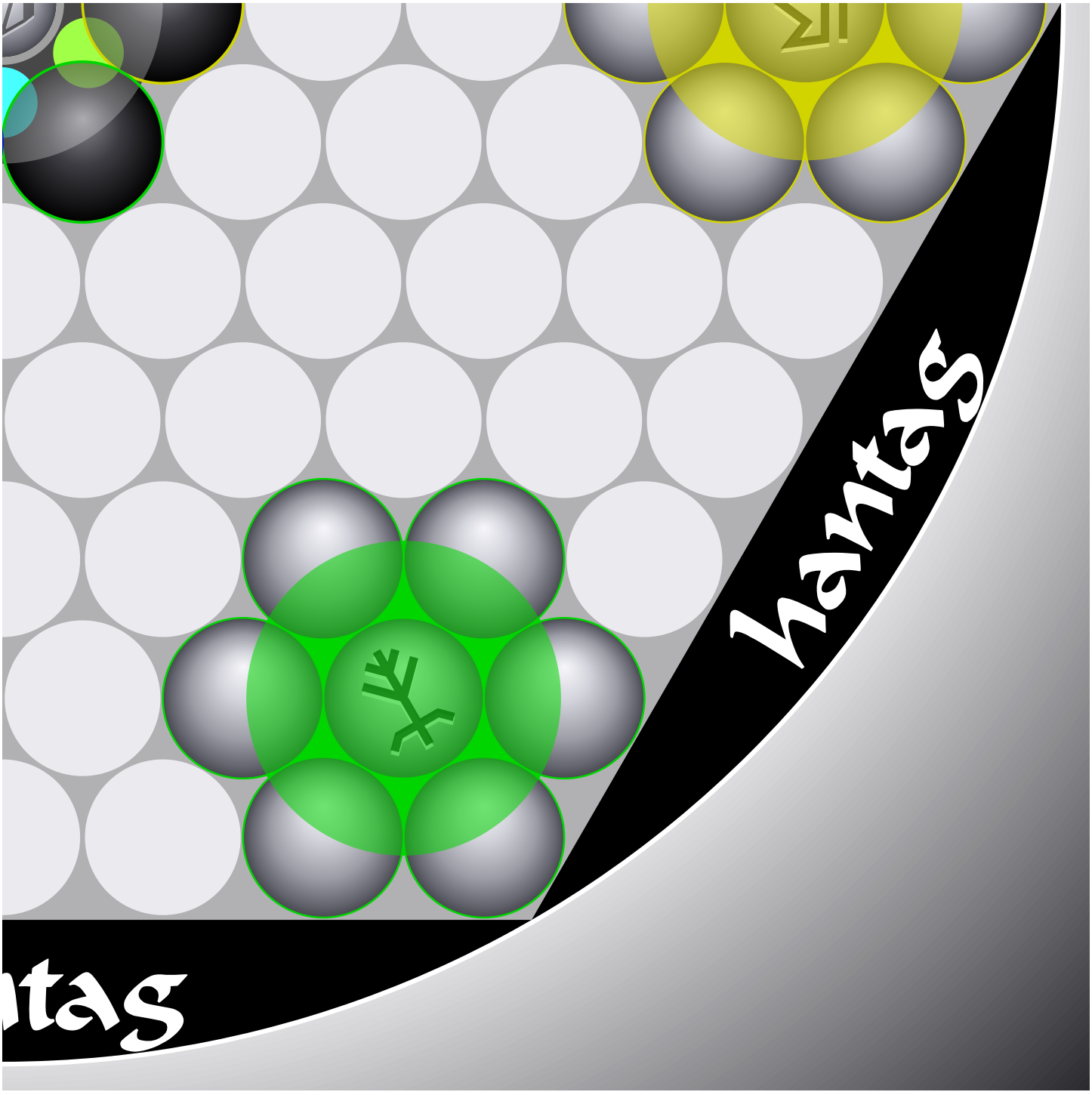
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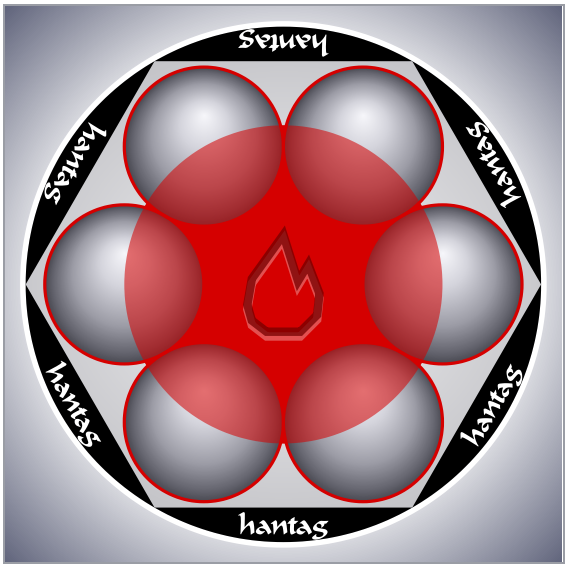
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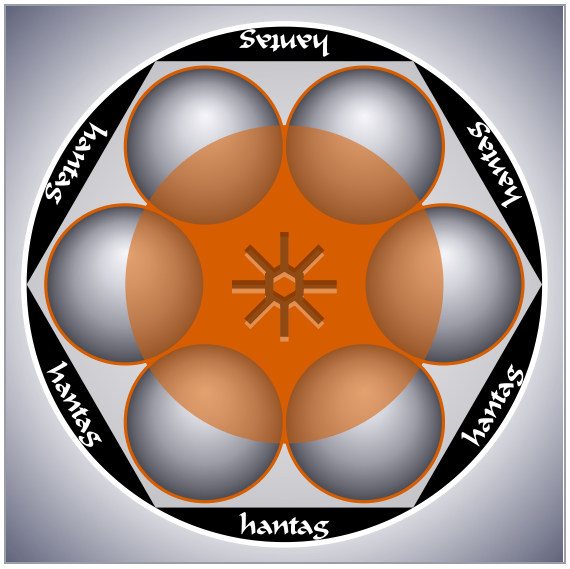


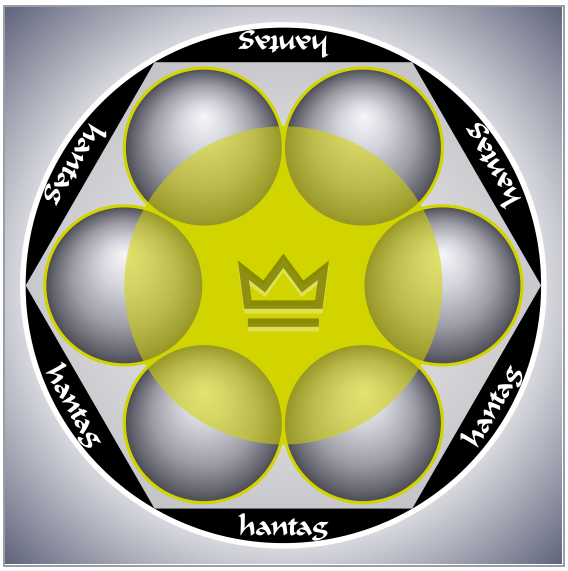
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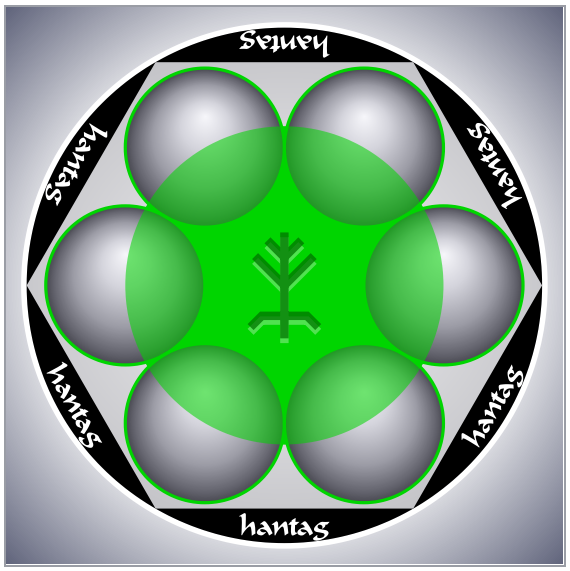


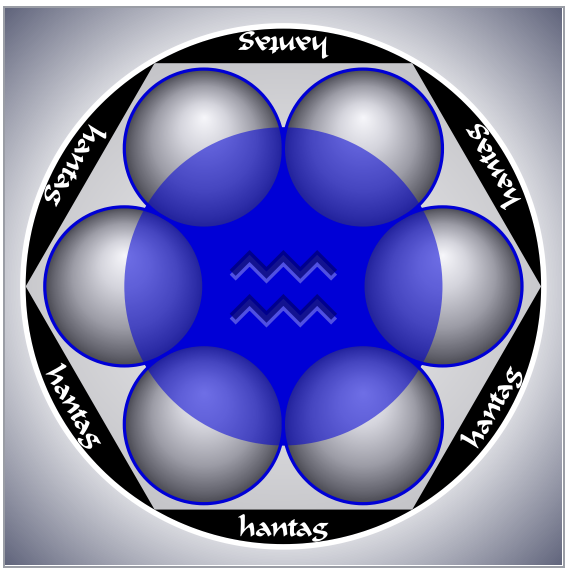
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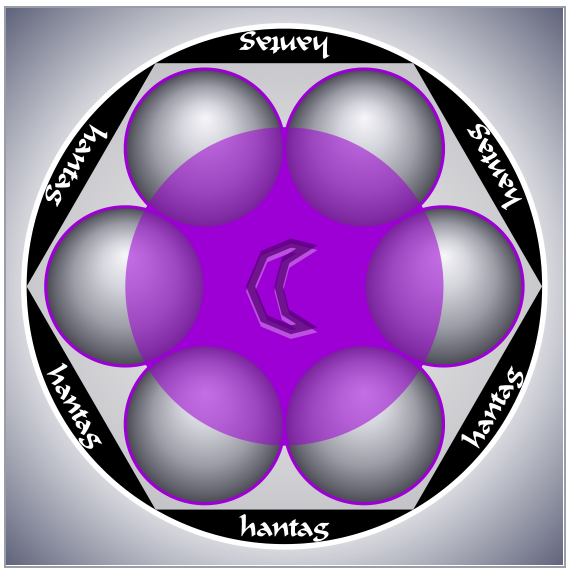




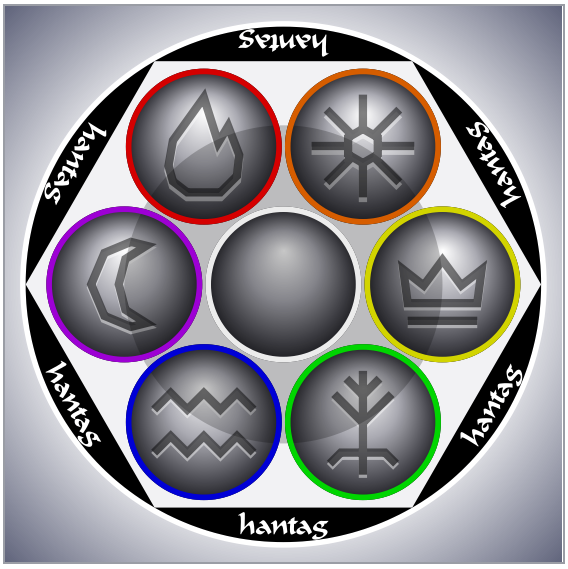


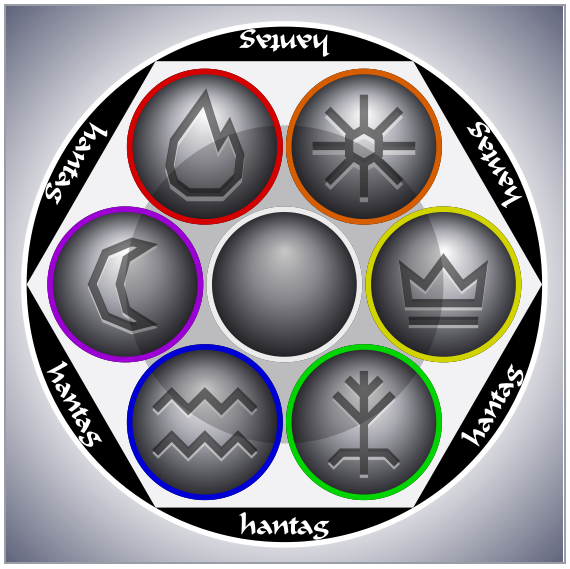


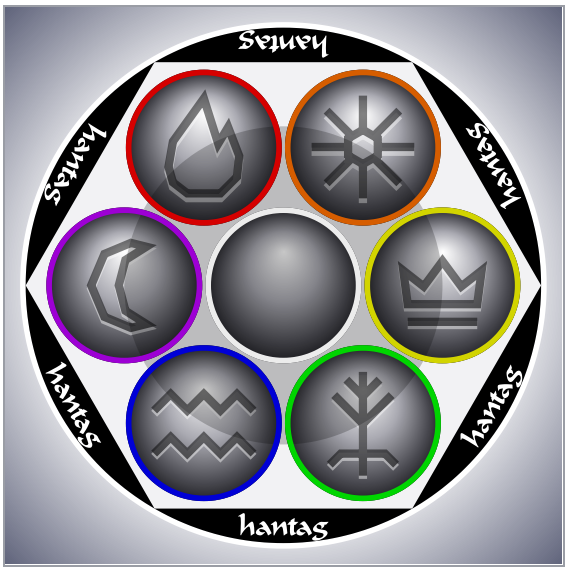


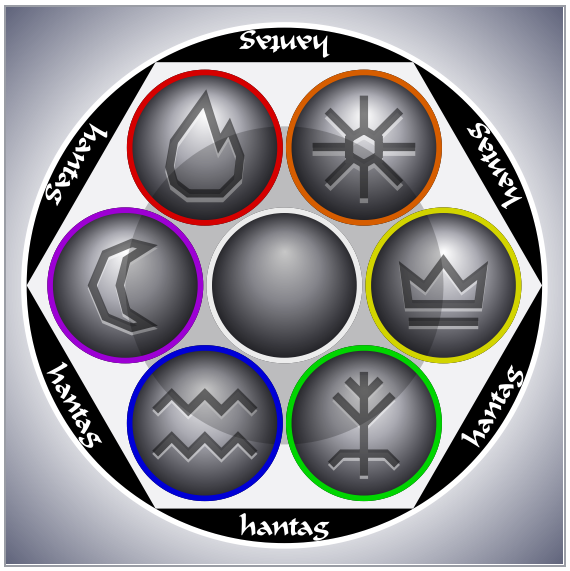


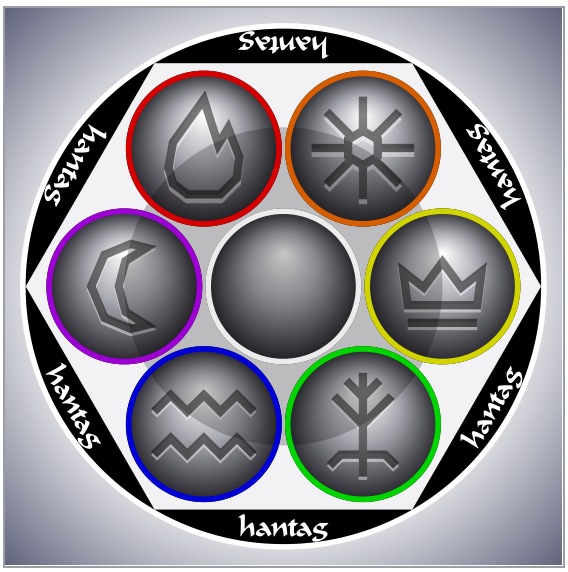
Cut along the edges. Each castle's six gems start on its keep.

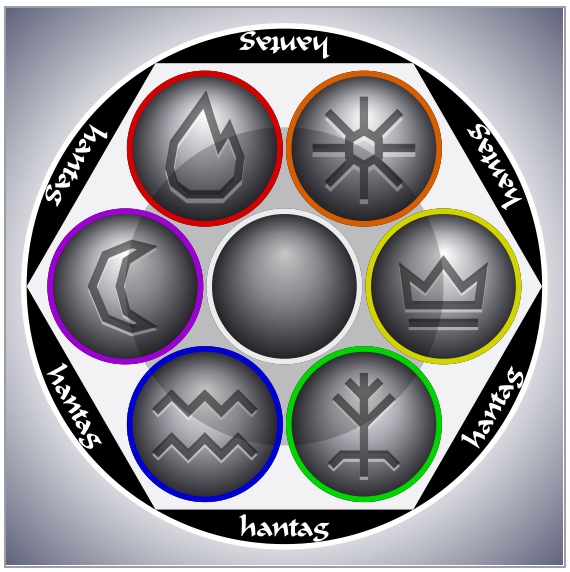




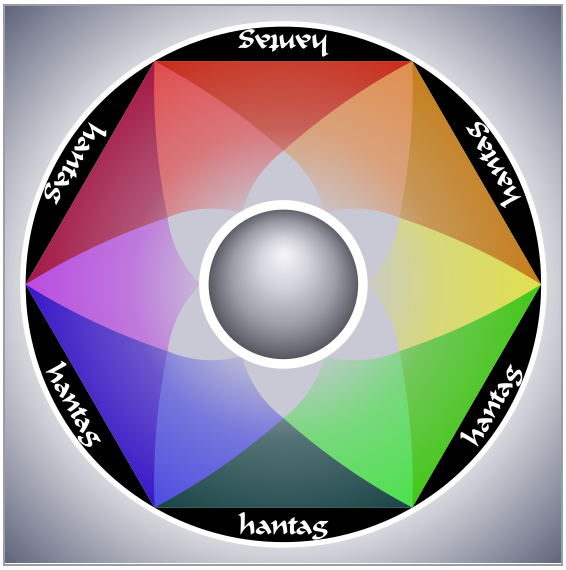




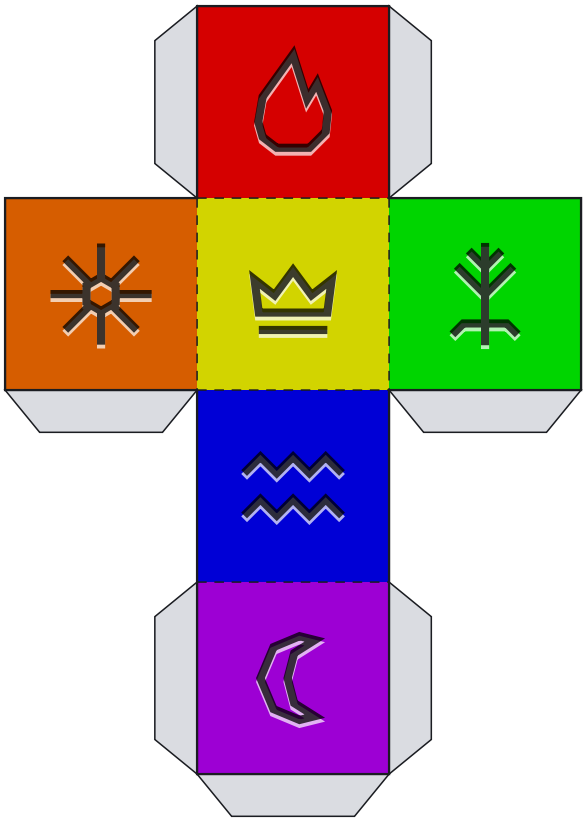




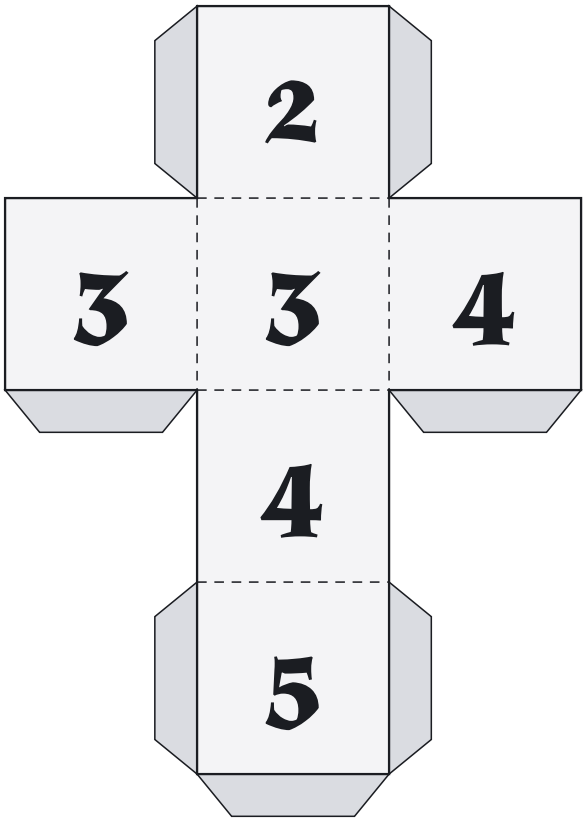
One for each player. The gems you collect go on the ring of their colour, the hantag gem in the middle.



Hantag keep: the hantag gem starts here

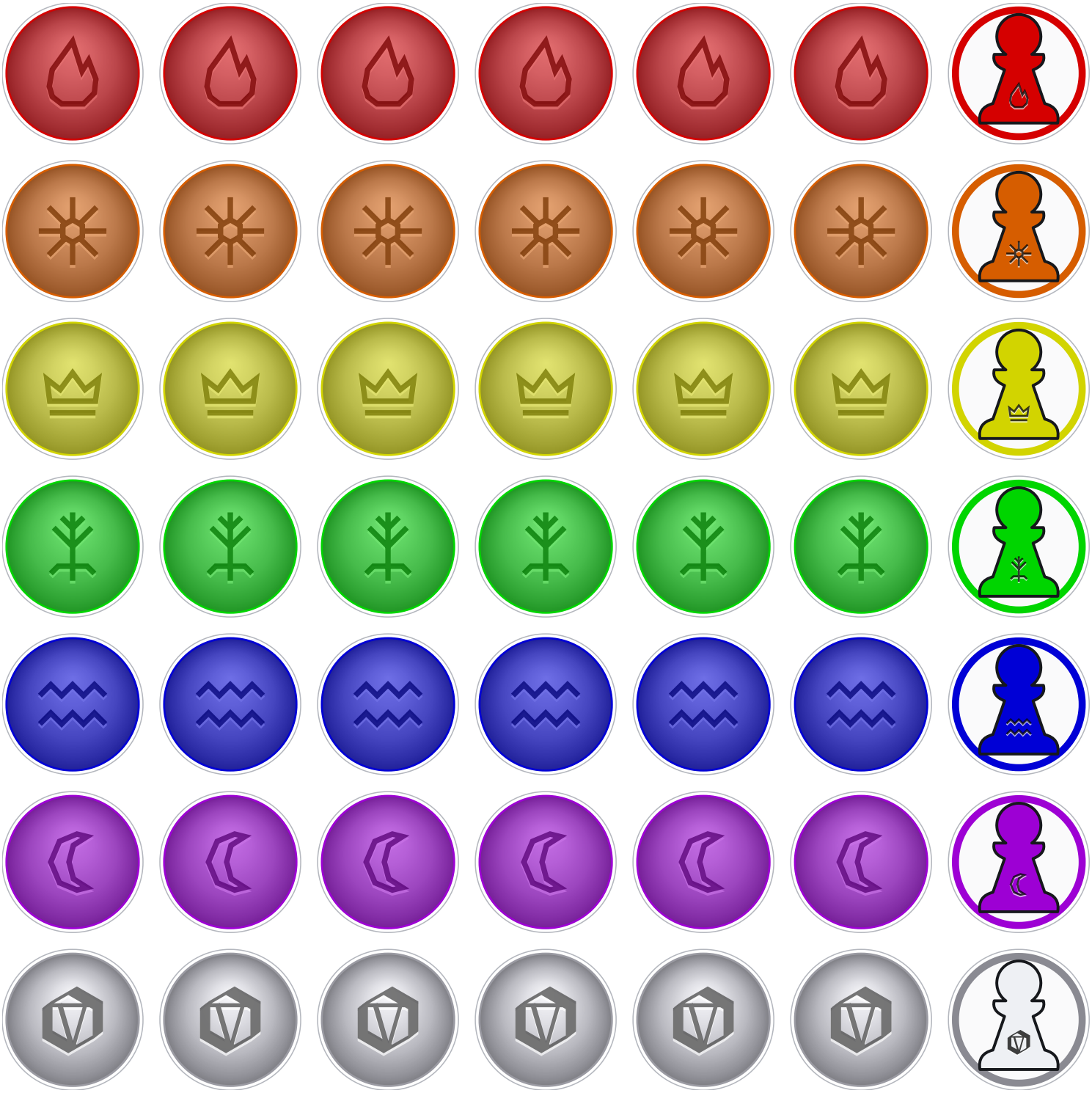


Focus die

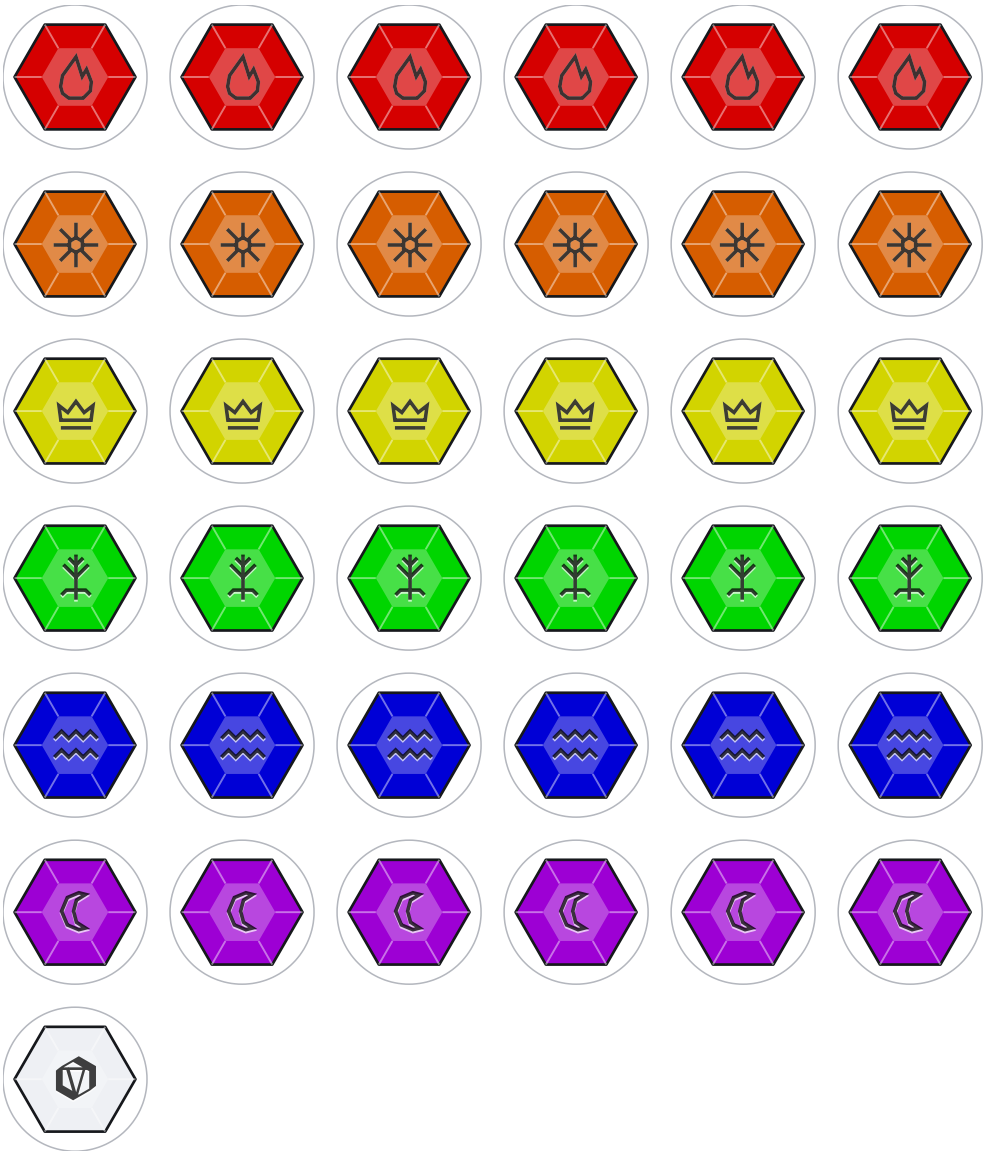


Stone mover die

Dice: cut along the solid lines, fold along the dashed ones, and glue each grey tab under the face it meets. Or roll ordinary dice with the chart on the gem sheet.



Each row is one castle's six stones and its hero; the last row is the six hantag stones and the hantag hero. A 1-inch circle punch cuts them cleanly.



No paper dice? Roll ordinary dice

Roll	Focus die	Stone mover die
1	Red, flame	2 slides
2	Orange, sun	3 slides
3	Yellow, crown	3 slides
4	Green, oak	4 slides
5	Blue, sea	4 slides
6	Purple, moon	5 slides

Six gems for each castle and the hantag gem. A 3/4-inch circle punch cuts them.

1.0 GAME OVERVIEW & OBJECTIVE



Han·tag \hän-täg\ *n* [Am. Eng. fr. OHG hantag, origin of 'center'] : a game for 2-6 players involving unique elements of strategy combined with the classic heroic quest

1.1 The Quest

Adventurers, here's your quest: All the land's castles are facing certain doom because they are of different colors, which has made them more diversified and more warlike. The elders of your castle speak of a hero who tried to restore Peace long ago. They say he had built the famous Hantag, the glorious structure in the center of your world. Just like all of the castles, it had a courtyard, wall spaces, and a keep. But the Hantag was far different because of the extraordinary gem held in its keep. This "hantag gem" possessed the power from all of the castles. It held the power of Peace, and some say, it still does. Your goal is to obtain the marvelous hantag gem, but first, you must collect one gem from each castle. Only then can you share with everyone the Peace of the Hantag.

1.2 Components

- 1 gameboard
- 36 castle stones — 6 in each castle color
- 6 hantag stones (clear)
- 6 castle heroes — 1 in each castle color
- 1 hantag hero (clear)
- 36 castle gems — 6 in each castle color
- 1 hantag gem (clear)
- 6 castle keeps — one tile per castle, each with 6 spaces for that castle's gems
- 1 hantag keep — a tile with 1 space for the hantag gem
- 6 collections — tiles with one space ringed in each castle color, plus a central space for the hantag gem
- 1 focus die — its six faces are the six castle colors
- 1 stone mover die — its six faces are 2, 3, 3, 4, 4, 5

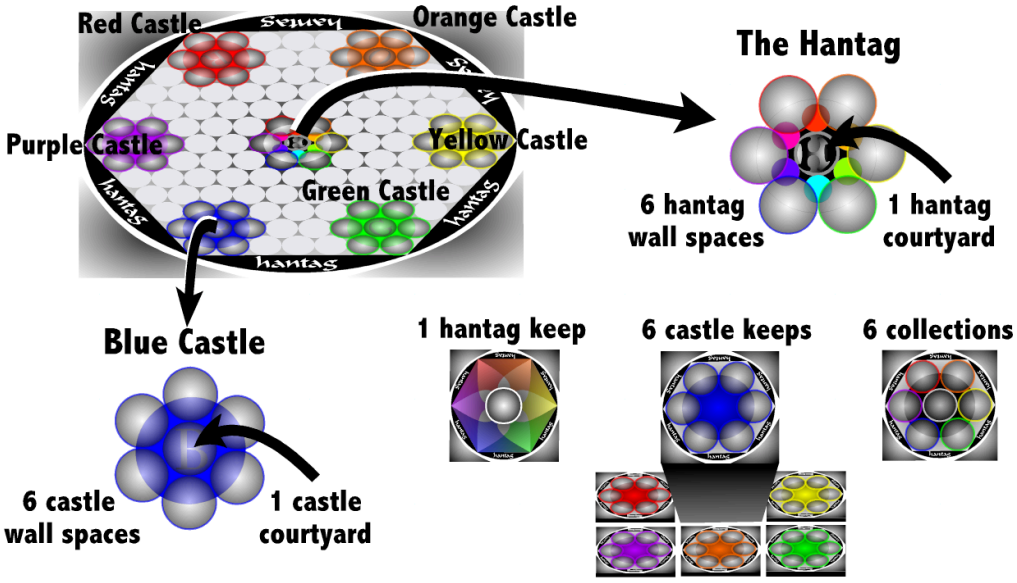
2.0 SETUP

2.1 The Board

The gameboard is a hexagon of 127 round spaces in 13 rows. The rows grow from 7 spaces along the top edge to 13 across the middle, then shrink back to 7 along the bottom edge.

Six castles — **Red**, **Orange**, **Yellow**, **Green**, **Blue**, and **Purple** — sit in the six corners of the board, with **the Hantag** at the center. Going clockwise from the top left, the castles are in rank order: red, orange, yellow, green, blue, purple. Each castle courtyard is marked with its castle's rune: a flame for red, a sun for orange, a crown for yellow, an oak for green, the sea for blue, and a moon for purple. The hantag courtyard is marked with the hantag rune, a cut gem.

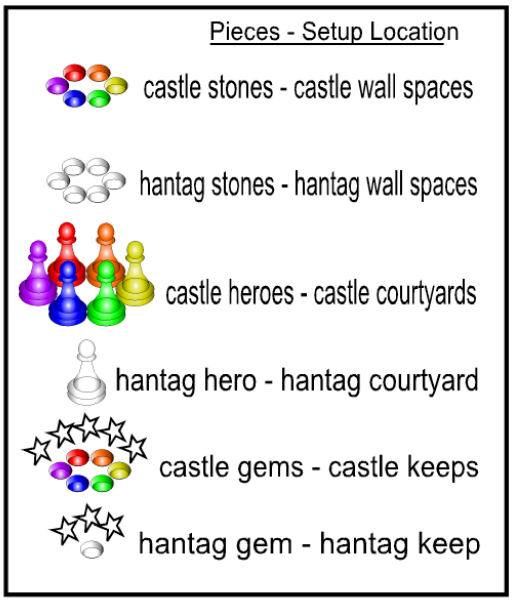
- **Each castle** has 6 castle wall spaces and 1 castle courtyard.
- **The Hantag** has 6 hantag wall spaces and 1 hantag courtyard.
- The other 78 spaces are open.
- Every castle courtyard is 5 spaces (one-space moves) from the hantag courtyard and from the courtyards of the two castles beside it.

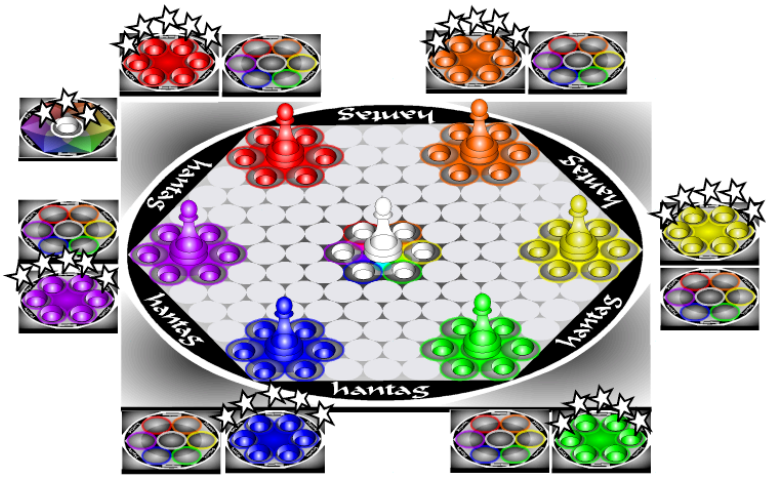


Off the board there are:

- 1 hantag keep
- 6 castle keeps (one per castle color)
- 6 collections

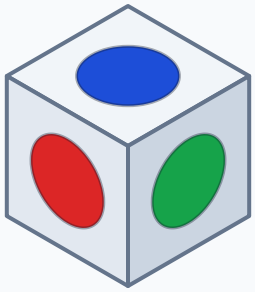
2.2 Pieces and Setup Locations





Pieces	Setup location
Castle stones	Castle wall spaces
Hantag stones	Hantag wall spaces
Castle heroes	Castle courtyards
Hantag hero	Hantag courtyard
Castle gems	Castle keeps
Hantag gem	Hantag keep

2.3 The Focus Die



The focus is blue

The six colors of the focus die represent the six castles. The color that is facing up indicates which castle is currently the "focus castle". In this picture, the focus castle is blue. (You could also say that the "focus" is blue.) The focus is fundamentally related to the collecting of gems.

3.0 PLAYING THE GAME

3.1 Beginning the Game

Before the game starts, each player chooses a castle and places their pieces in the appropriate setup locations. The ranking of the colors from highest to lowest is: red, orange, yellow, green, blue, purple. The player with the highest-ranking color goes first. Before the first player's turn begins, he or she rolls the focus die to determine the first focus. Play continues in a clockwise direction.

3.2 Collecting Castle Gems

To collect a castle gem, move your castle hero or the hantag hero into a castle courtyard, and then transfer a gem from that castle's keep to your collection. The focus die determines which castle gem you can collect and which you cannot.

- If you do not have a gem in your collection that matches the focus, then the only gem you can collect is that of the focus castle.
- If you do have a gem matching the focus, then you can collect any castle's gem.

No hero can collect its own castle's gem. Your castle hero can never collect your own castle's gem, so you must collect it with the hantag hero. In the same way, the hantag hero can never collect the hantag gem.

A player can collect one and only one gem from each castle. Collecting a gem does not end your turn. Right after you collect a gem, roll the focus die; the new focus applies for the rest of your turn. You can collect more than one gem in a turn, with either hero or both, if you can reach them and the focus allows it. Note: If your castle hero or the hantag hero is on the courtyard of the castle whose gem you are going for, then you automatically collect that gem.

3.3 Collecting the Hantag Gem

Once you have collected one gem from each of the six castles, you may move your castle hero to the hantag courtyard and obtain the hantag gem. Move the hantag gem from the hantag keep, and place it in the central space in your collection. You win the game! You are the hero who restored peace to the world! Note: Only your castle hero can finish this quest for peace; you cannot collect the hantag gem with the hantag hero.

3.4 Movement

Here's an overview:

- Stones slide. Heroes step on and off stones. While sliding, stones can push and pull stones. While stepping on and off stones, heroes can displace heroes.
- On your turn, you roll the stone mover die and make that many stone slides, using your castle stones and/or the hantag stones. In addition, you may move both your castle hero and the hantag hero, as often as you like.

3.4.1 The Stone Mover Die

At the beginning of every turn, roll the stone mover die. Its faces are 2, 3, 3, 4, 4, and 5. The number rolled is how many slides you make that turn.

- Each slide can use any of your castle stones or any of the hantag stones. You can split the slides among different stones or slide the same stone more than once.
- You must make exactly the number of slides you rolled, if you can. Calling a hero home uses up one of these slides (see §3.5).
- You can move your castle hero and the hantag hero before, between, and after the slides.

Note: The stone mover die is rolled every turn, but the focus die is not. The focus die is rolled only before the first player's first turn and right after a gem is collected.

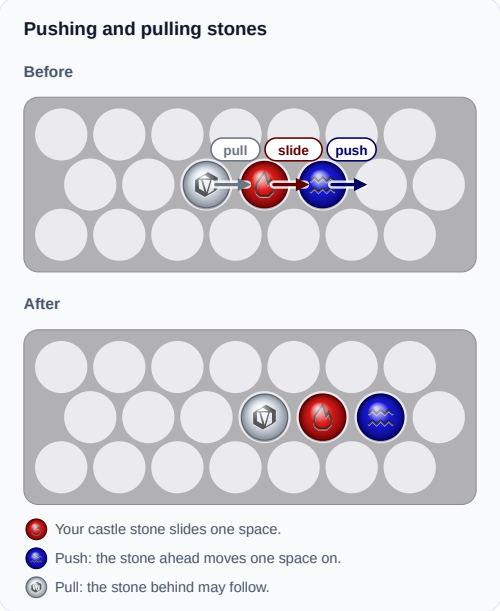
3.4.2 Stones

You can move a stone one space in any direction. This is called a slide. You may slide your castle stones and the hantag stones, but you cannot slide any of your opponents' castle stones. A stone cannot slide into a space occupied by a hero. In addition, a stone cannot enter a courtyard space.

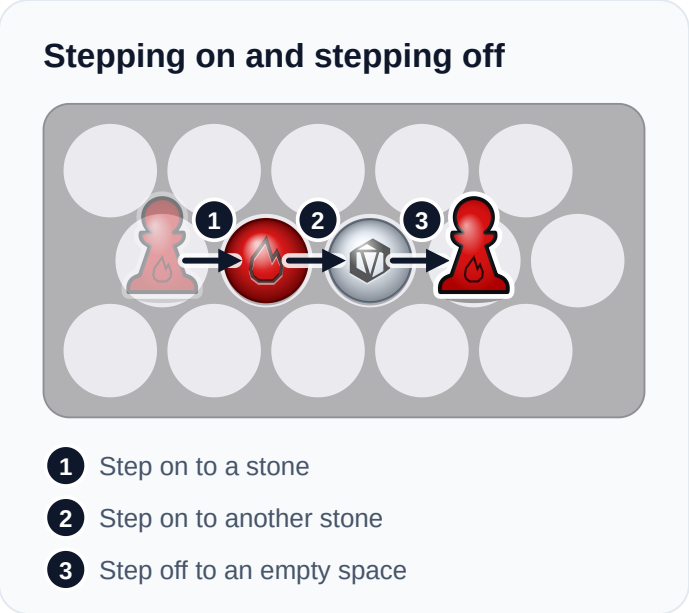
A sliding stone can also push or pull a stone that is in line with it:

- **Push.** A stone can slide into a space with any other stone and push it one space further in the same direction. Only that one stone moves, so the space beyond it must be empty. Note: A stone cannot be pushed into a courtyard space.
- **Pull.** When a stone slides, the stone directly behind it (on the side it is sliding away from) may follow it into the space it just left.

A slide can push, pull, or both. Any stone can be pushed or pulled, including your opponents' castle stones. Pushing and pulling are part of the slide and do not use up extra slides.

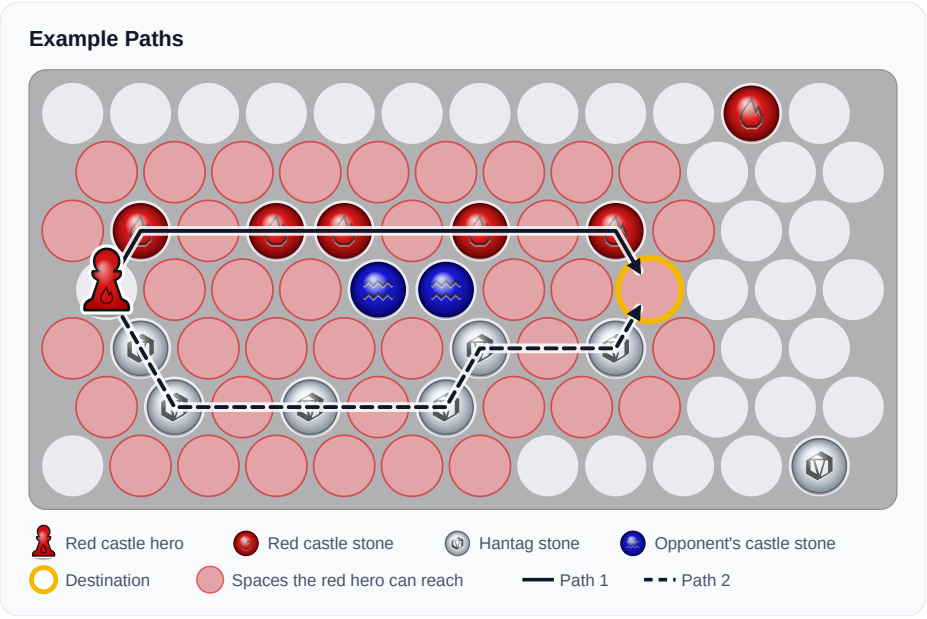


3.4.3 Heroes



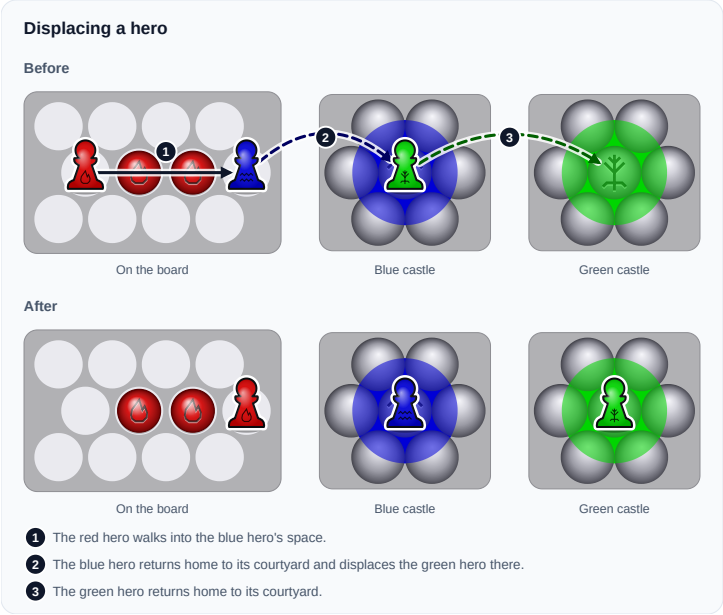
Heroes cannot slide. They move by stepping on and off their castle stones and/or the hantag stones. (See stepping on and stepping off illustration.) When a hero is on a stone, he can "step off" to an adjacent empty space or on to another one of his castle stones or the hantag stones. Note: A hero may never end a turn on a stone.

A hero has an unlimited number of steps per turn. A hero can move before, between, and/or after the stone slides. A hero can "walk," stepping on and off stones, to any space on the gameboard provided a "path" exists between the hero and his destination. A path is a chain of stones and spaces in which the individual stones are not more than one space apart. The "Example Paths" illustration shows two possible paths to the destination space (encircled in yellow). Notice that the red castle hero can walk to any of the red shaded spaces.



3.4.4 Displacing Heroes

A hero can step into a space occupied by any other hero and displace that hero. A displaced hero returns to its home: a castle hero returns to its castle courtyard, and the hantag hero returns to the hantag courtyard. If the hero was already in its home when it was displaced, it goes to the home of the hero that displaced it instead: that player's castle courtyard if a castle hero displaced it, or the hantag courtyard if the hantag hero displaced it. If another hero is in the courtyard the displaced hero goes to, it is displaced too and returns to its own home, which may displace yet another hero. In this way, one displacement can cause a chain reaction. Note: Even if two heroes are adjacent to each other, one hero cannot necessarily displace the other. Remember, in order for a hero to move he must step on and off stones.



3.5 The Call of Home

Every hero can always hear the **Call of Home**. At any point during your turn, you can **call** the Hantag Hero back to the Hantag, or call your castle hero back to your castle courtyard. The called hero returns home even if there is not a path of stones between himself and his home. Calling a hero home costs one stone move: it uses up one of the slides you rolled, so you can call only while you still have a slide left. If another hero is in the courtyard the called hero returns to, that hero is displaced and returns to its own home, which may cause a chain reaction (see §3.4.4).

4.0 STRATEGIES

Hantag's strategies are told as proverbs. They apply to almost any situation.

- **Balance the forces.** This is the foremost strategy in the game. Play the hantag stones like a reverse tug of war: push them away from your side, and never pull them toward you. Your own castle stones will carry you around your corner of the board; the hantag stones are what carry you to the distant castles. Slides are precious, though, so push a hantag stone away when it costs you nothing else.
- **A push and pull saves time.** Whenever possible, push or pull one of your own castle stones instead of simply sliding. In effect, one slide moves two stones, or three if you push and pull at once. Pulling is also the only way into a courtyard walled in by stones you cannot slide, since a full ring of stones cannot be pushed.

- **Build only the road you walk.** Every slide spent extending a path is a slide not spent reaching your next gem. Lay stones toward the castle you need now, not a network for later. When you need to get home, call your hero back instead.
- **Walk another's path.** You cannot walk on another player's castle stones, but you can walk a path they built from hantag stones, and it may lead you to an easy gem. The more players at the table, the more these shared paths matter.
- **Every quest has two heroes.** The hantag hero can collect castle gems for you just as your castle hero can, and it is the only hero that can collect your own castle's gem; only the hantag gem itself needs your own hero. Send whichever hero is closer to a gem you may collect. The more players at the table, the more the hantag hero matters.
- **A monolith covers your tracks.** You can reach a castle by stepping on one stone, then sliding it, then stepping on it again, over and over. This is called a monolith, because only one stone is involved. It usually arrives faster than a path can be built, and it leaves no path for others to use. But you have no path to walk back on, and it can leave you stranded. If it does, call your hero home.
- **A single stone is fleeting.** A hantag stone makes an especially risky monolith, because other players can slide it away from you. They can even push or pull your castle stones away.