

4. Hexy Mountains

Use paths through the hex grid to connect matching pairs of objects.

- Paths cannot overlap or cross.
- No two paths can be the same length.
- All hexes must contain one and only one path.
- The paths must be straight lines, changing direction only

in the centers of the hexes, as shown in the example on the right:

When you're an outlaw traveling through the rugged ranges out west, there's no telling who might **turn up**.

