

Hex

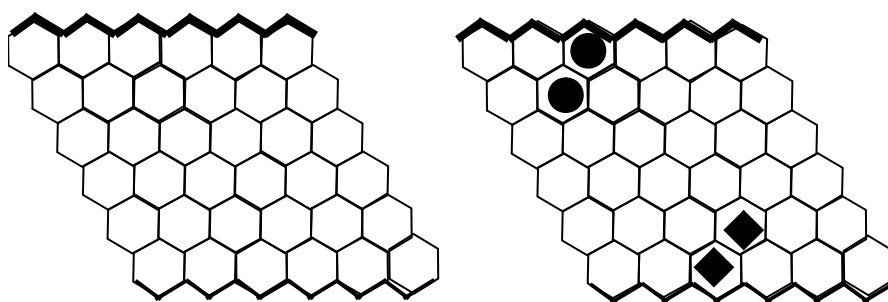
Overview: Hex is a super fun game! It starts with a grid of hexagons (six-sided shapes) and two players. You can color in any cell on your turn. The ultimate goal is to be the first one to complete a chain across to the other side of the board.

Using the pie rule can help with the advantage that the first player gets. This means the second player can choose to switch positions with the first player after they've made their first move. Can you use your logic skills to find strategies that make getting across the board easier?

Materials

- Two different colors of markers or crayons
- Hex board (refer to next page)

Activity: In the left image, the first player chooses to begin from the lower side of the board and draws with her color along the zigzag edge to mark her home base. The second player does the same at the opposite side with his color.



On the right image, the game has started.

Each player shades one of the hexagons on their turn, and it stays that color for the entire game. Either player can shade in an empty hexagon on their turn. *Any* hexagon on the entire board is up for grabs on your turn.

The goal is to connect a row of adjacent hexagons between your two sides. Any continuous path will work, and you don't have to shade in the hexagons in any particular order.

Give it a try!

