HEX HEX Y

by Mark Steere

Fig. 1 - Red wins.
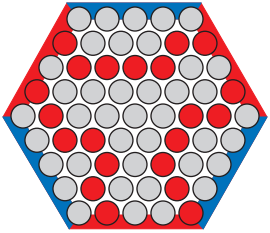

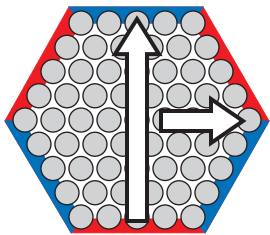**Fig. 2 - Red wins.**
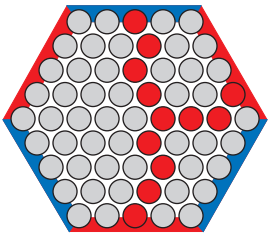

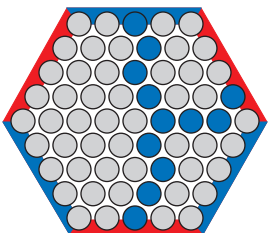**Fig. 3 - Directions.**

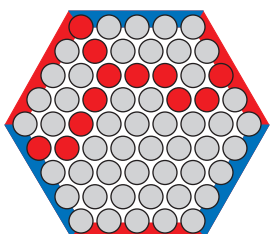**Fig. 4 - Red wins.**

Fig. 5 - Blue wins.
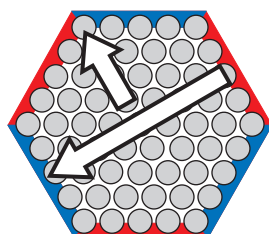

Fig. 6a - Red wins.   **Fig. 6b - Directions.**

INTRODUCTION Hex Hex Y is a two player game played on a "hex hex" board, as shown in the figures. The six sides are alternately colored red and blue. The board starts out empty. The board would normally be much larger than the one shown in the figures. Draws cannot occur in Hex Hex Y. Mark Steere designed Hex Hex Y in October, 2009.

STONE PLACEMENT The two players, Red and Blue, take turns adding stones of their own color to the board, one stone per turn. Red makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

OBJECT OF THE GAME There are three ways to win in Hex Hex Y. You can win by forming a Y shaped path connecting the three sides of your color, as shown in Figure 1. You can also win by connecting the three sides of your color sequentially with three separate paths, as shown in Figure 2.

The third way to win in Hex Hex Y is to form a Y shaped path connecting three sides described as follows. When a player connects two opposite sides, a primary direction is established going from the red side to the blue side, as shown by the large arrow in Figure 3. A secondary direction is also established, 90 degrees clockwise from the primary direction, as shown by the small arrow in Figure 3.

You can win by forming a path that connects two opposite sides as well as either of the two sides in the secondary direction.

Red has won in Figure 4 by forming a path that connects two opposite sides and one of The two sides in the secondary direction. Blue has won in Figure 4 also by connecting two opposite sides and one of the two sides in the secondary direction.

Red has won in Figure 6a by connecting two opposite sides and both of the sides in the secondary direction. The primary and secondary directions for Figure 6a are shown in Figure 6b.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Hex Hex Y for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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