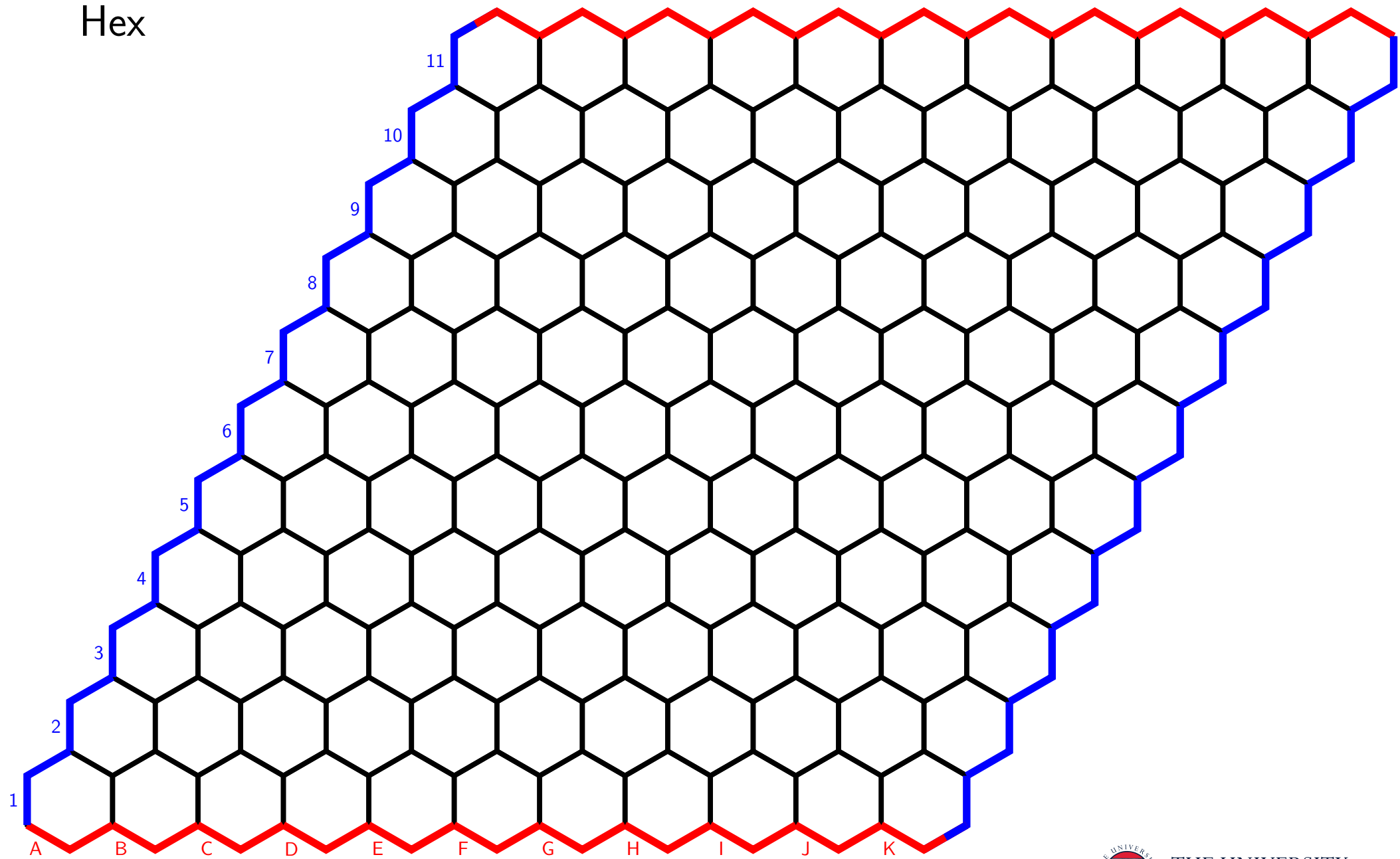


Hex



Hex rules

Hex is a connection strategy game for two players.

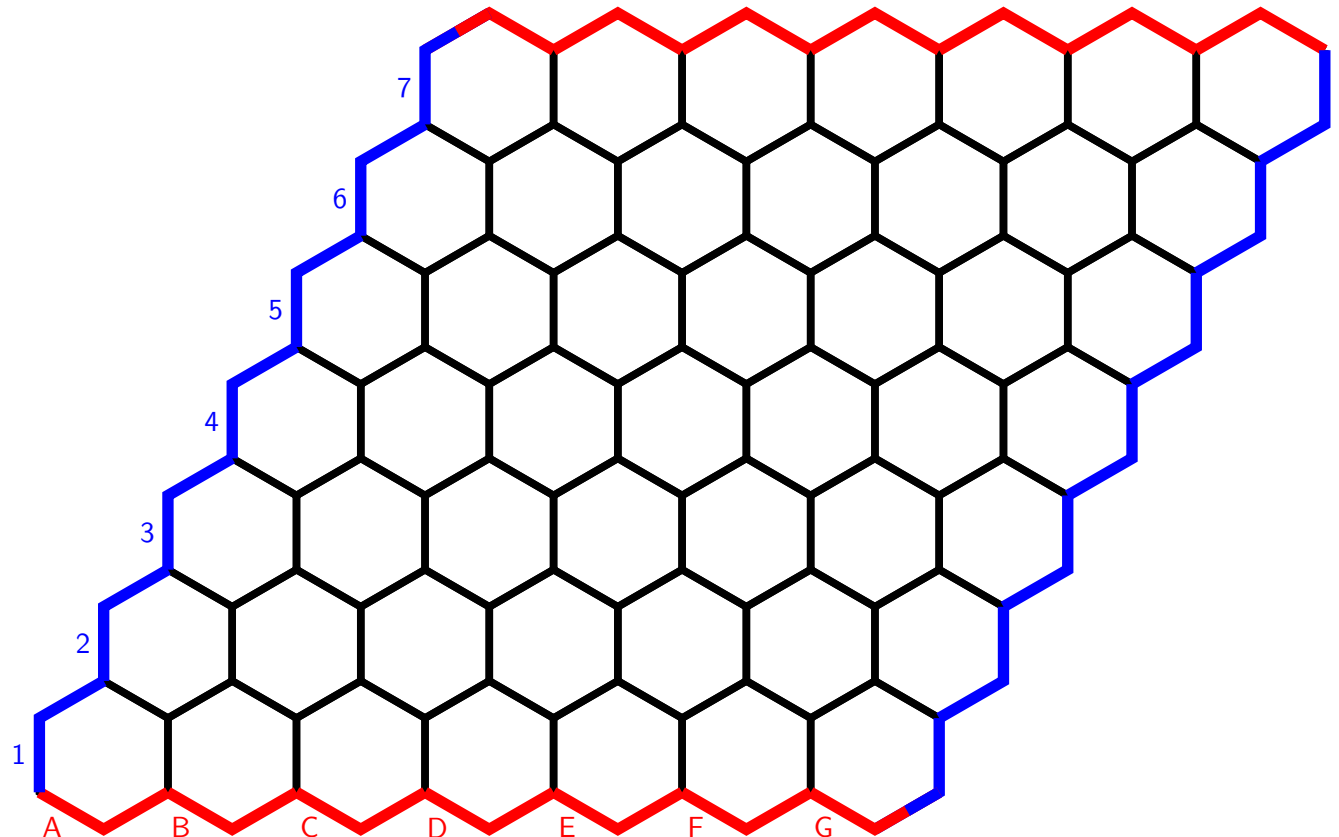
Players choose a colour and take turns. On each turn one counter is placed in an empty hexagonal cell.

Counters may not be moved except with the *swap rule*.

The first player to form a connected path of their counters linking the opposing sides of the board marked by their colour wins.

The four corner hexagons belong to both adjacent sides.

Swap rule: on their first move the second player may move normally, or choose to swap their piece with that placed by the first player. [This encourages the first player to only choose a moderately strong first move and so reduces any advantage of going first. Ignore the swap rule for the first few games.]



Bridges

The configuration below is known as a *bridge*. These two counters are strongly connected. If blue takes one empty hex then red immediately takes the other. But, beware of empty cells which are part of multiple bridges.



Basic strategy

Play defensively: defence is also attack.

Use bridges to make connections between your pieces *and* simultaneously to block your opponent.

If you can think of a strong response to your own move then look for a better one!

Never give up the game until it is clearly over but abandon areas of the board which are hopeless.

Notes

In theory any size board can be used. Start with the 7×7 board above.

For more information see C. Browne. *Hex Strategy: Making the Right Connections*. A K Peters/CRC Press, 2000.

A computer version of Hex, called *Hexy*, is available from <http://vanshel.com/Hexy> and is a worthy opponent.