

# maphex

A HEX derivative by  
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**Maphex** is a derivative of the masterpiece **HEX** (*Piet Hein 1940*) where your opponent's move determines which sub-board you can play on (mechanism from *Ultimate Tic-Tac-Toe*).

## MATERIAL

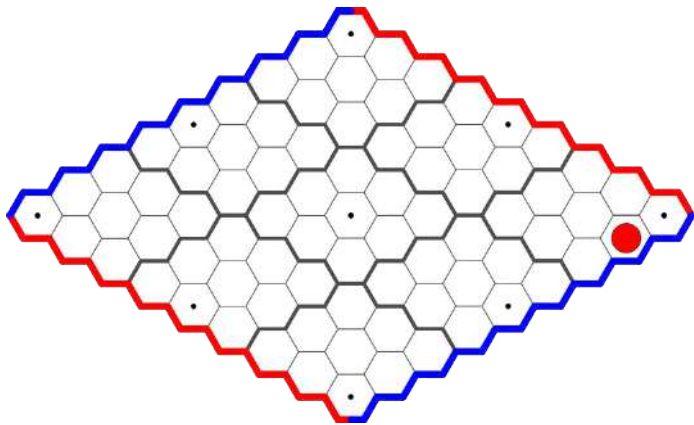
- 9x9 HEX board composed of 3x3 sub-boards.
- 41 red counters and 41 blue counters
- Carrying case

## PREPARATION

Place the board in the middle of the playing surface. Players take their corresponding discs (blue or red). Determine the starting player by any peaceful means.

## HOW TO PLAY

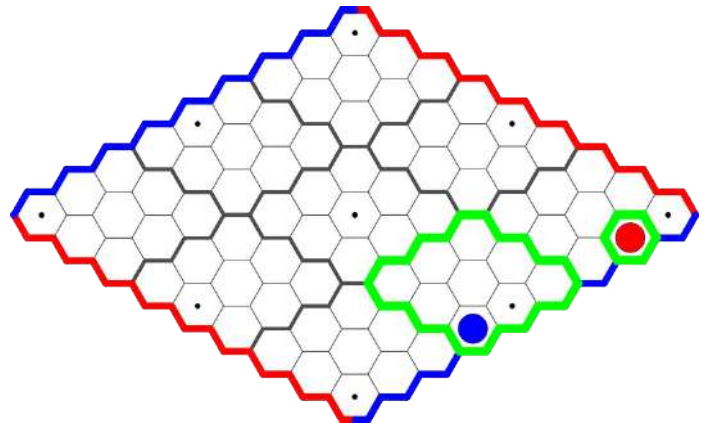
The second player decides which sub-board the first player must place the first disc on. The first player places a disc of her colour on any empty space of that sub-board.



Example: Red goes first. Blue decides the starting sub-board (right one in this case) and Red places a disc on an empty space inside that sub-board.

From now on, starting with the second player, players alternate turns placing a disc of their colour on an empty space of the board in a sub-board that corresponds with the position of the disc just placed by their opponent within the sub-board it's been placed.

If this is not possible, then the player can place the disc on any sub-board (this may happen once per game at most).

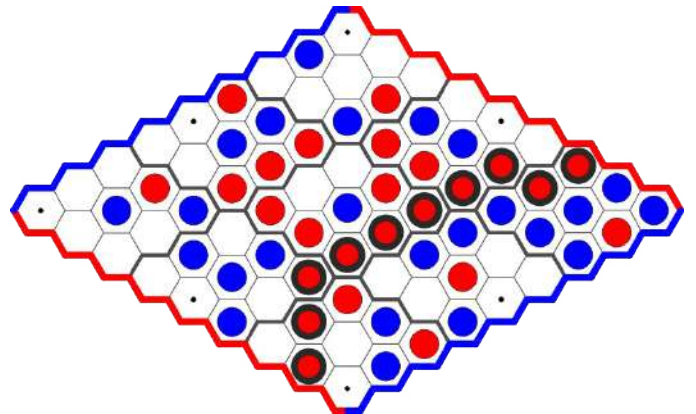


Example: Blue must play inside the sub-board indicated in green, as it 'maps' to the cell that Red has played on. On her turn, Red must play in the bottom sub-board.

Note: One of the cells of each sub-board maps to the sub-board it's in. These are called 'autocells' and are marked with a dot for clarity.

## GOAL

If, at the end of your turn, both sides of your colour are connected by a continuous chain of discs of your colour you immediately win the game (just like in HEX).



Example of a game won by Red