HEX

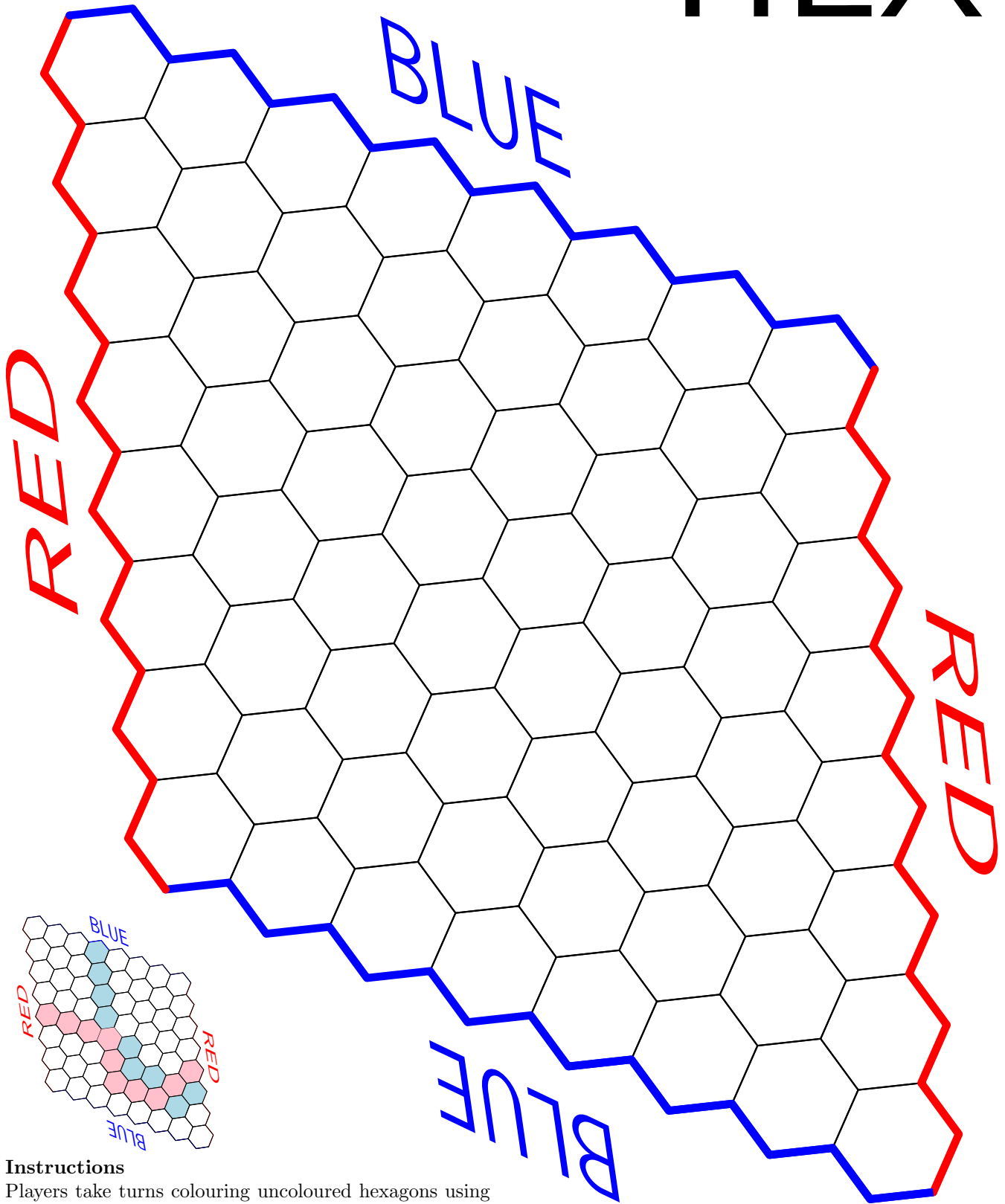**Instructions**

Players take turns colouring uncoloured hexagons using a red (player 1) or blue (player 2) colouring pencil. The winner is the player who creates a continuous path of their own color joining the two sides of their own color. In the small example pictured above, red (player 1) wins.