

# A game of Hex

Peter Rowlett

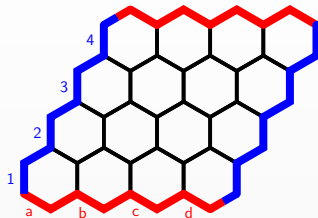
Sheffield Hallam University

`p.rowlett@shu.ac.uk`

# Hex

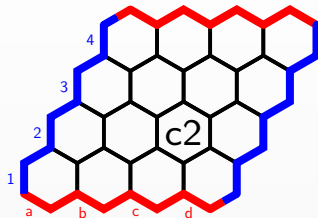
- ▶ Hex is a two-player, turn-based, deterministic, finite game of perfect information that ends with a winner.
- ▶ It is played on a hexagonal grid.
- ▶ Players take turns to place their counters on the hexagons.
- ▶ The winner is the first player to make a line of their pieces across the board.

# Hex board

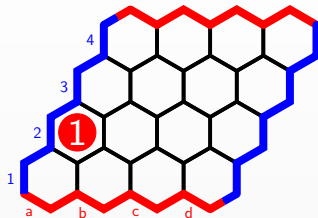


- ▶ The colours, red and blue, represent the players.
- ▶ The red player is trying to make a line between the two red sides; the blue player between the blue sides.
- ▶ The numbers and letters form a grid reference. Can you find cell c2?

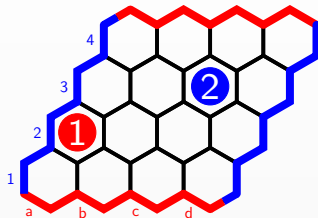
# Hex board



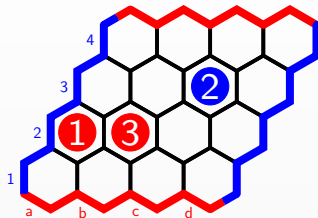
# Hex – example game



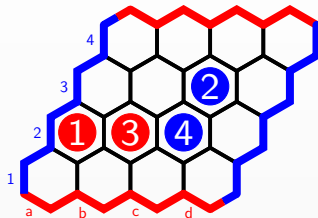
# Hex – example game



# Hex – example game

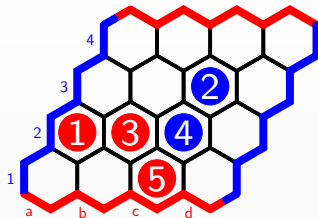


# Hex – example game

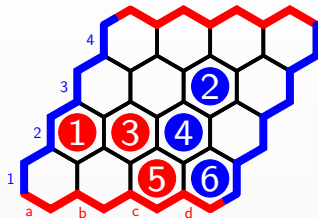




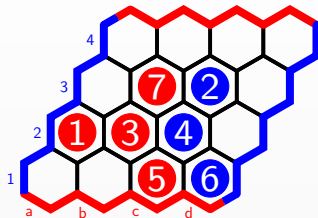
# Hex – example game



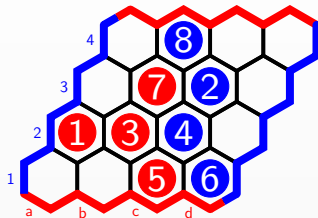
# Hex – example game



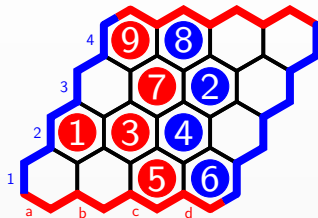
# Hex – example game



# Hex – example game



# Hex – example game



Red wins with a line of pieces through c1, b2, b3, a4.