Rules of Hex: There are two players. The board is an array of hexagons — some number of rows and some number of columns — in the shape of a parallelogram. Two opposing sides are black. Two opposing sides are white.

One player gets the black sides and a set of black stones or a black marker. The other player gets the white sides and a set of white stones or a white marker. Players alternate turns. On a turn, a player puts a stone — or marks — an empty cell. The winner is the player who connects their two sides with a path — which can twist and turn.
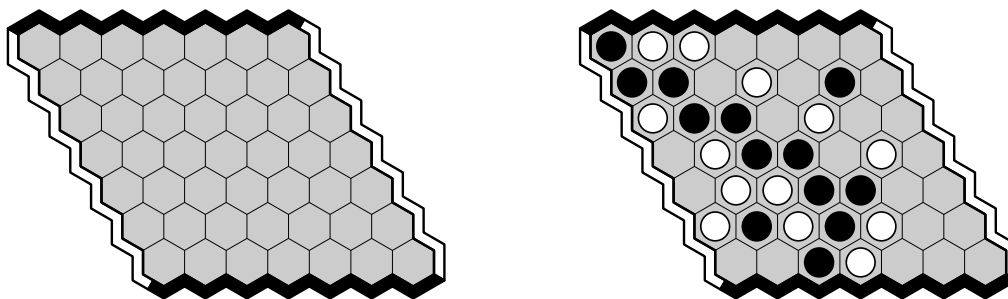

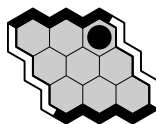Figure 1: Left: Empty 7×7 board. Right: End of game, Black wins.

Figure 2: White to play. Find the best move (either it wins, or if it loses, it maximizes the number of stones that Black plays before winning).