

Hex is a board game played on a grid made of hexagons.

It can be played on a board of different sizes, but traditionally on an 11x11 rhombus-shaped region.

The game was invented by the Danish mathematician Piet Hein, who introduced the game in 1942 at the Niels Bohr Institute, and also independently invented by the mathematician John Nash in 1947 at Princeton University. In 1952 Parker Brothers marketed a version.

They called their version "Hex" and the name stuck.

Players take turns claiming a hexagon of their color on a single cell within the overall playing board. The goal is to form a connected path of your color linking the opposing sides of the board marked by your colors, before your opponent connects his sides in a similar fashion.

The first player to complete his connection wins the game. The four corner hexagons each belong to two sides.

The game can never end in a tie, a fact proved by John Nash: the only way to prevent your opponent from forming a connecting path is to form a path yourself.

- information from wikipedia.org

More Hex information (links current as of Feb 2009):

<http://mathacademy.com/pr/index.asp>

<http://mathworld.wolfram.com/GameofHex.html>

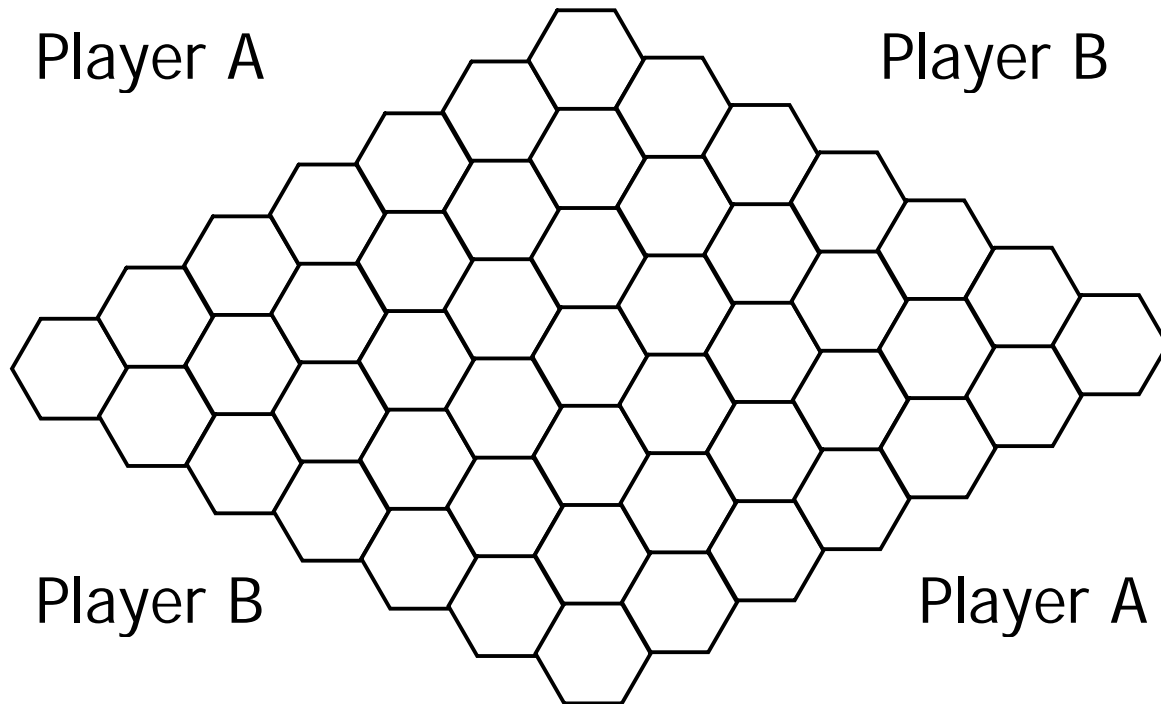
<http://maarup.net/thomas/hex/>

http://www.hexwiki.org/index.php?title=Main_Page

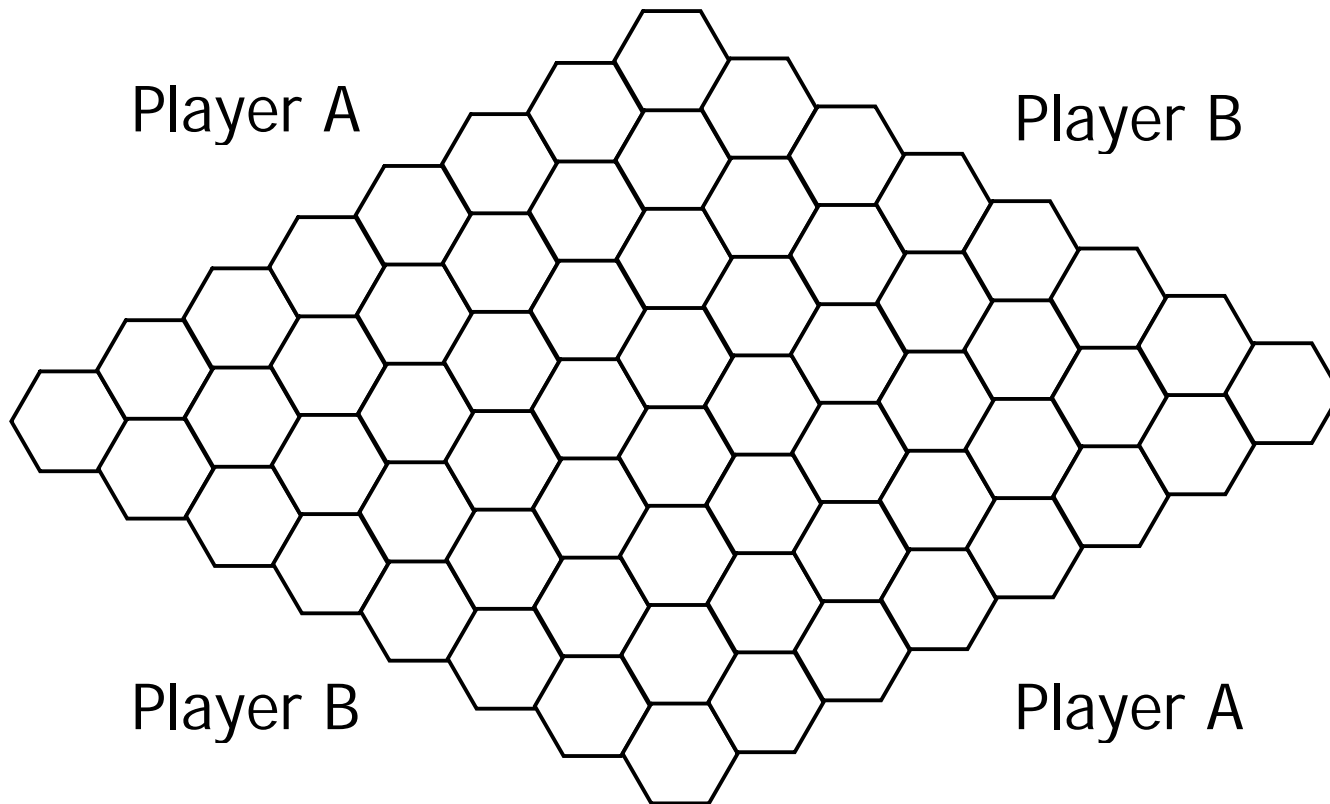
http://www.hexwiki.org/index.php?title=Printable_boards

<http://www.cut-the-knot.org/Curriculum/Games/Hex7.shtml>

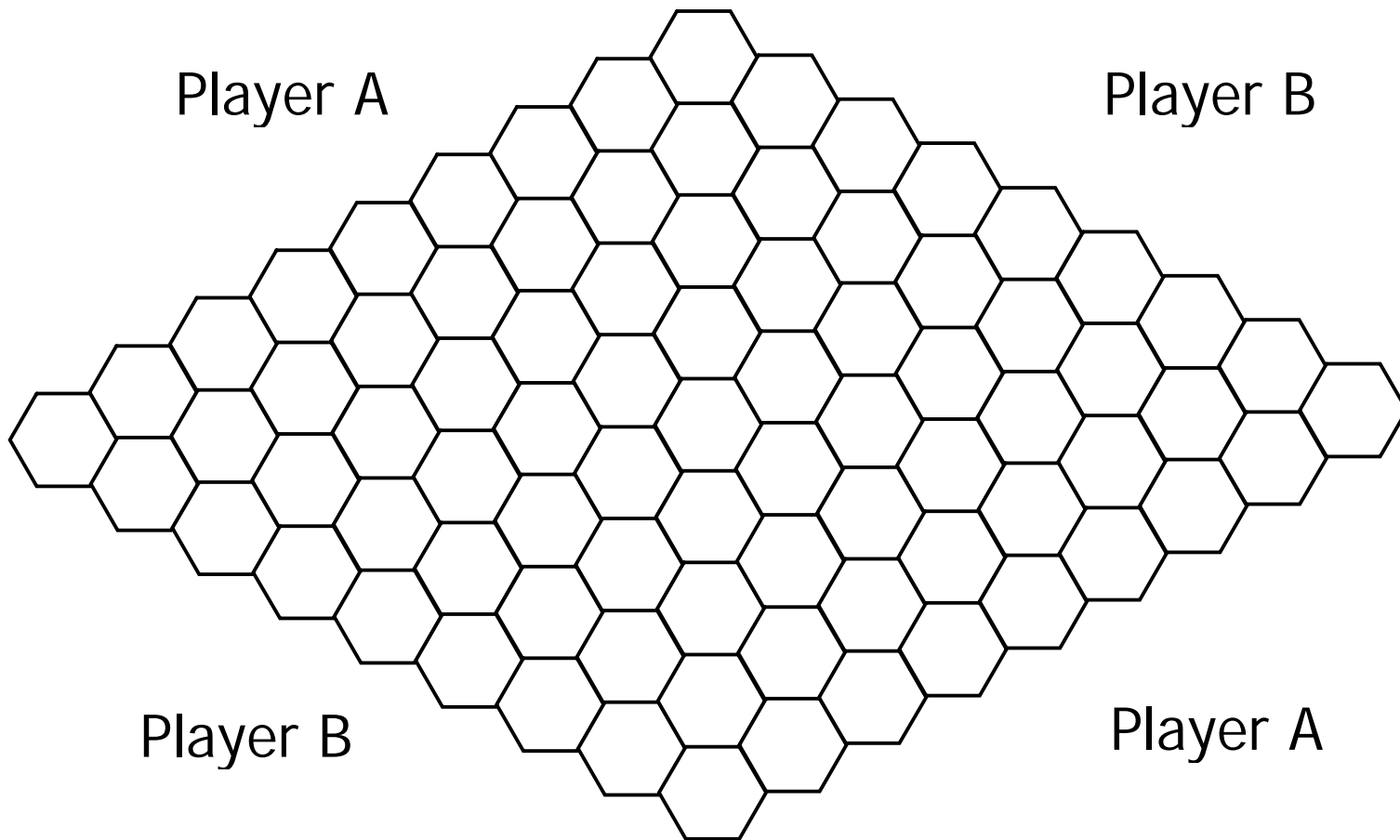
7x7 Hex Board



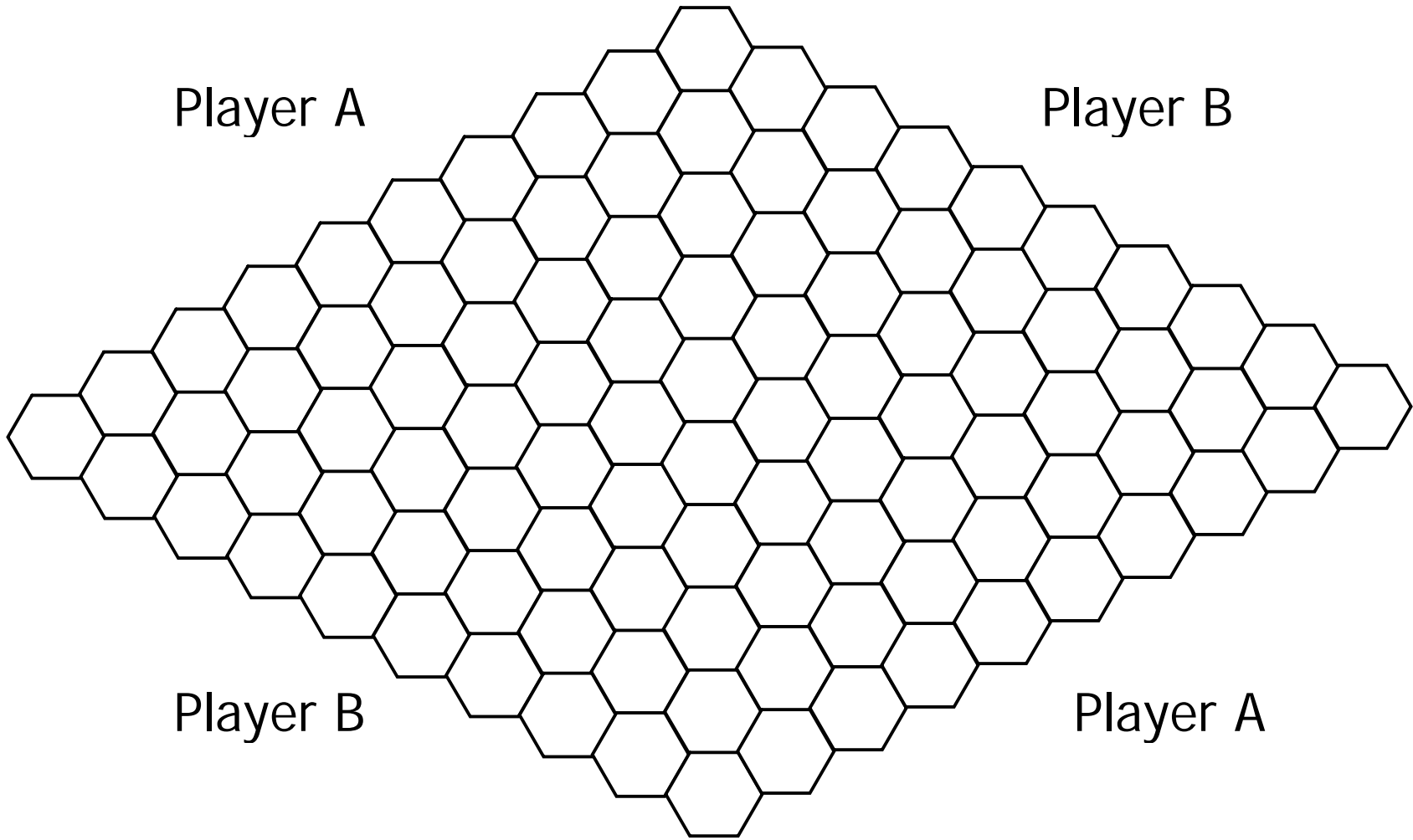
8x8 Hex Board



9x9 Hex Board



10x10 Hex Board



11x11 Hex Board

