

History of Geometry

Activity 5 - The Game of Hex

The game of Hex originated in Denmark and the United States before it became widely known and played around the world. Hex is a relatively new game as it was only introduced in the 1940s.

The playing board of Hex consists of tessellating hexagons, which is the reason why one of the inventors of Hex created the game on his bathroom floor. He did so through examining the different paths which could be made by hexagons in the tessellation.

The last page contains a picture of the game board. You can enlarge it and print it out if you wish.

Can you believe THIS is math?

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Activity 5 - The Game of Hex - *continued*

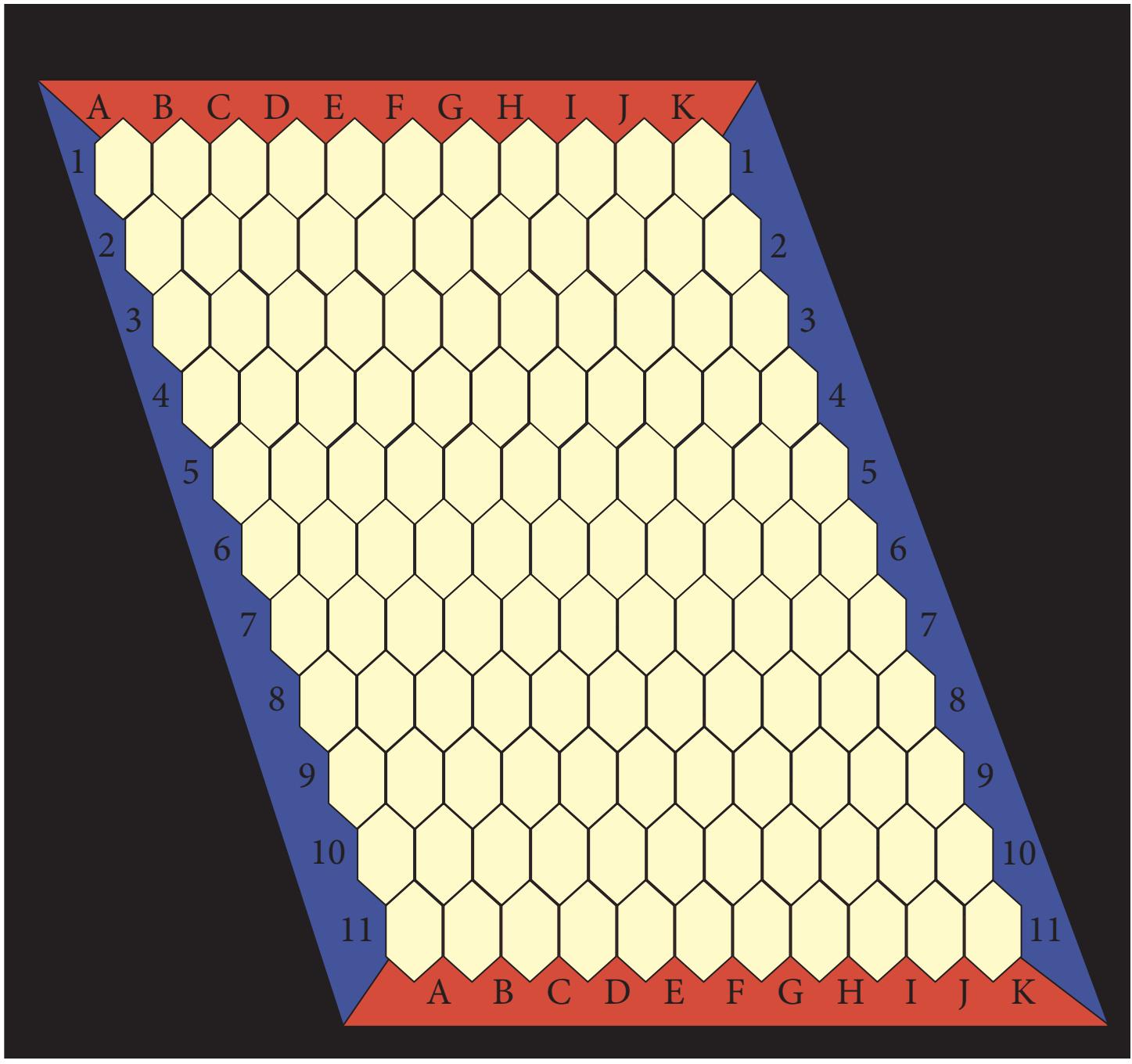
The Rules of the Game:

1. Hex is a game for two players.
2. Each player needs to have about 25 playing pieces (try cutting out small circles from coloured paper so that each player's pieces are a different colour).
3. Begin the game with an empty playing board.
4. Players alternate taking turns.
5. On his or her turn, each player places one playing piece of his/her colour in one of the empty hexagon cells. Only one piece can be placed on the board in the same turn.
6. The goal of each player is to build a continuous path of his/her pieces from one side of the game board to the opposite side. One player has to make a path between the two sides of the board marked with numbers and the other player has to make a path between the opposite sides marked with letters.
7. The hexagons in the four corners belong to both sides. This means that either player can use the corner hexagons to build their path.
8. In order to create a path, a player's pieces of the same colour have to connect to one another.
9. The first player to complete their pathway wins!

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Hex Game Board



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