

## Hex

a 10-minute board game for two players

### EQUIPMENT:

You will need two sets of up to 61 markers each, but usually 20 will be plenty.

### HOW TO PLAY:

Start by choosing two sides, A or B. Players take turns putting one of their markers on any unoccupied hexagon. Once placed, the markers may not move.

### WINNING:

The goal is to connect your two sides by making a chain of markers from one side to the other.

### STRATEGY:

Start by scattering markers around, then connecting them into chains. Pairs of markers adjacent to the same two spaces are very difficult to block!

### HISTORY:

This game was invented by Piet Hein in 1942. Grahm Nash also claimed to have invented it a few years later, but when most people claim to have invented something that someone else has already invented, that, traditionally, is referred to as, "not having invented it."

