

GRAND HEX

by Mark Steere

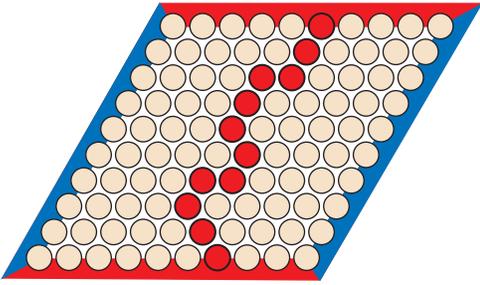


Fig. 1 - Unfinished game.

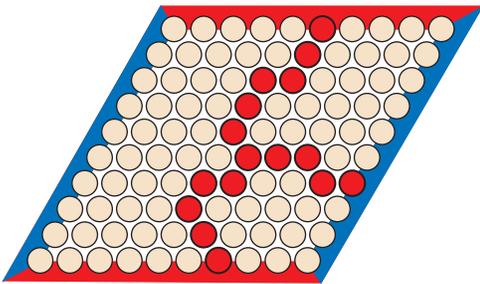


Fig. 2 - Red wins.

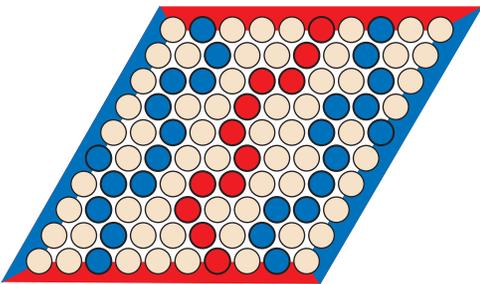


Fig. 3 - Blue wins.

INTRODUCTION Grand Hex is a two player game played on a rhombus shaped board, as shown in the figures. The four sides are alternately colored red and blue. The board starts out empty. The board would normally be much larger than the one shown in the figures. Draws cannot occur in Grand Hex. Mark Steere designed Grand Hex in November, 2009.

STONE PLACEMENT The two players, Red and Blue, take turns adding stones of their own color to the board, one stone per turn. Red makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

OBJECT OF THE GAME In ordinary Hex, the path in Figure 1 would be a win for Red. In Grand Hex, the path in Figure 1 is not a win for either player. The game is still unfinished at this point.

There are two ways to win in Grand Hex. One way is to form a Y shaped path connecting three sides, two of your color and one of your opponent's.

Figure 2 - Red wins by forming a Y shaped path connecting two red sides and a blue side.

You can also win by forming two Y shaped paths, one of which connects one of your sides to your opponent's two sides, and the other of which connects your other side to your opponent's two sides.

Figure 3 - Blue wins by forming two Y shaped paths, one which connects one blue side to the two red sides, and one which connects the other blue side to the two red sides.

Of course you can also win by forming an X shaped path connecting all four sides.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Grand Hex for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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