## Friscó Library

## Activities at Home



How to Play:
The aim is to create a chain across the board, from black side to black side or gray side to gray side (the corner hexagons count for either direction).

One player draws a solid dot and the other an open dot anywhere on the board.
Players take turns marking empty hexagons with their dots.
The winner is the first player to form a connected path (or chain) of dots linking the opposite sides of the board.

## Deep Learning:

- Hex: A Strategy Guide [website organized as a manual]
- Recreational Math: Game of Hex [Wolfram article]

