

preface

Like chess and Go, Hex is a challenging two-player board game. Unlike chess and Go, the rules can be learned in a few seconds.

Hex rules are so simple that some game properties are easy to prove. For example, for any $n \times n$ board, the first player has a winning strategy. Can you show that for chess or Go? Good luck, buddy!

This book it is your introduction to Hex, the math behind the game, and its puzzles. Since 1942 — when Piet Hein invented the game — Hex has intrigued Jens Lindhard, Karen Thorborg, John Nash, David Gale, Claude Shannon, Martin Gardner, and many others.

Now it is your turn. Read on ...

