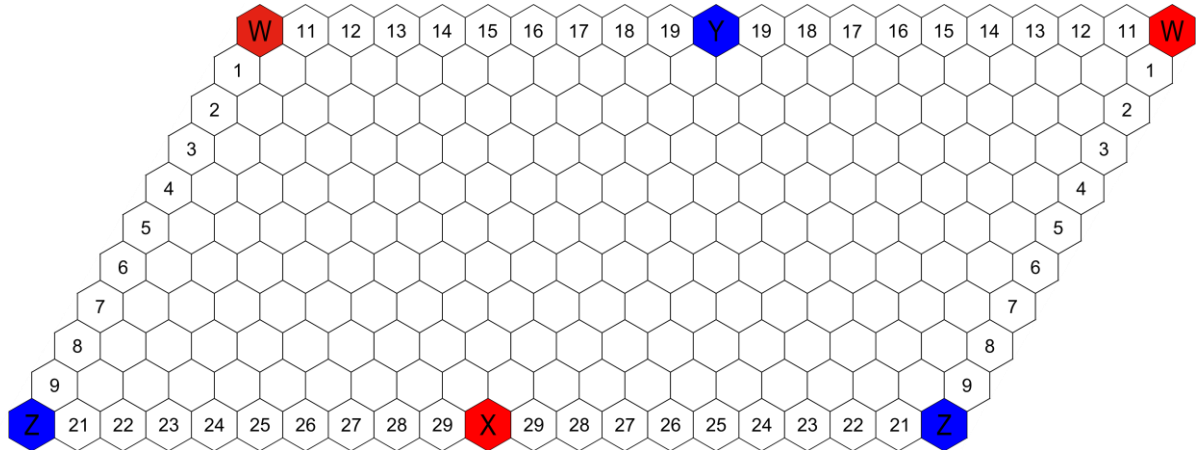


Tetrahex



Tetrahex is played on a boundless board with a tessellation of hexagonal cells. The cornerpoints W, X belong to red. The other cornerpoints Y, Z belong to blue.

Tetrahex can be played in 3D on a tetraeder, or in 2D on the rhomboid shaped board of size $n \cdot (2n-1)$ that results from the unfolding of a tetraeder. When played in 3D the four cornerpoints of the tetraeder each touch only three neighbouring cells. When played in 2D the numbered cells are identical to the cells with the same number, to make clear that the board continues over the edges of the unfolded tetraeder. When a player places a stone or otherwise gives his colour to a cell with a number, the corresponding cell with the same number is occupied as well.

Players take turns placing a stone of their color on a vacant cell on the board. Traditionally blue begins. The swap-rule may be applied to make the game even.

The goal of Tetrahex is to connect all cells of the players colour by a closed chain of the players colour. A player has lost when he can no longer win. Tetrahex cannot end in a draw.

Recommended boardsizes range from 8x15 to 11x21, but other sizes are possible as well.

Tetrahex was invented or reinvented in 2015 by Ton van der Valk, The Netherlands.

Tetrahex

cut out and glue

