

Mathematics Games

www.mathsphere.co.uk

THREE HEXAGON

Equipment:

Two sets of three counters.

A playing board

Rules:

This is a game for two people.

Each player has three counters.

The aim of the game is to get the three counters in a straight line.

The player going first places a counter on one of the circles.

The second player then places one of his/her counters on a circle. This continues until all the counters have been placed.

If neither player has got 3 counters in a straight line then the first player slides a counter along a line to a circle that is not already covered.

The other player then slides a counter to an adjacent circle. Counters can only move along one line into an empty space. They can not jump over counters.

If a player can not move a counter she/he misses a go.

On the next page you will find a board which can be printed out onto card. It is a good idea to cut out and either laminate or 'sticky back' this board.

THREE HEXAGON

www.mathsphere.co.uk

Rules:

This is a game for two people.
Each player has three counters.
The aim of the game is to get the three counters in a straight line.
The player going first places a counter on one of the circles.
The second player then places one of his/her counters on a circle.
This continues until all the counters have been placed.

If neither player has got 3 counters in a straight line then the first player slides a counter along a line to a circle that is not already covered.

The other player then slides a counter to an adjacent circle.
Counters can only move along one line into an empty space.
They can not jump over counters. If a player can not move a counter she/he misses a go.

