

# Hex

## The Full Story

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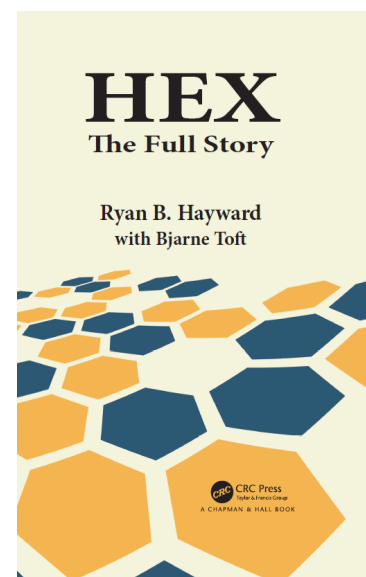
Hex: The Full Story is for anyone—hobbyist, professional, student, teacher—who enjoys board games, game theory, discrete math, computing, or history. Hex was discovered twice, in 1942 by Piet Hein and again in 1949 by John F. Nash. How did this happen? Who created the puzzles for Hein’s Danish newspaper column? How are Martin Gardner, David Gale, Claude Shannon, and Claude Berge involved? What is the secret to playing Hex well?

### KEY FEATURES

- New documents on Hein’s creation of Hex, the complete set of Danish puzzles, and the identity of their composer
- Chapters on Gale’s game Bridg-it, the game Rex, computer Hex, open Hex problems, and more
- Dozens of new puzzles and their solutions
- Study guide for Hex players
- Supplementary text for a course in game theory, discrete math, computer science, or science history

### SELECTED CONTENTS

Birth.  
Preparing to launch.  
Polygon in Politiken.  
The Polygon puzzlist.  
Rebirth.  
More games, and machines.  
Hex goes global.  
Is Hex easy?  
Hex theory.  
Rex theory.  
The quest for strategies.  
The rise of the bots.  
Epilogue, Chronology.  
Appendices.



Catalog no. K410604  
February 2019, 312 pp.  
ISBN: 978-0-3671-4422-7  
~~\$39.95 / £29.99~~  
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**CRC Press**  
Taylor & Francis Group