# THE NINE-HEX PUZZLE

1. The play consists in deliberately disarranging and then trying to rearrange the hexagons. When starting see that all red blocks are in corners of box, as indicated on cover, and never move them during play. No words used in Rules 2 and 3 refer to the red blocks.

2. Lift some or all of the 18 playing-pieces out of box, match each numbered piece with a blank one and replace all in box as 9 complete hexagons *in different order* from that of cover but with all numbers properly readable from same side as on cover.

3. Then remove one complete hexagon and try by sliding the remaining 16 half-hexagons from space to space, to arrange them in order shown on cover. Do not lift up or twist pieces, but only slide them in directions parallel to their sides so numbers always remain facing as in Rule 2. Number 9 hexagon is the one we suggest removing except when no piece could be slid into the space so left, in which case remove any hexagon which leaves a possible first move.

4. We believe every possible arrangement is solvable and hereby offer a *PRIZE OF $1,000.00* for the first arrangement submitted which cannot be solved by ourselves or the general public before December 31, 1923. The rules permit about 3,265,920 starting positions, and because of the immense possibilities we limit the contest as follows: Answers must be submitted on U. S. Postal Cards. Only the first answer received from each contestant will be considered. Arrangements must clearly conform to above rules. Contestants agree that we shall not be obliged to answer correspondence. We cannot afford to reply unless 10c. is remitted in advance, and not even in that case will we assume any obligation.

6. The NINE-HEX PUZZLE is deeper than at first appears and well repays careful study. Take note of difficult positions for use in friendly contests. We intend soon to announce solvable problems of our own, and to offer prizes for the best solutions.

## CLEMENT TOY COMPANY

North Weare, New Hampshire.

Patent pending.

## *Nine-Hex Puzzle Contests*

The latest fad wherever introduced! Provide lively amusement for gatherings of young and old!

Each player uses a separate Puzzle, but all work on same problem at same time, winner being contestant who finishes in fewest moves when all play in turn, or, *the one who finishes first when all start at same time and play independently.*

This makes a very exciting party game when easy solutions are arranged, by misplacing only 1 or 2 hexagons or by working backwards from the cover positions for a few moves.

### "HEXAGONS"

This game for 2 persons played with the Nine-Hex Puzzle ranks with checkers and chess in cleverness and foresight required. There are 2 goals to be kept in sight; cornering the pieces, and forming mismated hexagons.

In general the rules of the Nine-Hex Puzzle apply. Number 5 is the complete hexagon to be removed, and its own space (the center) the only vacant space at start.

Players move in alternate turns but in each turn may elect to move either 1 or 2 pieces (not both necessarily from same hexagon). If a player does not announce his intention to move 2 pieces, as by saying "I'll move 2," *before touching* first piece, he loses that privilege for this turn.

It is not allowable for a player to move the pieces moved in his opponent's last turn.

The player wins who first succeeds in forming a hexagon of 2 blank, or 2 numbered, halves, or in cornering the pieces so his opponent cannot move. *Neither player* should move to win in his first turn, as that would be taking undue advantage of a too-favorable starting position.

This game—HEXAGONS—is an ideal present-day diversion, easy to learn but hard to master.

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