

# Decimal Hex

**The object of this game is to move two game markers from matching hexagons to opposite matching hexagons that all have the same number. This is a game for two or three players.**

## Materials

- *Decimal Hex Game Board* page
- *Decimal Hex Spinners* page
- two game markers for each player (e.g., same color centimeter cubes)
- one clear plastic spinner or pencil and paper clip
- base-ten pieces (flats, skinnies, bits)
- fraction circle pieces

## Directions

1. Each player places both of his or her game markers on two adjacent hexagons with the same number and shading pattern (solid black, stripes, or stipples). The target hexagons are the pair with the same pattern on the other side of the game board.
2. The first player spins Spinner 1.
3. If “Greater Than or Equal To” shows, the player can move one marker to a neighboring hexagon with a number that is greater than or equal to the number in the hexagon where the marker is now.
4. If “Less Than or Equal To” shows, the player can move one marker to a neighboring hexagon with a number that is less than or equal to the number in the hexagon where the marker is now.
5. The player does not have to move a marker during his or her turn.
6. More than one marker can be on the same hexagon at the same time.
7. Players take turns spinning the spinner and moving game markers.
8. The first player to get both game markers to his or her target hexagons is the winner.

## Variations

- Use Spinner 2 on the *Decimal Hex Spinners* page.
- Only *one* marker can be on the same hexagon at the same time.