HEXAPAWN BOARD

Royal Academy of Engineering

THIS IS ENGINEERING
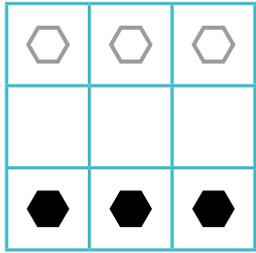
- Copy and cut out the images of the hexapawn boards.

- Each board represents the moves the computer could make.

- The colours of the arrows represent the colours of the tokens in the space under each image.

- The arrows represent different moves that the computer will make depending on which colour token has been selected.

Starting positions

Move 1	**Move 1**	**Move 2**	**Move 2**
Move 2	**Move 2**	**Move 2**	**Move 2**
Move 3	**Move 3**	**Move 3**	**Move 3**
Move 2	**Move 2**	**Move 2**	**Move 2**
Move 2	**Move 3**	**Move 3**	**Move 3**
Move 3	**Move 3**	**Move 3**	**Move 3**