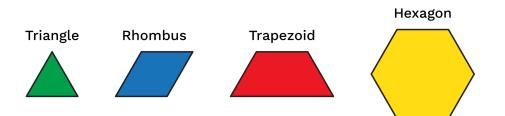


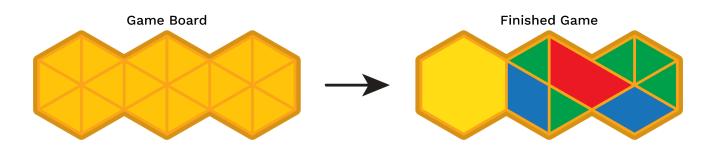
Honeycomb Instructions

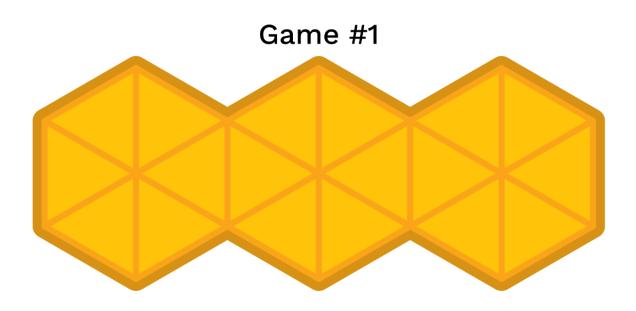
Rules:

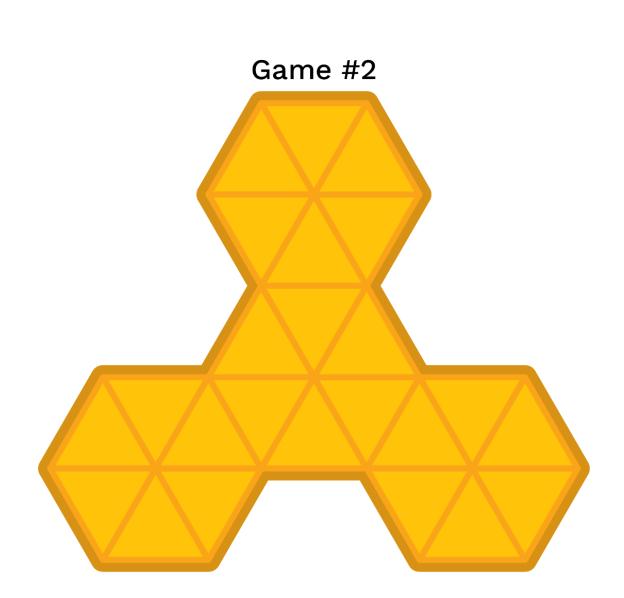
- 1. This game needs two players.
- 2. Players take turns placing one shape into the game board.
- 3. On a player's turn, they can choose to place any one of the following shapes and can place it anywhere on the game board:

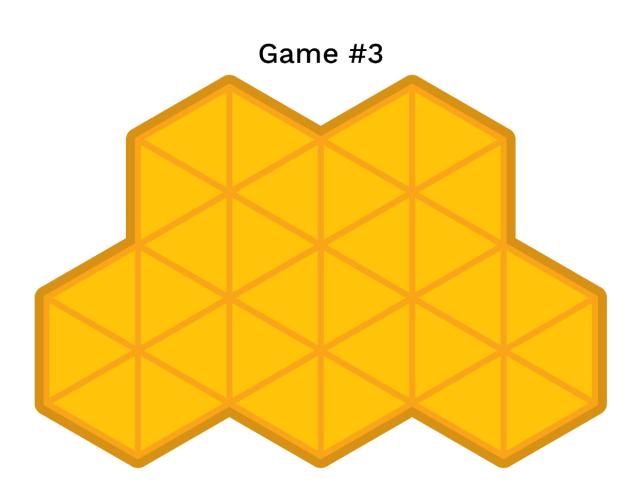


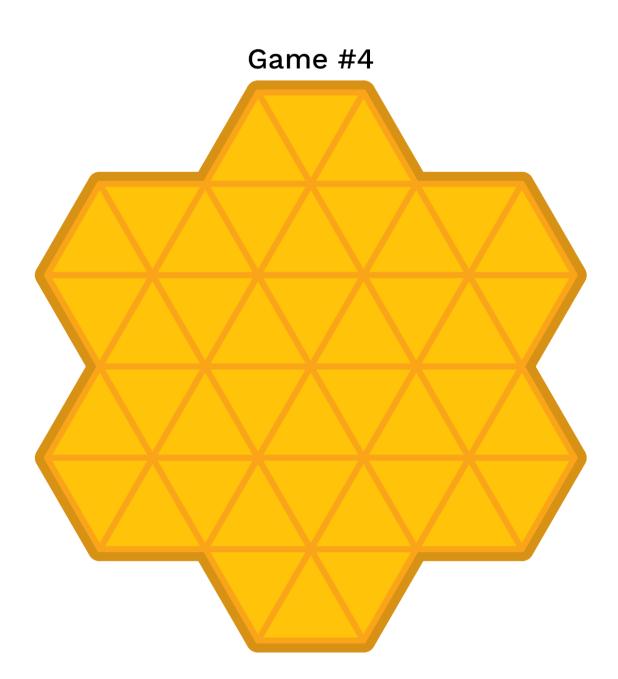
4. The game ends when the entire game board is filled up. The winner is the player who places the final shape.











Play for free at jrmf.org/puzzle/honeycomb

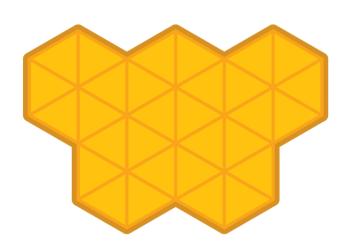






Julia Robinson Mathematics Festival

HONEYCOMB



ןרmf.org/puzzle/honeycomb jrmf.org/puzzle



X