

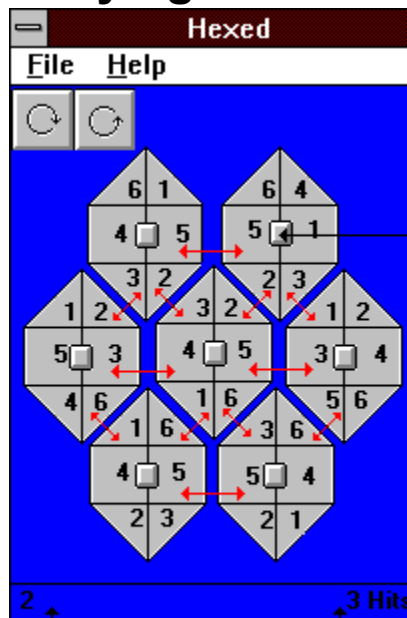
Hexed Board Game

The object of the game is to position the hexagon shapes in such a way that all of the facing sides match.

[Playing Area](#)

[Menu Commands](#)

Playing Area



Drag from here
to other hexes or
to the rotate buttons.

Timer

Matches

The object of the game is to move the hex shapes around the board, and rotate them until all of the facing sides (noted here by the red arrows) all match. There are 12 "hits" that are possible.

How to move the hexagons around the board.

- 1 Click and hold down on the square box in the middle of the hexagon you want to move. A moving truck icon appears.
- 2 While still holding down on the mouse button, move the truck icon over the square in the middle of the hexagon for which you want to switch places OR move the truck icon over one of the rotate buttons at the top of the playing area.
- 3 Release the mouse button. Changes will be made to the playing area accordingly.

Menu Commands

Under "File"

- n New Game resets the timer and resets the playing area to it's initial position.
- n Open allows you to retrieve a saved hexed game file.
- n Save allows you to save your game. Handy if mom is calling you for supper and you have 10 hits.
- n Save as allows you to save your game under a new name.
- n Exit ends your game.

