



**Hex Trap**  
**Copyright 1995, Cosmi Corporation**  
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**“Hex” is short for Hexagon - a six sided polygon**

**Contents**

Playing the Game

Scoring

Game Menu

Options Menu

## Playing the Game

### Object

The object of *Hex Trap* is to quickly find all of the traps without uncovering them.

### Starting a new game

On the Game menu, click New Game or click on the **Play** button to clear the playing area. Click any hex to start the timer and begin playing.

### Uncovering hexes

To uncover a hex, use the left mouse button to click it. If it is a trap, you lose points (see **Scoring**). If a number appears on the hex, it specifies how many traps are in the six hexes that surround the numbered hex.

### Marking hexes

To mark a hex you suspect contains a trap, use the right mouse button to click it.

## Scoring

You receive 20 points for every hex that you uncover that is not a trap. You lose one point for every second that it takes to complete the game. In *Anti-Hex Trap*, you receive 15 points for every trap that you uncover.

## Game Menu

### New Game

Clear the playing area and begin new game.

### High Scores

View the top six previous scores.

### Exit

Exit Hex Trap.

## Options Menu

### Difficulty

Sets the difficulty level for *Hex Trap*

Beginner:	30 hexagons with 7 traps
Intermediate:	80 hexagons with 20 traps
Expert:	139 hexagons with 34 traps

### Sound

Toggle sound effects on/off.

### Anti-Hex Trap

Changes the Scoring so that the object is to uncover traps rather than avoid them.