 Hex Trap   Help Contents

The Contents lists Help topics available for *Hex Trap*.   Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

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About Hex Trap

Programming by Ron Paludan

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 traps, 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 <u>hex</u> that you uncover that is not a <u>trap</u>. 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 <u>Scoring</u> so that the object is to uncover traps rather than avoid them.

Hex

Short for **hexagon** - a six sided polygon.

Trap

Traps open up into a black void.