Hex Trap
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"Hex" is short for Hexagon - a six sided polygon

Contents

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 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.