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To learn how to use Help, press F1.

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## **About Magic Hexagons**

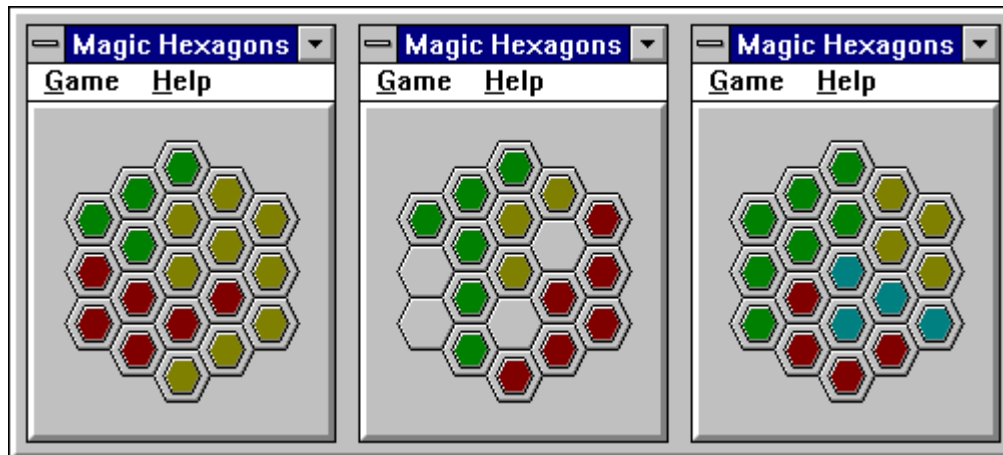
Magic Hexagons is a simple Windows game.

Magic Hexagons was written in 1994 by Steven Porter using Turbo Pascal for Windows 1.5. Magic Hexagons © 1994 Steven Porter. Portions of this product are copyright Borland International.

## Playing Magic Hexagons

### Aim of the game

To complete each game, you must move the hexagonal pieces around so that each colour is connected: this means that all the red pieces must connect to one another, all the green pieces must connect to one another, etc. It does not matter how the each colour connects, only that each colour must be joined in one 'lump'. Here are three examples of valid end-of-game boards:



Notice that the middle board has 4 blank hexagons (grey). These can be ignored, and do not have to be connected. On level 1, the board has a large number of blanks, on level 3 the board has no blanks. The game is more difficult to complete if there are fewer blanks.

### Game play

To move the pieces round, you should click on the hexagons. When you click on a hexagon, the 6 hexagons which surround it will rotate in either a clockwise or anticlockwise fashion. To rotate clockwise, use the left mouse button, and to rotate anticlockwise use the right mouse button.

### Game difficulty

Easier	Harder
Small board size	Large board size
Low number of colours	High number of colours
Difficulty level 1	Difficulty level 3

### Tips

Start getting used to the games rules by playing on level 1, with 1 or 2 colours and with a small board size.

Concentrate on grouping one colour together, and then tackle the next colour. Don't try to group two colours together at once.

If there are lots of blank spaces, try to group colours far away from one another.

### See Also

[Setting the board size](#)

[Setting the number of colours](#)

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## Setting the board size

To set the board size, choose Size... from the Game menu. A dialog box will appear, and you should enter a number. The larger the number the larger the board.

If you have a large board, the game can often be more difficult, and take much longer to complete.

### See Also

[Playing Magic Hexagons](#)

[Setting the number of colours](#)

[Setting the difficulty level](#)

[Keyboard shortcuts](#)

## Setting the number of colours

To set the number of colours that Magic Hexagons uses, select Colours... from the Game menu. A dialog box will appear, and you should enter a number. The more colours you use, the more difficult the game is.

### See Also

[Playing Magic Hexagons](#)

[Setting the board size](#)

[Setting the difficulty level](#)

[Keyboard shortcuts](#)

## Setting the difficulty level

To set the difficulty level, select Level... from the Game menu. A dialog will appear, and you should enter a number from 1 to 3. Level 1 is the easiest, and Level 3 is the most difficult.

On level 1, there are plenty of blank hexagons. On level 2, there are some blank hexagons. On level 3 there are no blank hexagons.

The more blank hexagons there are, the easier the game is.

If you use level 3, you must select more than one colour.

### See Also

[Playing Magic Hexagons](#)

[Setting the board size](#)

[Setting the number of colours](#)

[Keyboard shortcuts](#)

## Playing a timed game

You can play Magic Hexagons against the clock.

To time yourself, you can toggle the timer on and off by selecting Timed from the Game menu.

### See Also

[Playing Magic Hexagons](#)

[Changing rotation animation](#)



## Changing rotation animation

You may wish to alter the rotation animation to speed up game play when you play a timed game.

To turn off rotation animation completely, toggle Animation from the Game menu.

To toggle between fast and slow rotation, toggle Fast on/off from the Game menu.

### See Also

[Playing Magic Hexagons](#)

[Playing a timed game](#)

## **Acknowledgements**

Magic Hexagons was written using Turbo Pascal for Windows 1.5. Turbo Pascal for Windows © 1987, 1991, 1992 Borland International. Portions of this product are also copyright Borland International.

## **Requirements**

Magic Hexagons requires the following minimum hardware to function correctly:

- 1 IBM compatible PC AT
- 2 Microsoft Windows 3.1
- 3 Mouse, trackball or pointing device
- 4 Colour monitor

## Registration

Magic Hexagons is distributed as shareware. This means that after an evaluation period (in this case 30 days) you must register with the author if you intend to use the software.

When you do register, not only will you receive peace of mind, but

- you will receive a register ID
- the annoying opening and closing dialogs will disappear
- you may receive other shareware material if required

The registration fee is five pounds sterling or equivalent payment in readily convertible currency or money order. Registration payments should be payable to Steven Porter, written in pounds sterling and drawable on a United Kingdom bank.

To register you should print out the registration form, fill it in and send it to this address:

Steven Porter  
(Magic Hexagons Registration)  
27 Elm Place  
Aberdeen  
Scotland, United Kingdom  
AB2 3SN

### See Also

Registration Form

## Magic Hexagons Registration Form

[ ☐ ] I wish to register my copy of Magic Hexagons. I enclose the registration fee of five pounds sterling (UK £5.00).

### Updates

[ ☐ ] Please supply a 3.5 inch 720K disk for latest version of Magic Hexagons (and other shareware software on a trial basis). I enclose an extra £1.50 (£3.00 for non UK locations) to cover costs of disk, duplication, postage and packing.

**or**

[ ☐ ] I enclose a blank formatted disk plus return packaging and postage for my location to receive the latest version of Magic Hexagons (and other shareware software on a trial basis).

Name

---

Address

---

---

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Telephone Number

---

Magic Hexagons Version Number from the Help/About Magic Hexagons dialog

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MHEX.EXE file date and time stamp

---

PSUBS.DLL file date and time stamp

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Signed

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## Keyboard short-cuts

Key	Description/Menu Equivalent
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F1	Help/Help Contents. Allows you to view the help file.
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F2	Game/New. Selects a new board at random.
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**MHEX.EXE**

This is the main program file. To find out its file date and time stamp, you can use the Windows File Manager.

**PSUBS.DLL**

This is a dynamic link library that Magic Hexagons uses. It may either be found in the Magic Hexagons directory or in the windows/system directory. To find it, you can search with Windows File Manager.



**registration payment**

Payment for registration can be done in a number of ways:

- 1 United Kingdom Bank Cheque
- 2 Eurocheques
- 3 Postal Money Order, written in UK pounds sterling
- 4 UK pounds sterling currency

I do not recommend sending cash through the post because it is not secure from theft. Unfortunately, payment by credit card cannot be accepted.

## **Magic Hexagons Suggestions**

If you have any comments or suggestions about Magic Hexagons or any other of my shareware, then please feel free to drop them in the post, or e-mail them to my CompuServe address:

Steven Porter  
27 Elm Place  
Aberdeen  
Scotland, United Kingdom  
AB2 3SN

CompuServe: 100421,505  
Internet: 100421.505@compuserve.com

## **Magic Hexagons distribution**

You are free to distribute this version of Magic Hexagons providing the following conditions are adhered to:

All files contained within the original ZIP must remain unmodified.

All files contained within the ZIP must be kept together.

You must not distribute a registered version of Magic Hexagons, nor should you reveal your registration ID to anyone else.

Please feel free to distribute the unregistered software to friends and upload onto electronic systems, including BBSs, Internet etc.

**shareware**

Programs and data distributed as shareware are not free. The user may make full use of the program for a limited period (normally 30 days) after which he or she must register with the author of the software (if he or she intends to continue using it). A nominal registration fee is charged to encourage further work and reward the author for his endeavours.

