

This official seal is your assurance that Bob Rost has reviewed this product and that it has met his standards for decency in functionality, non-glitchiness, and potentially even fun-ness. Always look for the Nintendo Seal of Quality when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System, but since that seal kinda costs money, this one will have to do.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality(tm). Feel free to play this game on any system you like while laughing at Nintendo for being so stuck up about their standards. Just don't complain if something breaks.

Thank you for purchasing the HexS advanced entertainment cartridge for your Nintendo Entertainment System®. This manual contains important information on software care and usage, so be sure to read it thoroughly and keep it in a safe location for future reference!

Contents & Safety Information

Welcome to the game of HexS! This booklet contains all the information you need to begin playing.

Contents:

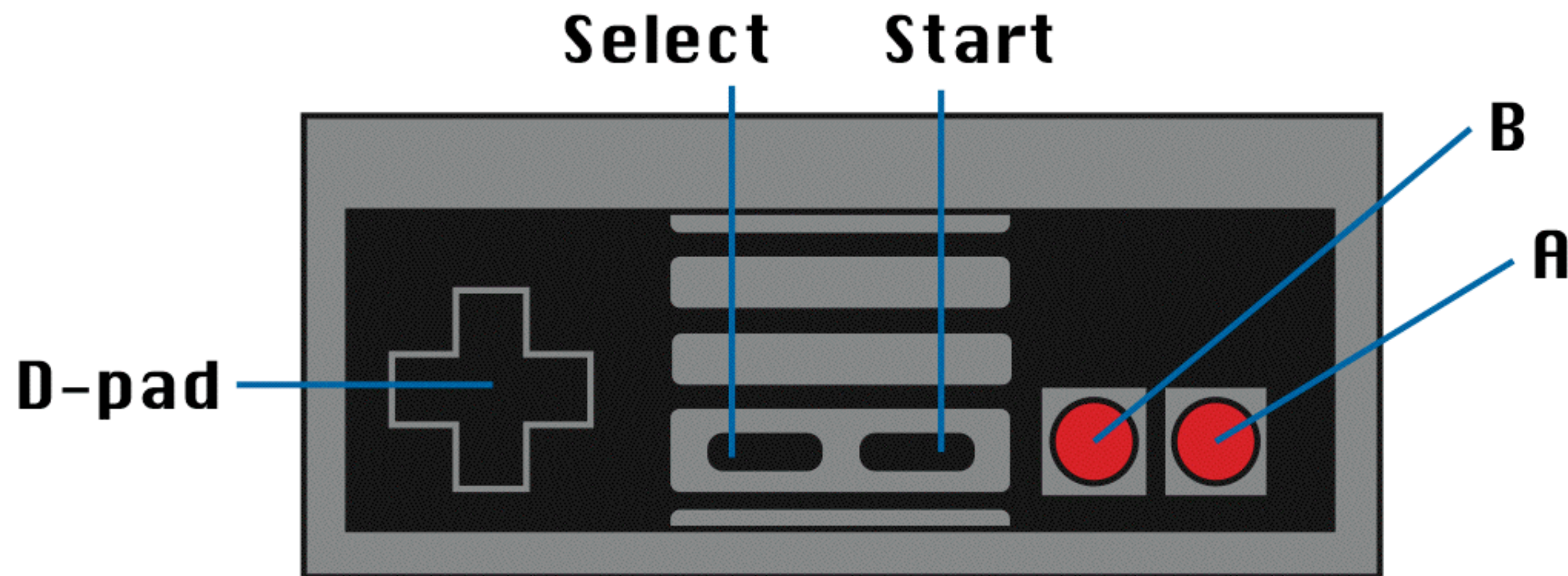
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Safety Precautions:

- 1) You should not play this or any electronic television game for more than an hour at a time. Doing so may jeopardize your social life.
- 2) The HexS cartridge and NES® deck are precision electronics. Do not operate outside 273.15K–335.15K, submerge in water, or expose to any manner of physical, electrical or mental shock or trauma.
- 3) Do not remove the HexS cartridge from the NES deck during play or insert any non-cartridge into the NES deck outside of play.
- 4) Tampering with, disabling or destroying the HexS cartridge is strictly prohibited.
- 5) Wear a helmet when gazorching kiwis.

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Using the Control Pad



Directional Pad ('D-pad', '+')– moves targeting hex

A button– selects target piece/hex (game mode),
cycles target hex contents (edit mode)

B button– cancels to select piece from select hex
(game mode), cycles target hex contents (edit mode)

Start button– begins game/edit (at title), returns to
title screen (edit mode, end of game)

Select button– cycles AI setting (edit mode)

Starting a Game & Phases of Play



When you first power up the NES deck you will see a brief introduction screen followed immediately by the HexS title. From here, simply pressing the Start button will begin a one-

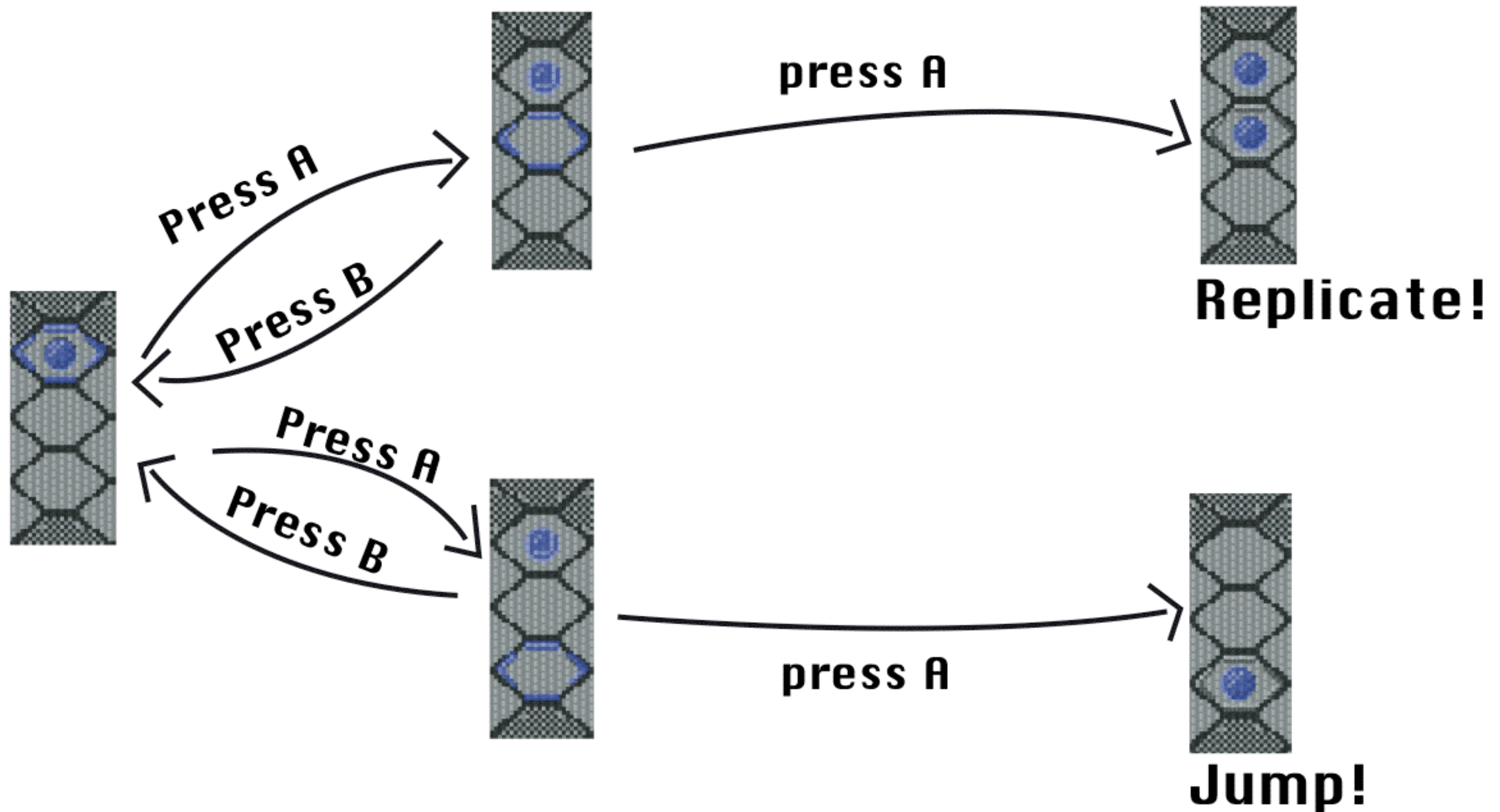
player game with default settings. The game will then progress turn by turn until one player has no possible moves or the board is completely filled, at which point a winner will be determined automatically.

Movement and Capturing Pieces

While you play it on the NES, HexS is played like a board game. Each player starts with a certain number of pieces and takes his/her turn selecting and moving a piece of his/her own color. Simply position the targeting hex over the piece you want to move, press the A button, position the targeting hex over the hex you wish to move to, and press the A button a second time. If you change your mind about which piece you want to move, simply press the B button to de-select your chosen piece and choose a new one with the A button.

There are two ways you can move a piece in HexS. Choosing to move to a hex adjacent to your chosen piece will cause the chosen piece to replicate into the chosen hex, giving you one new piece. Choosing to move to a hex one distant from your chosen piece will cause the chosen piece to jump to the chosen hex, emptying the hex it started in.

Movement and Capturing Pieces

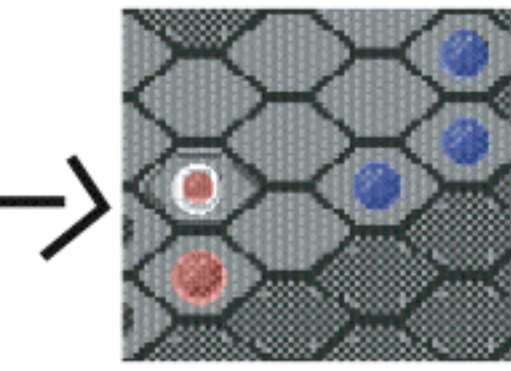
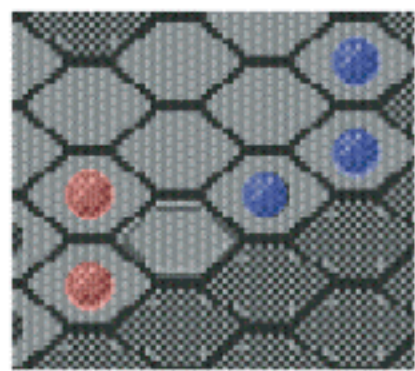


Movement and Capturing Pieces

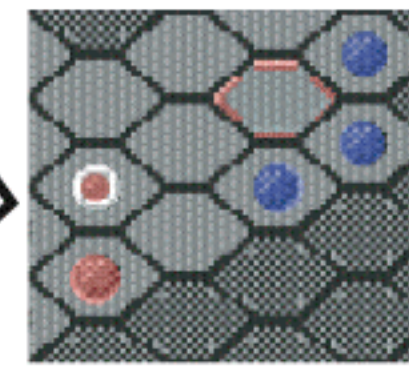
Simply moving pieces around is hardly a game. The real challenge in HexS lies in capturing your opponent's pieces while guarding your own against capture. After a piece has been moved, any pieces of the opposite color in hexes adjacent to the destination hex are captured– that is, switched to the same color as the piece which just moved. Thus, even when taking a jump which does not itself increase the number of pieces you have, you can increase your own score by up to six pieces while decreasing your opponent's score by the same. Be careful, though– you can lose pieces to your opponent's captures just as easily!

Watch the score counter near the top of the screen to keep track of how many pieces each player controls. When the board is full, the game will end and the player with the most pieces will win. Be careful, though– if at any point in the game the player whose turn it would be has no valid moves, that player loses by default, regardless of his/her piece count!

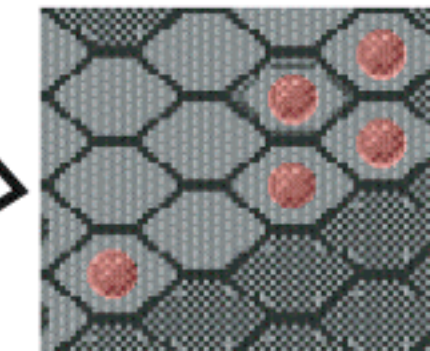
Movement and Capturing Pieces



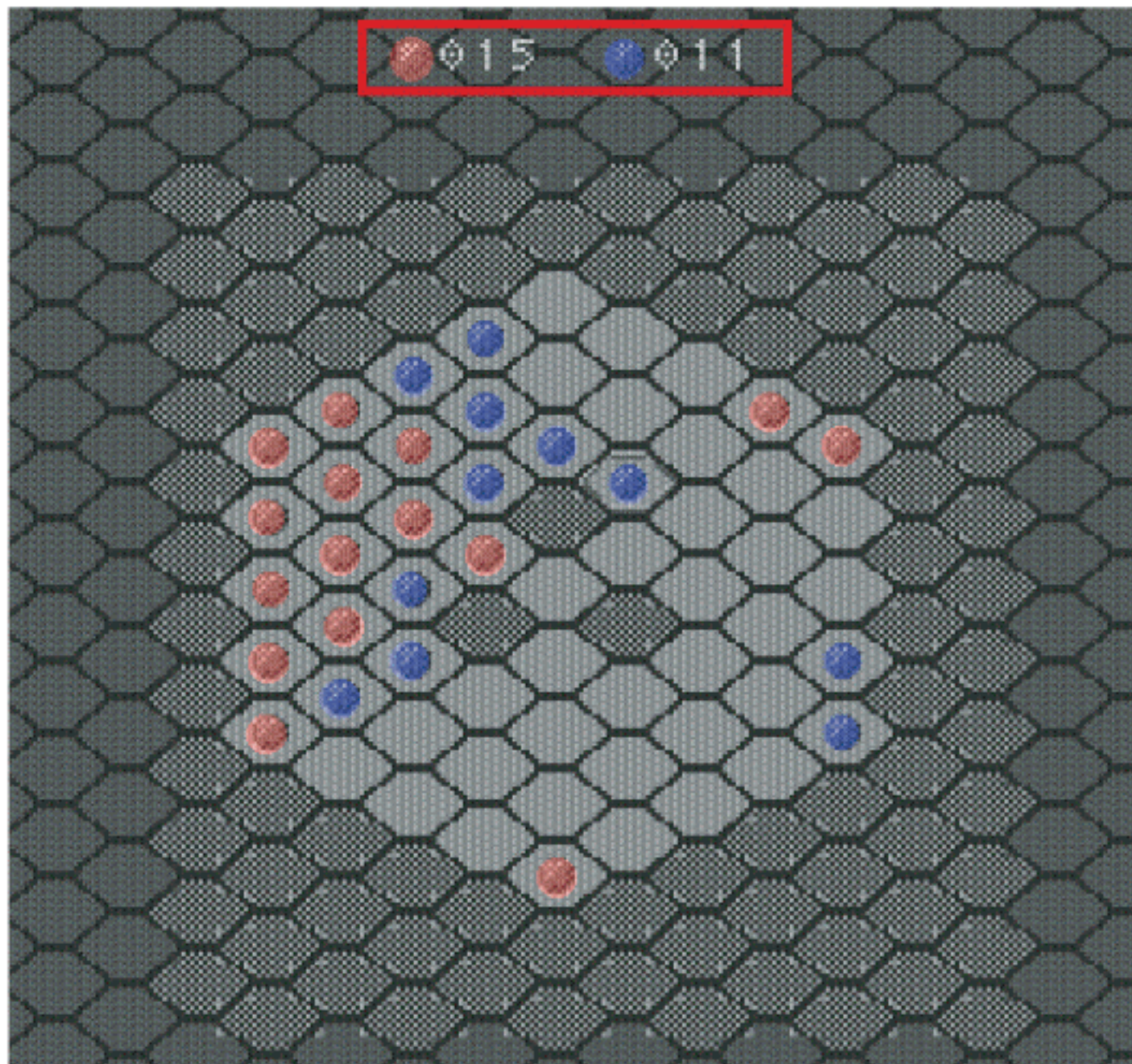
select your piece



target a hex



**jump to capture
3 pieces!**



The score counter provides a quick check on how many pieces each player controls. However, keep track of where your pieces are- if you run out of moves, you lose even if you have the most pieces!

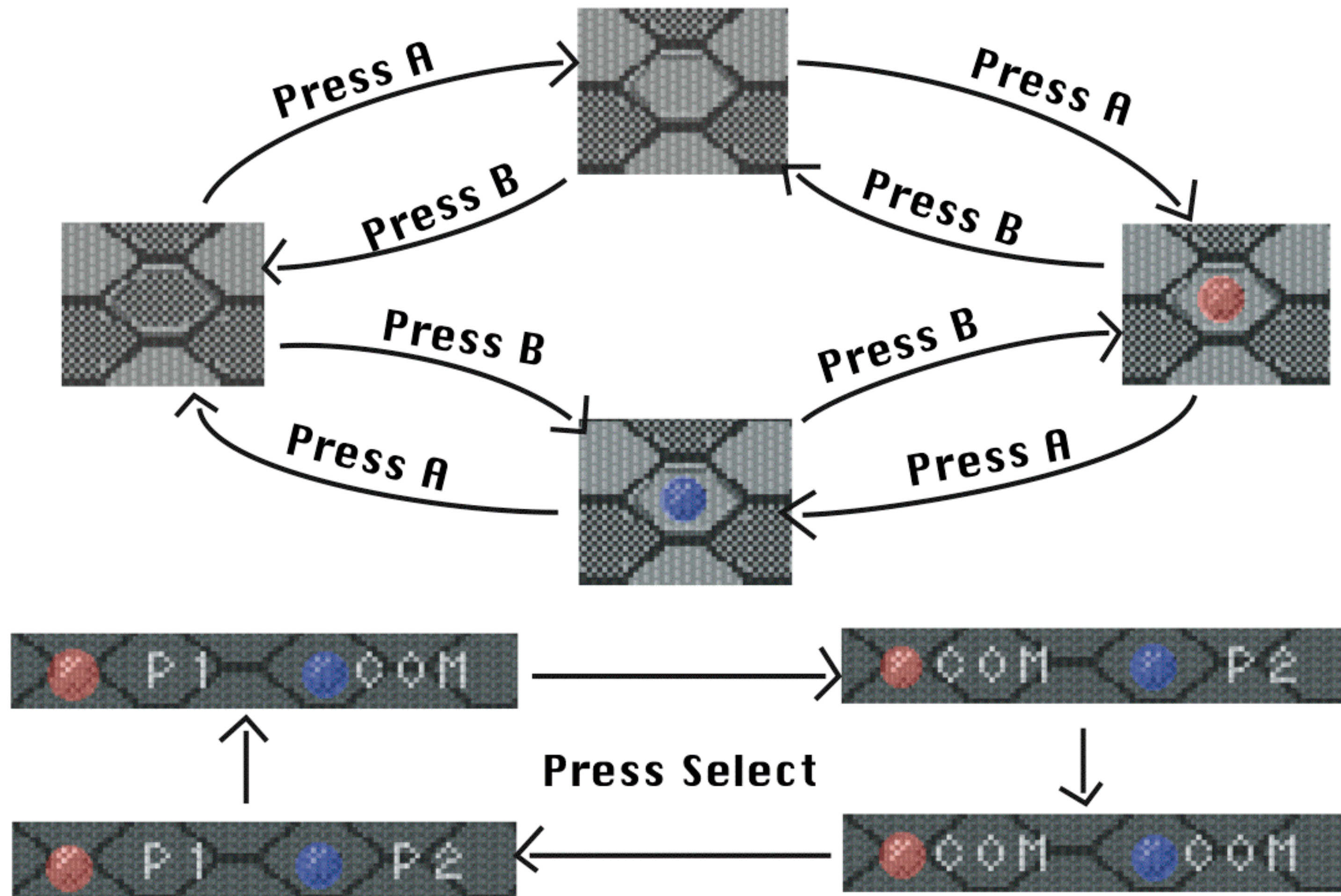
Using the Game Editor

Once you get used to how HexS is played, you can use the in-game editor to change how the game is set up. At the title screen, press the Select button and the word 'START' will change to '*SET*.' Pressing Start with '*SET*' displayed will enter the game editor.

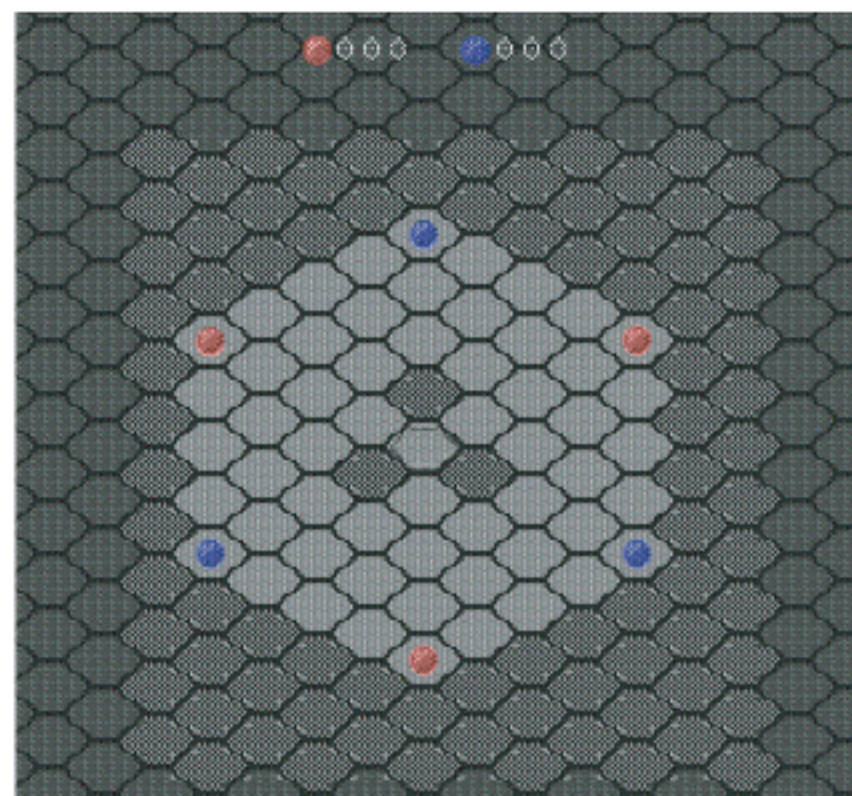


While in the game editor, you can move the targeting hex just like in normal gameplay, but pressing the A or B button will cycle the contents of the selected hex through open, red, blue, or blocked. Press the Select button to cycle through the four possible combinations of human and computer AI control (the score display will temporarily change to reflect the new control settings).

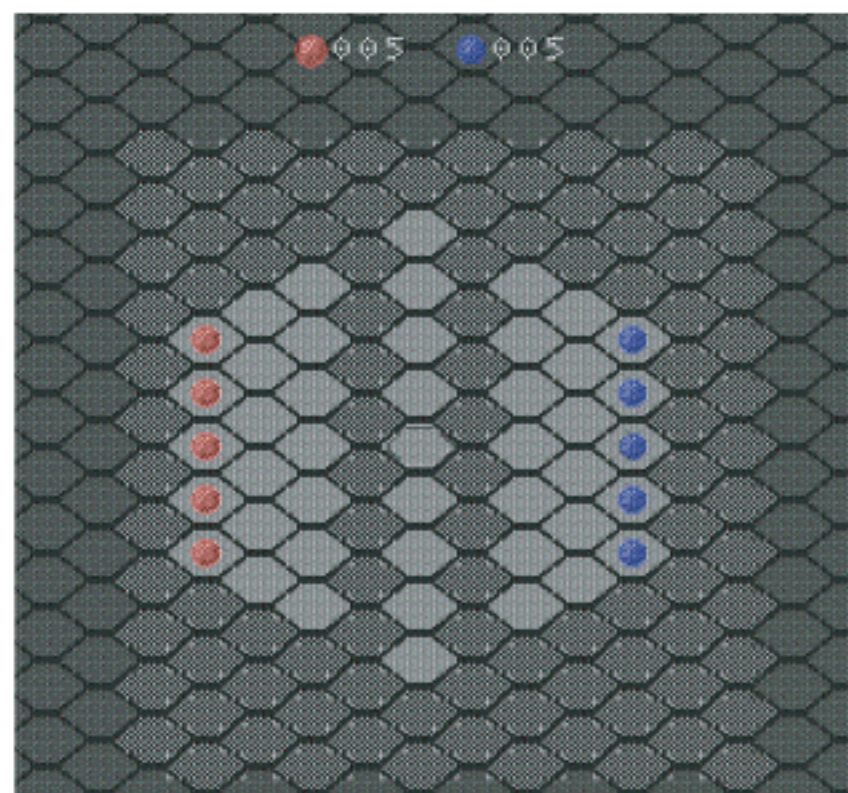
Using the Game Editor



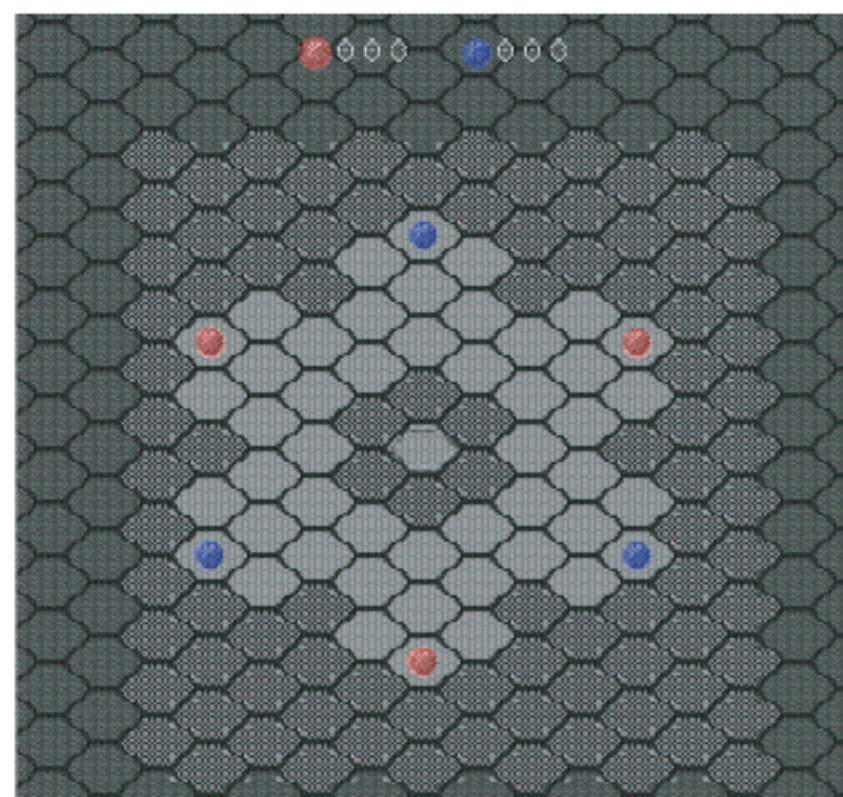
Sample Boards



Defense or Offense?



In case you forgot...

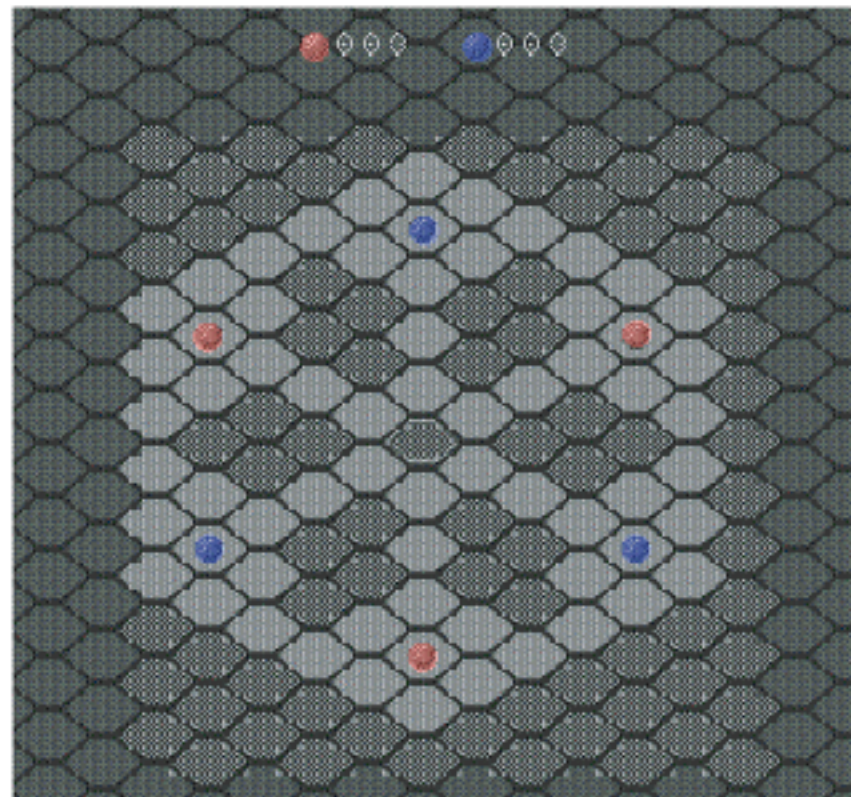


Checkers, anyone?

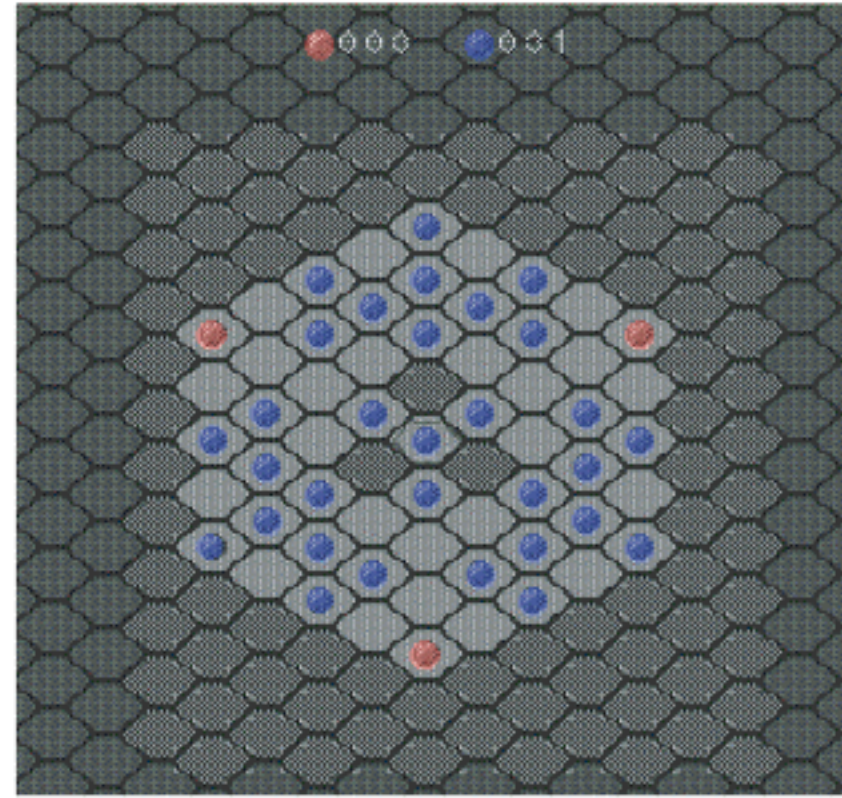


Sample Boards

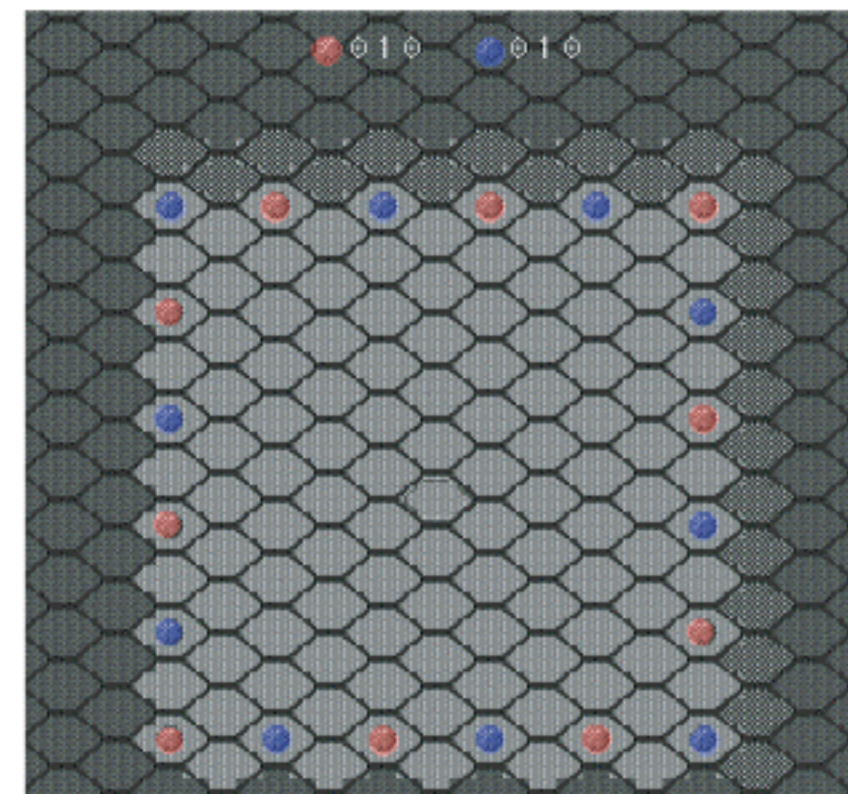
Not what it seems...



Is this legal?

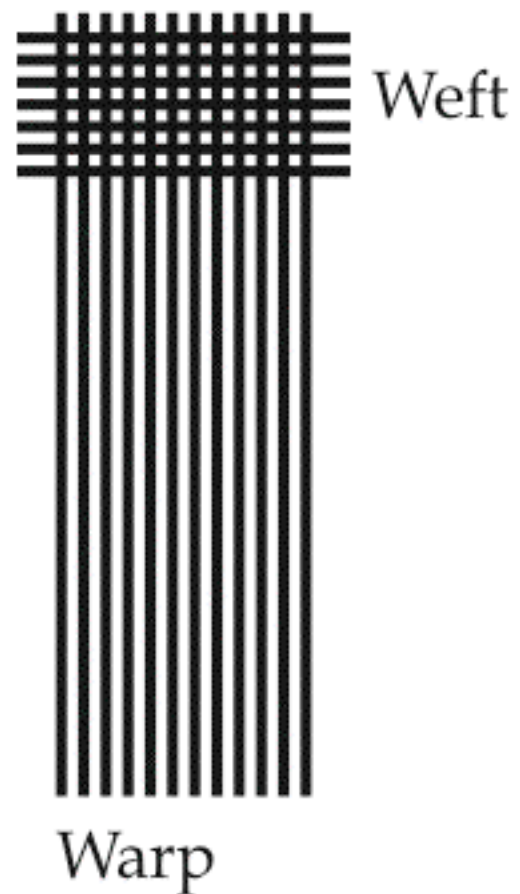


Bigger than Jason's!



Supplemental Skills Section- How to Read Tartans

The traditional material of the Scottish kilt is hand-woven woolen cloth patterned in the wearer's clan or family **tartan** (or in American layman's terms, 'plaid'). The distinct feature of a true tartan is a pattern of thread colors repeated identically in both the **warp**- long threads used to string the loom- and **weft**- strings run across the loom to make the cloth. This pattern, called the **thread count**, is all that is needed to completely define a tartan.



The first thread in the thread count is termed the **pivot**, and is the key to tracing the tartan's pattern. The thread count, starting at the pivot, may be repeated either directly or with every other instance reversed. The latter is far more common, as it creates a tartan which is perfectly **symmetrical**.

A simple thread count




Supplemental Skills Section- How to Read Tartans

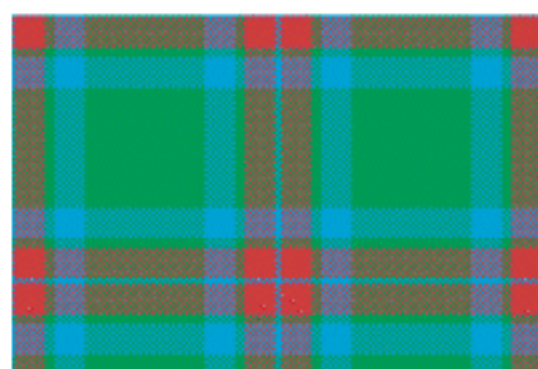
Each tartan may be further interpreted as a combination of an **undercheck**- broad bands of the same color in the thread count- and an **overcheck**- single threads or narrow bands, usually of a different color, marking out or accenting the undercheck.



The Glen HexS?

 In this thread count, an approximation of the
Glenn pattern (from which the Glen Trool,
Glen Shee, and other patterns are derived) the undercheck could be
read as red-blue-green, with an overcheck of blue at the pivot and
green between the red and blue. Weaving this thread count in a
symmetrical pattern produces the tartan to the right. Now this looks like a tartan!

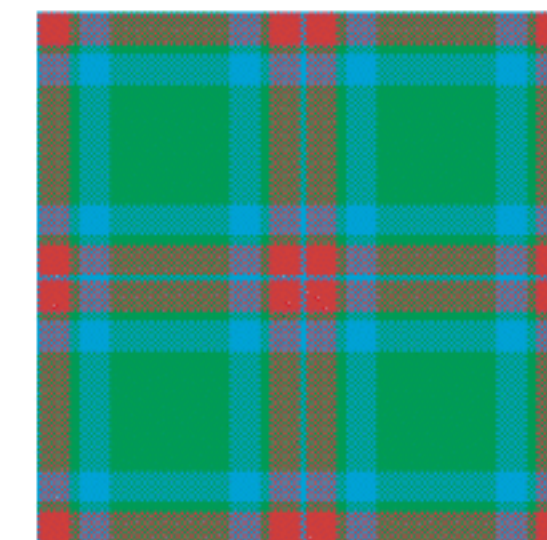
Throw in a bit more overcheck and you
get the Glengarry tartan, which later evolved
into the Carnegie!



Now this looks like a tartan!



Weave this one symmetrically and...



For more information, check out <http://www.tartans.scotland.net>

Significant effort was put into the creation of this and other game-related documents. While the game itself is a freely distributed ROM image, please only distribute it together with its manual PDF and box art images. If you see anyone distributing any Psych Software game without its documentation, please report it to Sean Kelly- spkelly@andrew.cmu.edu

The HexS ROM image and associated electronic documents are to be freely distributed. If you were charged money for them or see them being sold for profit in electronic form, please send a report of the source in question to Sean Kelly- spkelly@andrew.cmu.edu