

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.

Using the Game Editor

