

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).

Movement and Capturing Pieces

