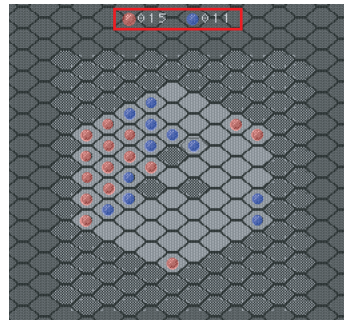
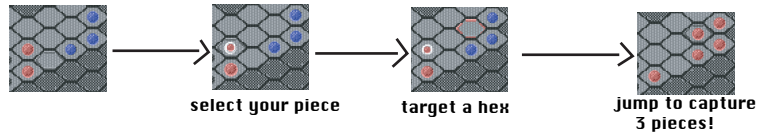


Movement and Capturing Pieces

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



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!