DMG-AICE-USA

HEXCITE
THE SHAPES OF VICTORY ™

INSTRUCTION BOOKLET

Ubi Soft
ENTERTAINMENT

Nintendo

GAME BOY COLOR

HOW TO ENJOY THIS GAME

HEXCITE is a board game in which 2 players compete for points gained by placing 18 randomly distributed playing pieces. Factors like Bonus Zones and subtraction of scores make the outcome of every game unpredictable to the last minute. The rules of the game are very simple, so players of all age groups can enjoy the game. The more you play, the more you will enjoy.

Features Exclusive to Game Boy® Color Systems

In Game Boy® Color, the playing pieces and the board are colored. You can also change the color of the board and pieces.

CONTENTS

◆ BASIC OPERATIONS AND SCREEN DESCRIPTIONS ◆

Basic Operations

Control pad
Moves a piece. Navigates the menu.
SELECT
Displays the continue screen.

A button
Brings up the menu and confirms menu selections. Grabs a piece. Places a piece.
B button
Escapes the menu. Rotates a piece.
START
Displays the score and pauses the game.
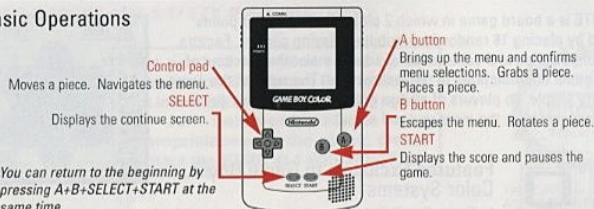
◆ You can return to the beginning by pressing A+B+SELECT+START at the same time.

Screen Descriptions

1. *Score*   Points earned up to the current turn by 1P and 2P (or COM).
2. *Timer*   Remaining time for 1P and 2P (or COM). It is only displayed when you play a game with a time limit.
3. *Board*   Area where 1P and 2P (or COM) place pieces during their turns. A piece will flash in a place where it is legal to play.
4. *Playing pieces*   Pieces which 1P and 2P (or COM) can place on the board. Move a piece out over the board and place it with the A button, or cancel the piece and select another by moving back to the pieces and pressing the A button.
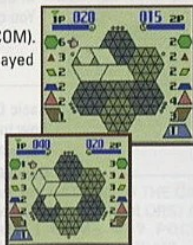
◆ BEFORE STARTING THE GAME ◆

Set the Game Boy® cartridge correctly and turn the power on. The title screen appears. A demonstration will begin if you do not start playing soon after the Game Boy® System is turned on.

◆ TOP MENU ◆

This is the menu displayed when you press Start.

1. *1P*   Play against the computer (COM). Change the computer level to match your level.
2. *2P*   2 player mode. To play against another player, you may either use one Game Boy® or link two Game Boys®.
3. *Level Game*   The game is divided into 4 classes: A, B, C and Master. You automatically advance to the next class when you beat the computer (COM).
4. *Practice Mode*   Here you will learn techniques effective in a real game. The computer trains you how to find the best move in certain situations.
5. *Option*   Includes settings a description of HEXCITE's rules as well as controls for background music and color.
6. *Continue*   Starts the game from a save in 1P mode or Level Game.

◆ COMMON FEATURES FOR EACH MODE ◆

▲ *Number of Rounds*
1P, 2P, Level Game
Set the number of rounds to play (1 to 10 rounds). You can set even number of rounds in "Level Game" with "Alternate On".

▲ *Time Limit*
1P, 2P, Level Game
Each player has 10 minutes to play a game. If a player uses up his 10 minutes, 5, 10, 15, etc. points will be subtracted for each 30 seconds that passes. The player will not be able to place pieces at all after his points are subtracted 10 times. In Level Game, Time Limit will be turned on from A5.

▲ *Alternate*
1P, 2P
P1 and P2 alternate selecting pieces and take turns making the first move after the first round.

Save and Continue
Go to the menu by pressing Select during the game and select Save and Exit. Select Continue in the top menu to start the game from the saved place.
◆ Do not turn off the power while the game is saving.
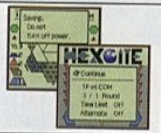
◆ 1P MODE ◆

In this mode, you can improve your skill by playing against the computer. You can set the number of rounds, the skill level of the computer, and whether there is a Time Limit, and Alternation. The computer's highest skill level is Master. But with Game Boy® Color, what happens if you keep winning?

▲ *1. Level* You can select the computer's skill level from Practice, Beginner, Intermediate, Advanced, and Master.

◆ 2P MODE ◆

In this mode, two people can play each other. You can set the number of rounds, time limit settings and alternation. The settings for Game Modes, like the Linked Game, are set automatically.

▲ *One machine*   Play with one Game Boy® by handing it back and forth.

▲ *2 Controllers*   Use Super Game Boy® to play the game on the Super Nintendo® Entertainment System.

▲ *Linked Game*   Use a link cable to play the game.

◆ LINKED GAME ◆

Requirements

2 Game Boy® machines
1 link cable
2 HEXCITE cartridges

How to Play A Linked Game

▲ 1. Connect the link cable. After making sure that the cartridge is set correctly, turn on the power of both Game Boy®s.

▲ 2. When one of the players selects 2P mode, the screen will switch automatically to the Linked Game setting screen. Select the settings you prefer and start the game.

▲ 3. While playing the Linked Game, a player can Pause on his turn only. Also, you can not save during a Linked Game.

◆ Note

Game operations can not be executed if you turn off the power or disconnect the link cable while playing a Linked Game. Only disconnect the link cable or turn off the power after confirming that the game is over. The timer does not function in a Linked Game.

◆ LEVEL GAME ◆

In this mode, you can move up skill levels from C to Master.

▲ 1. *Save & Load*   Save the result of a game or load past data. You can select from files 1 to 10 and save your data to that file. If you save to a file holding a previous record, the data will be overwritten, so be careful.

▲ 2. *Level*   Displays the current skill level. There are total of 16 levels: C5 to C1, B5 to B1, A5 to A1 and Master.

▲ 3. *Victory Percentage* Displays the results of the last 10 rounds played at the current skill level. Your level goes up when your victory percentage passes a certain point.

▲ 4. *Consecutive Wins*   Displays the number of times you have won consecutively at the current skill level. If all the squares turn into stars, your level will go up.

▲ 5. *Experience*   You earn 3 points for a win, 1 point for a draw, and 0 points for a loss. If the experience value is too high, it will be much more difficult to achieve the Master position.

▲ 6. *Highest Point*   Displays the highest score earned to date. Highest Points is automatically saved when the record is updated.

▲ 7. *Maximum Difference*   Saves the greatest margin of victory in a past game. The Maximum Difference is automatically saved when the record is updated.

Achieving the Master Level

There are two ways for your skill level to go up.

▲ 1. *Win a fixed number of rounds in a row*

Your level will go up by winning consecutively. The conditions for moving up is 3 consecutive wins in levels C5-C1, 4 consecutive wins in B5-B1, 5 consecutive wins in A5-A1, and 7 consecutive wins at the Master level. A tie does not count as a consecutive win.

▲ 2. *Winning percentage passes 75%*

If you can not win fixed number of rounds consecutively, you will move up a level when your winning percentage for the past 10 rounds passes 75%. Ties are counted as 0.5 wins. For your level to go up this way, you are required to have played more than 10 rounds.

If you move up a level in the middle of a game, a message appears and a new game at the next level automatically begins.

About the Computer

It may be easy to beat the computer at first, but the computer will become stronger as the level goes up. Also, in the A levels, the Time Limit will be automatically turned On. You have 10 minutes to play. After using up this time, you will only be allowed 30 seconds per turn.
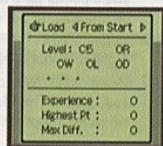
◆ PRACTICE MODE ◆

What is Practice Mode?

Practice Mode sets up game situations and asks you to solve them. It functions as a tutorial that will help you succeed in the main game. You are allowed to continue to the next problem when you get it correct. If your answer is incorrect, a hint will be displayed to help solve the problem.
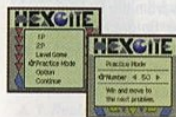
How To Use The Practice Mode

The problem number, and whether you will go first or next will be displayed. If you win, "GOOD" will be displayed. If you lose, "BAD" will be displayed, and you will not be allowed to move to the next problem until you win.
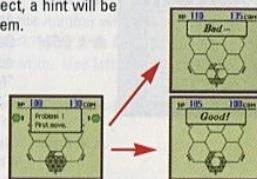
About Saving

Correctly answered problems are automatically saved, and you can play the same problem as many times as you wish. Select problems with left and right buttons on the control pad.

◆ OPTIONS ◆

You can set the background music, check game rules, and watch replays from the Options menu. You will also be able to set the color if you are using a Game Boy® Color or Super Game Boy®.

▲ *1. Replay*   Watch the last 30 rounds.

▲ *2. Help*   Check game rules and look at messages from the developers.

▲ *3. BGM*   Set the game's background music. You can select from 10 different tunes. There will be no music if you select "None." Changed music will be played in 1P, 2P, Level Game, and Practice Game. You can not change the music in the Menus, Replays, or Rules.

▲ *4. Color*   Select the color of the board and pieces used in the game. There are 8 color combinations for Game Boy® Color and 4 for Super Game Boy®.

Replay

Replay can save up to 30 rounds, and it will overwrite with new numbers after 30 rounds. Save the data you want to keep with No Overwrite. You cannot save Practice Games. Return to the menu with the B button.

The game may not be saved for replays if you turn off the power immediately after finishing a game.

▲ *1. Replay number*   Save number of the replay. Select the number with left and right buttons on the control pad, and start replay with A button.

▲ *2. Overwrite settings*   Select either Overwrite or No Overwrite. Use left and right buttons on the control pad.

▲ *3. Data Content*   Displays "Game Mode" and "Result" of the saved round.

Help

◆ You can return to the beginning of the sentence by pressing up on the control pad.

▲ 1. How to Play HEXCITE...This is a tutorial for the game. It explains game operations and rules by showing the actual in-game screen. Press B button to return to the help menu.

Game   Explains basic rules.

Practice Game   Explains how to play Practice Games.

Other Features   Explains the details of the main features.

GAME RULES

◆ GAME OPERATIONS ◆

▲ *How to grab a piece*   Move the cursor over the piece you want to grab and press the A button.

▲ *How to rotate a piece*   Press the B button while you are grabbing a piece. It will rotate clockwise.

▲ *How to place a piece*   Use the control pad to move the piece where you want to place it. Then press the A button.

▲ *To cancel a piece*   Move the piece outside of the playing area. Press A button.

◆ PLACING RULES ◆

The first move

The first move must be played in the center of the hexagon along its edges. If it does not touch at least one side or does not fit inside the hexagon, the piece cannot be played. It will flash when it is over a space where the piece can be played.

After the second move

After the second move, place your pieces so that its sides are not longer than the sides of pieces already played. You will not be allowed to place the piece if one of the sides is longer than that of the already played pieces. It will flash in a place where the piece can be played.

SAMPLE OF AN ILLEGAL PLAY

The example to the left is invalid placement of the piece in the first move, and the example to the right is invalid placement of the piece in the second move and after. Note that the outside area of the board is treated as blank.

◆ SCORING ◆

▲ *Normal scoring*
You earn 5 points for each side of a piece that touches a side of an already played piece. In the first move only, you earn 5 points for each side of a piece that touches the edges of the center hexagon.

(A)   Case (A)
In case A, you earn 5 points for touching one side. (A picture)

(B)   Case (B)
In case B, you earn 10 points for touching 2 sides. (B picture)

▲ *Bonus Zones*

The player who places the last piece necessary to completely cover a hexagon (other than the center hexagon) earns bonus points. Bonus Zones with 1 circle outside the board are worth 10 points, and those with 3 circles are worth 30 points. Bonus Points are added to the points earned by the legal move.

▲ *Subtraction*

Pieces remaining in your inventory at the end of the game are penalized by subtracting points. Points are subtracted at a rate of 5 points for each side, regardless of the size of the piece. For example, if a triangle is remaining, you will be subtracted 5 points for each of the 3 sides, which is 15 points.

▲ *Pass*

If you can't make a legal move, you are forced to Pass and it becomes your opponent's turn. You will be allowed to place a piece when you are able to do so. Player's cannot choose to pass a turn.

▲ *Game Victory and Multiple Rounds*

   End of game and victory

When point subtraction is done and no pieces remain, that's the end of the game. The player with the highest score at the end wins.

   About multiple rounds

If you are playing multiple rounds, the player with greater total score becomes the winner. After the first round, the loser in the previous round makes the first move. You can check the total score for each game with Total Score.

▲ *Lucky Event*

After all pieces are distributed, +2FREE or +4FREE may be displayed. If that occurs, you can select this many pieces of your choice with the A button. (For example, you can choose any 2 pieces if +2FREE is displayed.)

◆ HOW TO CLEAR ALL SAVES ◆

When you wish to clear all the saved data in the game, follow these steps:

▲ 1 Turn on the power while pressing "Start" and "Select" at the same time.

▲ 2 You will be asked "OK to initialize saved data?" Select Yes or No press the A button.

When these steps are complete, all of your save data will be cleared and the game will return to the opening screen.

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