HEXPLOSIONS

by Jennifer Sunahara

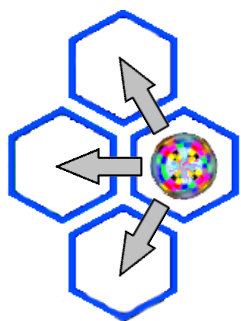Guide your allies through a hex grid of exploding tiles!

CONTROLS

SPACEBAR: Call allies down to selected row and end the round.
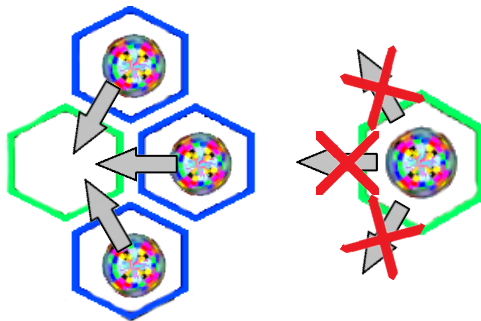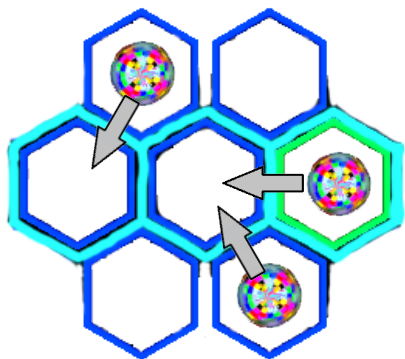UP/DOWN ARROWS: Change selected row up and down

GAMEPLAY

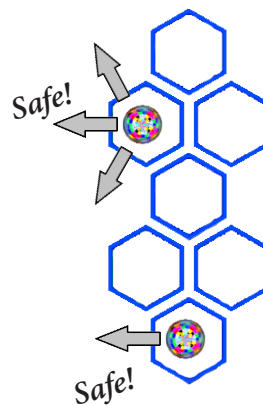New Allies appear on the right every 6 rounds
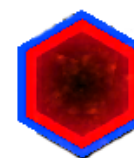
Allies move randomly to the left

Attraction Zones force ally movement in. Allies cannot leave.

Selected Row forces ally movement, including adjacent rows. No other way to leave Attraction Zones.

New Explosion Tiles appear every round

After 1 round, Explosion Tiles become "Imminent"

Imminent Explosion Tiles destroy allies that move onto their space at the end of the round. **Don't lose more than 3 allies!**

Allies that move off the grid to the left are saved.

Save 10 to Win!

Safe!

Safe!