

1. Main menu

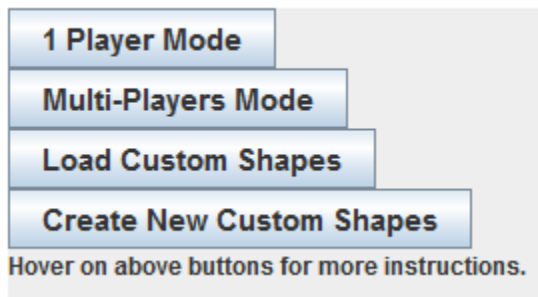


Figure 1- Main menu

Main menu allows users choosing one among four functions, to start one player mode, multiplayer mode, load custom shapes other than normal pentahex shapes or create new custom shapes. An explanation tooltip will appear immediately when users hover their mouse on each button.

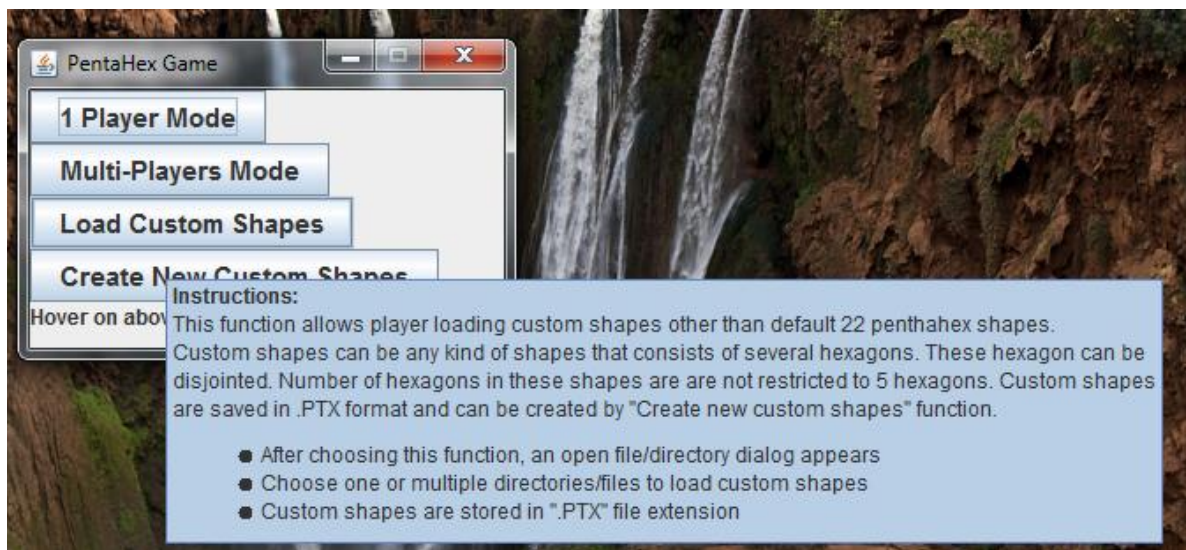


Figure 2- Main menu tooltip

2. 1 Player Mode

In this mode, a player will constantly select a shape from available shapes in "Available Pentahexes" pane and place to game board grid in "Play board". The game will be finished if all game board is covered. Before the game is finished, a pentahex shapes can be rotated flipped or removed from game board.

Figure 3 shows the game play view. In this view, there are three frames, "Play Board", "Available Pentahexes", and "Selected Pentahexes". "Play Board" shows hexagon grid where you can place and remove shapes. "Available Pentahexes" frame contains all remaining shapes that have not been place to the grid yet. Player information and selected pentahex are appeared at "Selected Pentahexes" pane.

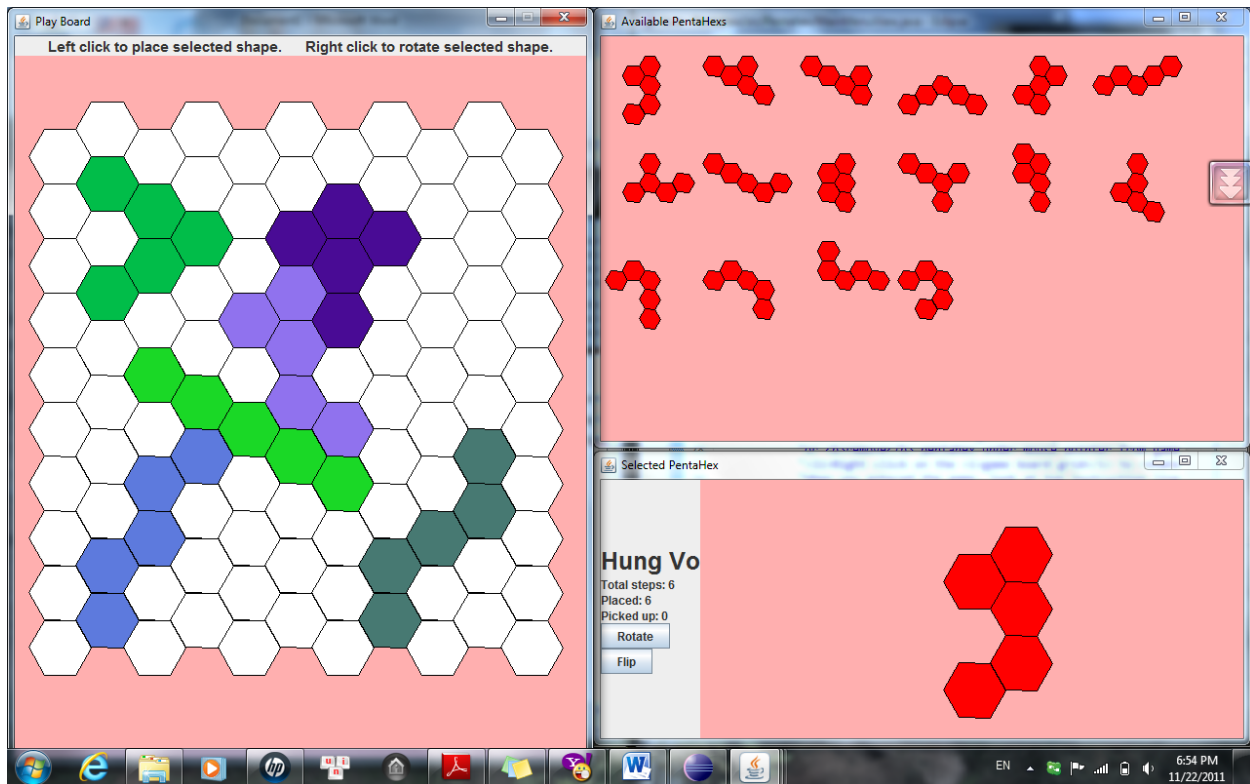


Figure 3 - Gameplay view

Clicking on a pentahex on “Available Pentahexs” will send the shape to “Selected Pentahexs” where you can manipulate the shape such as rotating or flipping the shape.

To place a selected shape to “Play board”, simply selected available space indicating by white hexagons and left click. To remove a shape from “Play Board”, left click on the shape you want to remove. Right click on hexagon grid in “Play board” also rotates the selected shape. A context sensitive instruction appears on top of “Play board” will assist players what they can do in current context. Note that these context sensitive instructions are applicable for “Play Board” only. Right click function may not work on Mac machines.

3. Multiplayer Mode:

In multiplayer mode, user interface is almost the same except the player information in “Selected Pentahex” will be changed according to who is current player. Up to 5 players can play together in this mode. Each player will take turn and select a shape from “Available Pentahexs” pane and place it to the grid on “Play Board”. Different from “1 Player Mode”, a shape cannot be removed once it has been placed to the grid. Each player can place at most one shape to the grid at each turn. Failing to place the shape to “Play Board” such as placing a shape to a position that interferes with existing shape on “Play Board” will cause player to loose turn. Game will be finished when no more shape can be placed to game board. Hence the player who made last move will be winner. All interaction with shapes are similar to “1 Player mode”.

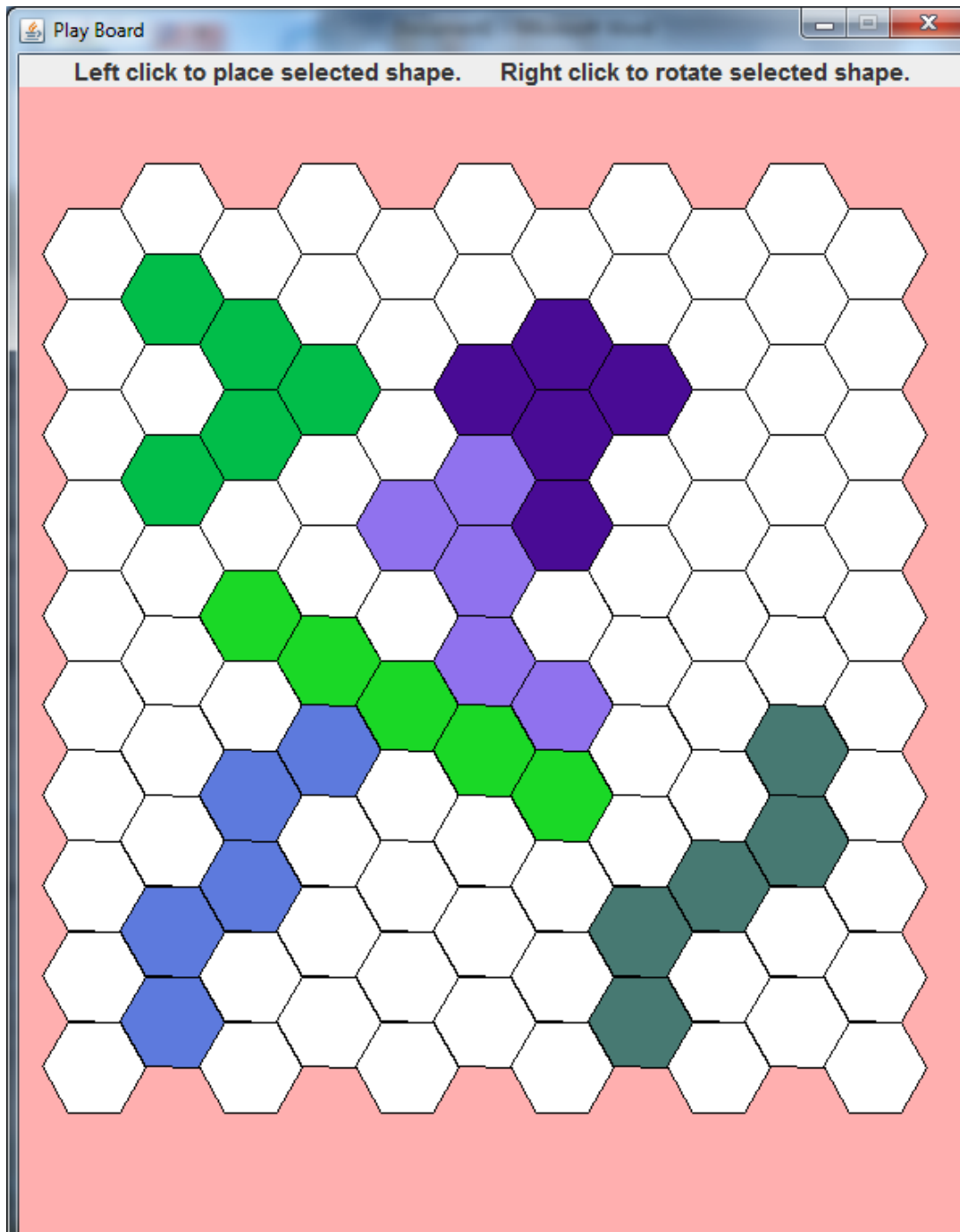


Figure 4 – Play board

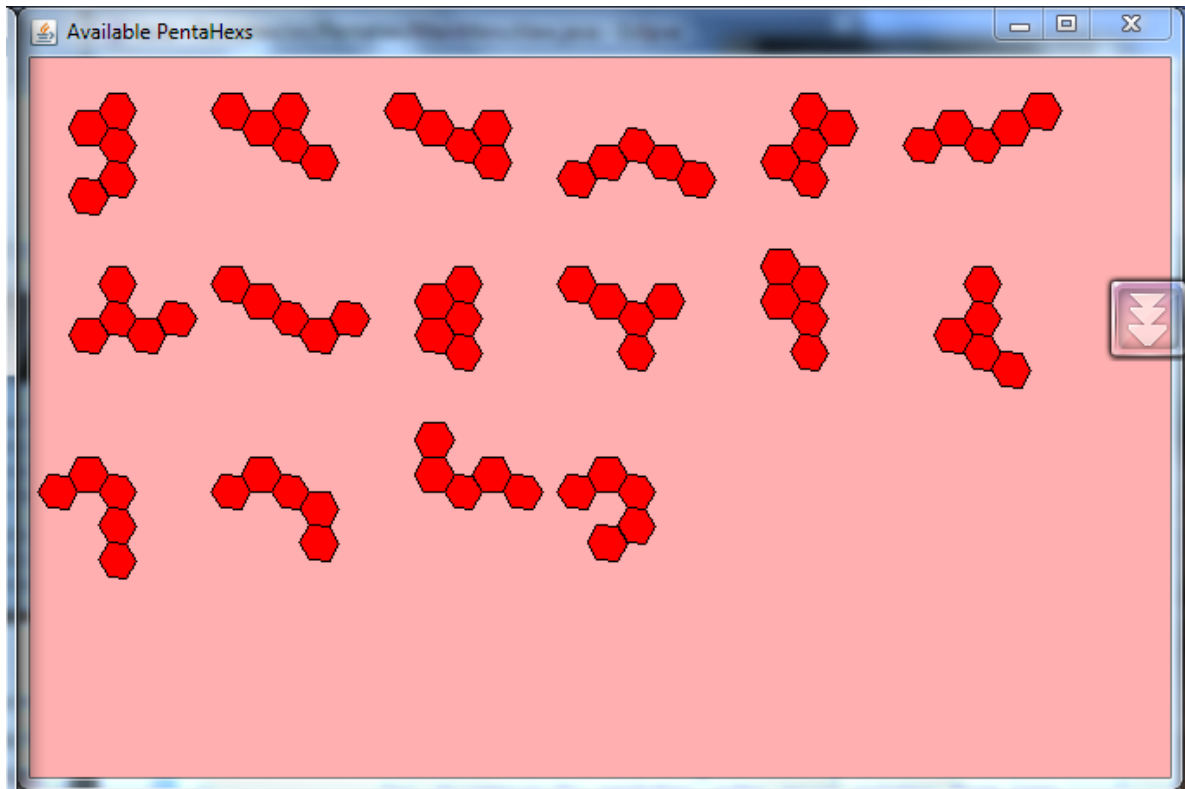


Figure 5 - Available pentahexs pane

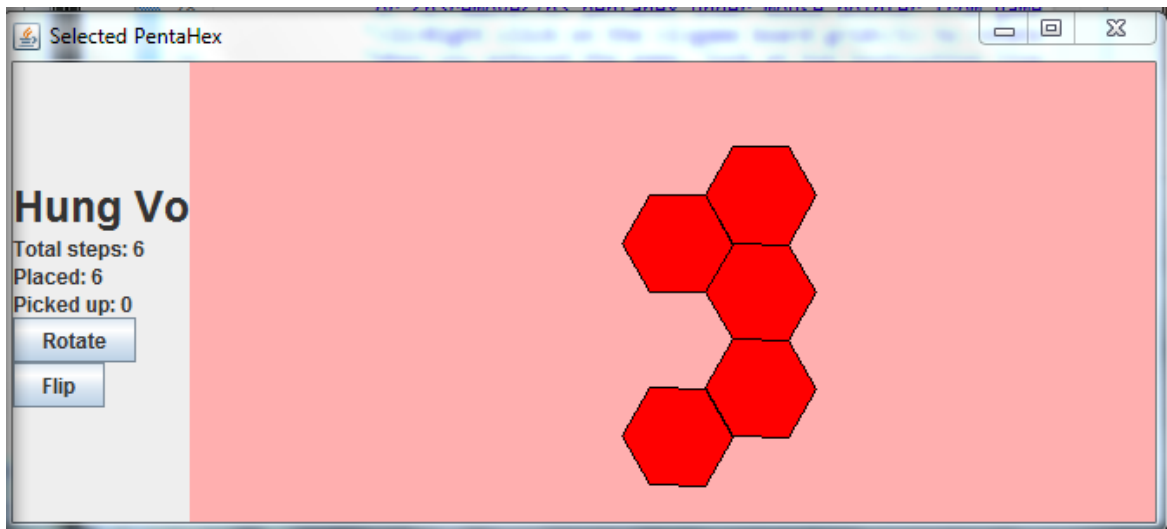


Figure 6 - Selected pentahex pane

4. Load custom shapes

To make the game more interesting and more flexible, this game allows users creating their own custom shapes rather than normal pentahex shapes. A custom shape is formed by several hexagons. Number of hexagons in a custom shapes is not limited to 5 and these hexagons can be disjointed. Figure 7 shows

examples of custom shapes. Custom shapes are stored in .PTX files and can be created by “Create New Custom Shapes” function which can be selected in main menu.

Player can load many shapes once at a time by choosing entire directory or multiple files / directories. After processing selected files / directories, the player has options to choose between adding loaded shapes to existing set of shapes in current game or using loaded shapes as new shapes set.

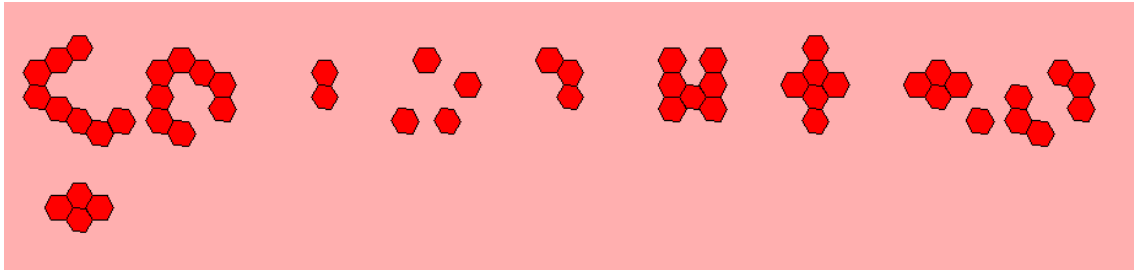


Figure 7 - Custom shapes

5. Create new custom shapes:

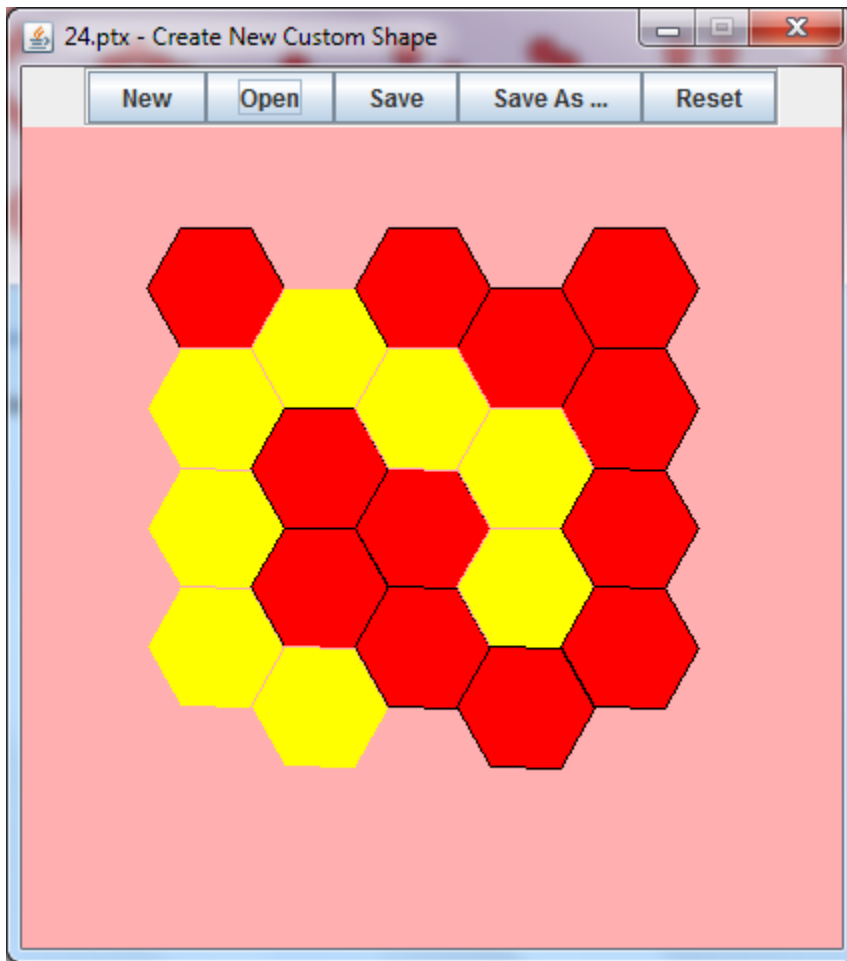


Figure 8 - A drawing custom shape (yellow part)

This function allows player to create their own shapes and save to files with .PTX extension. Players draw their desired shapes on a small draw board with red background. Figure 8 shows drawing results of a custom shape. The yellow hexagons constitute the shape. Clicking on red hexagon in background will insert the hexagon to current custom shape. Otherwise, clicking on yellow hexagon will remove the hexagon from current custom shape. Figure 9 shows screenshot of a game using custom shapes.

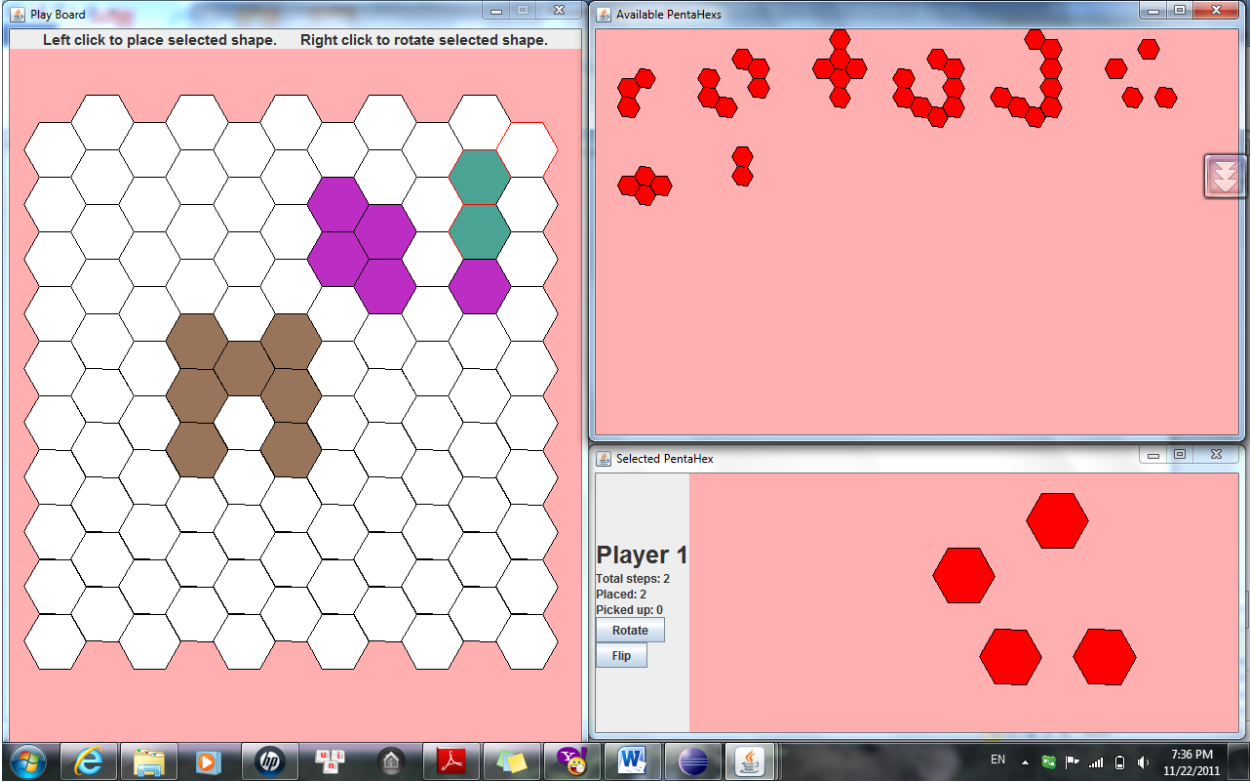


Figure 9 - Play game using custom shapes