

**Toe\_Popper**

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| <b>COLLABORATORS</b> |
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|                  | <i>TITLE :</i><br>Toe_Popper |                  |
| <i>ACTION</i>    | <i>NAME</i>                  | <i>DATE</i>      |
| WRITTEN BY       |                              | February 6, 2023 |
| <i>SIGNATURE</i> |                              |                  |

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| <b>REVISION HISTORY</b> |
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| NUMBER | DATE | DESCRIPTION | NAME |
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# Chapter 1

## Toe\_Popper

### 1.1 Toe Popper Information

Rules

Controls

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Disclaimer and Author Info

### 1.2 Toe Popper/Rules

Toe Popper

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If you have never played Mine Field on a PC (Piece of Crap) then you had better read the next few lines !

The idea of this game is too locate and mark all the mines which are randomly placed over the field, you must also uncover all of the ground which does not contain a mine, you should do this as quickly as possible. When you uncover a square, the number that is underneath tells you how many mines there are in the surrounding eight squares, if you uncover a mine you can have permission to jump 6ft. into the air and distribute pieces of yourself over a large area.

### 1.3 Toe Popper/Controls

Toe Popper

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The controls are as follows:

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p to pause/unpause the game

RMB on unmarked covered square = mark square

RMB on marked covered square = unmark square

RMB on uncovered square = uncover unmarked squares  
around square

LMB on covered square = uncover square

If you use the RMB to uncover the surrounding squares and you have marked too few or too many then these will be flashed.

## 1.4 Toe Popper/Additional Information

Toe Popper

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This program will only work on WB 2.0 and above.

This program was written on an Amiga A1200 68882 6MB.

This program was intended to be used with the workbench in 8 colour mode although it can be used in 4 it won't look as good!

The high score table will be loaded and saved from the directory in which the game is stored if the file is not there a default table will be used.

The first move is always safe!

The difficulty levels were copied from the PC mine field ( easy & normal have identical square to mine ratios ).

The custom level mine ratio is set at 5:1 although you can enter your own number of mines.

The sound can be turned off and on by altering the tool type.

The game window graphics will scale themselves to your screens aspect ratio.

A toe popper is a form of land mine that will shatter a soldiers foot and so cause at least another soldier to be removed from combat to help the wounded soldier walk back to camp (Two Birds ,One Stone).

BUGS!!!!!!!

None known at present.

## 1.5 Toe Popper/Disclaimer and Author Information

Toe Popper

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Comments, complaints, desiderata are welcome.

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