

Mines!

Welcome to the Mines help system. Click on a topic for help.

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Game

The Game menu presents the main game commands.

New - starts a new game.

Help - displays this help file.

Show Path - shows that the maze is solvable

New

Starts a new game. A "charge" theme is played over the speaker if Sound is enabled.

Help

Displays this help system!

Show Path

Give up? This command shows the entire board, including the path from start to end in white. Of course, there may be more than one way to complete the maze, but this is the one the computer used to create the maze.

Difficulty

The Difficulty menu allows you to select the difficulty of minefields subsequently created with the Game New menu command. Four levels of difficulty are available: Beginner, Intermediate, Advanced, and Expert.

Beginner

This is the basic level of play. Mines automatically starts at the Beginner level. At this level, 60 mines and 60 sea squares are randomly placed in the minefield.

Intermediate

At the Intermediate level of play, 80 mines and 80 sea squares are randomly placed on the minefield.

Advanced

At the Advanced level of play, 100 mines and 100 sea squares are randomly placed on the minefield.

Expert

The Expert level is the highest level in Mines. 120 mines and 120 sea squares are randomly placed on the minefield. Even at this level, however, there is a guaranteed path to the lower right hand goal square, so good luck!

Options

At present, the following options are available. Future versions of Mines will have options for randomly exploding mines and others

Sound

Autoplay

Sound

Enables and disables sound from the PC speaker. Various tunes are played as games are started, mines explode, and so forth. Turn sound off if you want the game to be silent.

Autoplay

Tries to ferret out mines for you. When in Autoplay, the cursor keys no longer work as the computer is in control. Autoplay will never guess as to whether a square is a mine or not, it simply tries to find areas which contain no mines and clear them out.

Sometimes the Autoplay algorithm will get "stuck" in one area. Just select autoplay from the menu again and it will be turned off. You can then resume play normally.

Strategy

Here are some hints if you are having difficulty finding the mines:

- 1) Whenever the mine detector registers 0, you can immediately step on all surrounding squares, thus "clearing out" a nine-square section of terrain. This is how the Autoplay feature works.
- 2) Try to isolate single squares to determine if they are mines.
- 3) Use the sea squares to isolate unknown terrain.
- 3) Use logic and deduction to determine the location of mines. If logic fails, you'll have to trust to luck!

How to Play Mines

The object of the game is to navigate from the upper left hand corner to the lower right hand corner of a minefield without stepping on a mine (and thus blowing yourself up). Fortunately, you have a mine detector which indicates the presence of mines in your immediate vicinity.

The colors of the squares indicate what exists at that square.

Black squares indicate terrain you have never seen before.

Gray squares indicate terrain you have seen before.

Blue squares are water or sea squares and are impassable. You'll have to go around them. Fortunately, water squares cannot be mined.

You are represented by a green circle with a number in it. The number is your mine detector, and represents the number of mines in the immediate vicinity.

You use the numeric keypad to move in any of the eight compass directions, like this:

7	8	9
4		6
1	2	3

Credits

Mines was written by David Norris.

Thanks to Bogus Software, all of the folks in the Microsoft Windows group for producing such a fantastic product, the languages group for producing the c 6.00 compiler, and to all of my friends for being there.