Ultimine Help

Rules Summary

You have been hired to clear a mine field of all the mines.   Depending on what type of game you're playing (<u>Standard or Deluxe</u>) you can be either instantly killed or just maimed (i.e. a 20 second time penalty).   Flag the mines with your right mouse button (or hit **Ctrl** while clicking on the square).   The faster you find the mines, the higher you will be ranked in the High Score Table.

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Ultimine Rules

Object of the game

The object of the game is to find all the mines in the mine field in the fastest time possible.

Piece Description

The following describe each piece and the possible moves.   Basically, you start out by randomly clicking a square in the mine field.   Depending on what rules you have selected (see the Options tab in <u>Preferences</u> for more details), one of three things will happen.

1. A number will appear.   Basically, the number indicates how many mines lie immediately adjacent to it in any of eight directions.   In the following illustration, only one mine lies within reach of the center square. . .
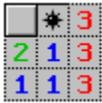
2. You hit a mine and will get a 20 second penalty.   This happens in a Deluxe game.

3. You hit a mine and will die instantly.   This happens in a Standard game.

Scoring

You are scored by how fast you find the mines.   The faster the time, the higher you will be ranked in the High Score Table.

Game Over Conditions

The game is over when you have found all of the mines or have gotten killed by detonating a mine.

Hints

Look for the number one.   These will be the best clues as to where a mine is.

If you are stuck and need to take a chance on showing a square, try clicking around the lower numbers.   You have a lower chance of hitting a mine that way.

If you instantly die, you can reset the game two ways.   Press F2 or click on the smiley face at the top (sometimes this can be theraputic when you're frustrated!).

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Ultimine Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu.   If any option is changed within the Preference dialog box, the current game being played will be abandoned.   If you do not wish to abandon the current game, select *Cancel* and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box.   Clicking on a tab shows the options available for that topic.   For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Board Size

You can set the type of rules you want to play and the size of the board under this tab.   The preset board sizes are as follows. . .
- 8 x 8 grid
- 16 x 16 grid
- 30 x 16 grid
- 40 x 25 grid

Standard

Standard plays a standard game with a single square grid and instant death when a mine is detonated.

Deluxe

Deluxe adds two new features:
1. Double and triple sized horizontal squares.
2. Twenty second time penalty for detonating a mine (instead of the standard instantaneous death).

Custom

Custom allows you to make your own rules and size your board.   The following is a list of what you can customize. . .
- **Width ~** Set how many squares you want in the horizontal direction.
- **Height ~** Set how many squares you want in the vertical direction.
- **Mines ~** Set how many mines you want to find.
- **Wide Pieces:**
  - *Yes ~* Wide pieces will show up on the board
  - *No ~* A standard style board will be shown.
- **Mine Penalty:**

- **Death** ~ If you hit a mine, you will die and the game session is over instantly
- **Time** ~ If you hit a mine, you will be penalized by adding 20 seconds to your time.

*Please note: If you **do** customize a board, you will have to keep track of your own scores.   The high score table only keeps track of the predefined boards (both Standard and Deluxe).*

Board Tab

The Board tab allows you to change the appearance of the game board. The options for this tab will not affect the rules of the game; however, the look of the board will change.

Board Names

The "Board Names" list box shows the names of all of the board "tiles" available.   Clicking on a name in the list box selects the new board and previews the tiles in the "Board Preview" area.

Extras Tab

The Extras tab allows you to change the background color or texture of the main game window, or to change the sounds used in the game.   Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen.   Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds
Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds **on** or **off**. This option is checked **on** by default.   Un-checking the box will turn the game sounds **off**.   If this option is turned **off**, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event.   The game events that can have sounds attached are listed above the button.   You can associate a playable sound file with a game event.

Test

The ***Test*** button plays the sound associated with the game event selected in the list box above the button.   If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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Ultimine Commands

How To Stake Mines

To set a flag, click your right mouse button and a flag will appear on the board. . .
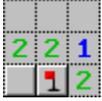
Hint: If you have a single button mouse, hit the **Ctrl** button at the same time as you are clicking on the tile.

Menu Commands

Game Menu

New

Starts a new game.   This will abandon a game in progress.

Show High Scores...

Shows the High Score table for predefined boards.   High scores are not kept for custom boards.

Claim

Hit this button if you think you have found all the mines.   This allows you to finish the game by uncovering all the un-detonated tiles.

Preferences...

Brings up the <u>Preferences dialog box</u>.   Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the **Escape** key on the keyboard.

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