

# **MineSeeker**

Adam Dawes

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> MineSeeker		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## MineSeeker

### 1.1 MineSeeker Documentation

MineSeeker v1.0  
By Adam Dawes  
5th April, 1995

How to play MineSeeker  
System Requirements

Legal Stuff  
History / Future  
Thanks To..  
Contacting the Author

### 1.2 How to play MineSeeker

When you first start MineSeeker, you will see a grid of squares on the screen. Each of these squares represents a location in an ocean. Some of these squares contain mines, the rest are empty. The object of the game is to locate and mark all of the squares that contain mines, so that they can be safely disarmed.

Start the game by clicking somewhere in the grid. The square you clicked on and those around it will clear away, leaving a space surrounded by numbers. These numbers tell you how many of the 8 squares surrounding them contain mines. You must use your skill and deduction to work out where the mines actually are located.

When you think you have found a mine, click on the square with the right mouse button. This will set the square as marked. If later on you decide that the square does not contain a mine after all, click the right mouse button on the square for a second time and the mark will be removed.

To uncover a square that you think does not contain a mine, click with the left mouse button. This will reveal more numbers if further bombs surround this square, or may reveal a larger section of the map if you have

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discovered an empty area. Be careful, if you click on a square that contains a mine, the game ends!

The game will not stop you marking squares that do not contain mines. If you do mark a non-mine square, however, you will not be able to complete the game until this mark is removed. It is very possible that when you think you have finished, the 'Mines left' display at the bottom of the screen will say something like 'Mines left: -1'. In this case, you have marked one square that does not actually contain a mine. You will have to carefully go over the map and see if you can discover this mistake.

As soon as you have marked every single mine (and not marked any non-mine squares!) the game is won, and any non-mine squares will be cleared. How quickly can you finish each of the difficulty levels?

If you select the 'Safe start' option in the 'Options' menu, the game will automatically clear the very first square you click on, and all squares that surround it. This means that you will never die on the first square, and that you will always get a reasonably sized safe area in which to start. For more of a challenge, try turning this option off.

### 1.3 System Requirements

MineSeeker should run on any PAL Amiga running Kickstart v37 or greater.

### 1.4 Legal Stuff

Ok, so my associates and I have tested this program as extensively as we can, and haven't found any bugs in it yet, but sod's law clearly dictates that the experiences of the many are worse than the experiences of the few.

I won't accept responsibility for any damage done to your system or data lost, directly or indirectly, as a result from using this program or any of its associated files. You use the program entirely at your own risk. Of course if you \*do\* experience problems then I'll do what I can to sort them out, and please let me know so that I can try to cure them in a future release.

MineSeeker and its associated files are not public domain. They may be distributed freely as long as no unreasonable charge is imposed. They may not be included within any commercial package without express written permission from the author; the exceptions from this are the AmiNet CDs and Fred Fish's collections. MineSeeker may only be distributed if all files contained within the original archive are present.

### 1.5 History / Future

MineSeeker History

v0.1      First beta-release

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v0.2      Added 'Safe start' option  
          Improved rendering for timer

v1.0      First public release  
          Added Bret McGee's ButtonClass gadgets

Things for the Future:

The disabled buttons and menu items are not disabled because this is an unregistered copy! They are disabled because I have not had time to code the associated routines. This will be done in the near future, and an updated version of MineSeeker will be released.

If you like MineSeeker or have any suggestions then please contact me. If I get lots of mail about the program, I am much more likely to continue developing it.

## 1.6 Thanks To..

Firstly I must send my thanks to Bret McGee for his invaluable assistance in debugging this program, and also for his wonderful ButtonClass gadgets.

Second, thanks to Nick Doyle for helping me sort out all my original gadtools problems. :)

And finally, thanks to all the people on Beachy Head Amiga who have beta tested MineSeeker and thought up suggestions for its future.

## 1.7 Contacting the Author

If you like MineSeeker, have found a bug, or have suggestions for its future, please contact me! I can be contacted via electronic mail or snail mail. I can't promise to reply quickly to snail mail, but I will always reply to email messages. I won't complain if anyone decides to send money! :)

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MineSeeker is a "BeachWare" product  
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