amigaguide

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Contents

Chapter 1

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1.1 MINE SWEEPER

Introduction

Minesweeper is a challenging game of strategy and luck.

What Is Minesweeper?

How to...

Keep Score

Mark a Square

Play the Game

Rules of the Game

Strategies & Hints

New features

Sound effects

Problems !

Authors

1.2 What is Minesweeper?

"What is Minesweeper?"

When playing Minesweeper you are presented with a mine field,

and your objective is to locate all the mines as quickly as

possible. To do this, you uncover the squares on the game

board that do not contain mines, and you mark the squares

that do contain mines. The trick is determining which squares

are which.

If you uncover all the squares without mines, you win; if you

uncover a mine instead of marking it, you lose the game. The

faster you play, the lower your score. You can use the

counters at the top of the playing area to keep track of your progress.

The counter in the upper-right corner of the playing area is a timer, which displays your playing time in seconds. The timer does not begin counting until you select a square.

The counter in the upper-left corner of the playing area initially indicates the number of mines hidden in the mine field. Every time you mark a square as a mine, this number decreases by one, even if you incorrectly mark a square.

1.3   keeping Score

"Keeping Score"

Minesweeper scoring is simple. The counter in the upper-right corner of the playing area indicates your playing time. The faster you find all the mines, the better your score.

To see a list of your fastest playing times.

Press the 'Sun' with the right mouse button.

1.4   Marking a Square

"Marking a Square"

Knowing when to mark a square as a mine is the key to winning the game.

To uncover a square

Point to the square, and click the left mouse button.

To mark a square as a mine

Point to the square, and click the right mouse button once.

To mark a square as a question mark

Point to the square, and click the right mouse button twice.

To change a square marked as a mine into a question mark

Point to the square, and click the right mouse button once.

To clear a square marked as a mine

Point to the square, and click the right mouse button twice.

Once you have marked at least one square as a mine, you may be able to safely uncover more squares by "clearing around" them.

1.5   Playing the Game

Playing the Game

The object of Minesweeper is to correctly mark all mines as

quickly as possible without uncovering one. The following

section explains how to play the game.

To choose a skill level

Goto the Sun stroke menu, by clicking on the Sun icon with

the right mouse button then click on either Beginner,

Intermediate, or Expert.

The higher the skill level, the larger the mine

field.

To start a new game

Click the yellow Sun icon at the top of the game board.

To locate the mines

1 To uncover a square, select it using the left mouse button.

If the square is a mine, you lose.

2 If the square isn't a mine, a number appears. This number

represents the number of mines in the surrounding eight

squares.

3 To mark a square as a mine, select it with the right mouse

button.

To mark a square you are uncertain about, point to it and

click twice with the right mouse button. This marks the

square with a question mark (?). Later, you can either mark

the square as a mine, or uncover it.

1.6   Understanding the rules of the game

Understanding the Rules of the Game

Follow these rules when playing Minesweeper

The playing area is a mine field, simulated by a grid of

squares. Initially, all the squares are covered.

To uncover a square, point to it and click the left mouse

button. You continue to uncover squares until only the

squares containing mines are covered.

If you uncover a square that does not contain a mine, it

either contains a number or is blank.

If the square contains a number, N, then there are N mines

in the surrounding eight squares. If the square is blank,

there are no mines in the surrounding eight squares.

If you uncover a blank square, the surrounding eight

squares are uncovered automatically because there cannot be

any mines under them.

If you know that a square is a mine, you can mark the

square.

If you uncover a square that contains a mine, the game is

over and all the mines are displayed.

1.7 Using Strategies and Hints

Using Strategies and Hints

Helpful hints for playing Minesweeper

If you have found all the mines around a numbered square,

uncover the remaining squares around it by clicking the numbered

square with the left and right mouse buttons simultaneously.

Using this method can rapidly clear the mine field.

If an uncovered square is labeled 1, and there is only one

covered square touching it, that covered square must be a

mine.

If an uncovered square already has the correct number of

adjacent mines marked, clear around it.

Don't guess. If you can't figure out how to move, try

approaching the area from a different direction or marking

squares with question marks.

1.8 Problems ....

It is possible for Minesweeper to have a STACK OVERFLOW

this happens on a Custom setting with a large Width and

Height and very few mines... To prevent this from happening

increase the stack size. i.e. Click on the ICON and then

choose from the pull down menu "INFORMATION" and enter s

larger value in the 'STACK' box.

This version of Minesweeper likes a high resolution

workbench with a minimum of 8 colours.

Thats all I know for now.

Simon.

1.9   Changes

V2.02 Features

After loads more requests the following changes have

been made:

Fast clearing with both mouse buttons.

Pull down Menu added.

Fixed problems when VisualPrefs is used.

Typo on sound tooltype corrected.

V2.00 Features

Thanks to everyone who has e-mailed us about mines.

Here are the items that have been added / fixed.

New configuration routines added from Adam Dawes.

New icon made by Jan Marsch.

New colour mapping so workbench colours are not corrupted.

Revised menu layout.

New randomiser routine.

Sound effects added Sound effects

Sample sound effects are from the Weird Science CD given

away with the May 95 issue of Amiga Computing.

1.10   Sound effects

The game now incorporates three sound effects:

1. Ticking of the clock sound

2. Game over sound (uncovering a mine !)

3. Game completed sound (completing the puzzle !)

The sounds can be changed or individually switched off.

Switching all the sounds on/off

To switch the sound effects on or off, click once on the Mines

icon then select information from the workbench menu.

Change the value Sound=

0 for no sound effects

1 for sound effects on.

Changing a sound

The program reads iff sound files, so copy any sound effect

that is suitable for one of the above sound effects into

the same directory as Mines is situated. Click once on the

icon for mines and then use the workbench menu to get

information about the game. Change the name of the sound

effect to the new sound sample.

example: WellDone=MERRYMEL.SND

Notes !

To have just one sound effect, for example the clock sound the

following settings would be used:

Sound=1

Clocksound=beep3.snd

Deadsound=

WellDone=

i.e. no name for sound file = effect off !

The sound sample for the clock_sound should be less than a second long.

This program does not handle large sound samples.

1.11   Authors...

Configuration program ... Adam Dawes.

Icon artistry ... Jan Marsch.

Main (brainy bit) programming ... Mike Gooder

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Other bits (not so brainy programming) Simon Warner

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If you like this programme, please e-mail either of the above.

If you don't... well e-mail anyway !