

# **LazyMines**

Lorens Younes

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> LazyMines		
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WRITTEN BY	Lorens Younes	July 22, 2024	

<b>REVISION HISTORY</b>
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# Chapter 1

# LazyMines

## 1.1 LazyMines Documentation

Wellcome to LazyMines!

LazyMines is just another minesweeper game but it is more colorful than other implementations for Amiga.

- Copyright Notice
- Acknowledgements
- System Requirements
- Installation
- The Menu
- The Display
- Tooltypes
- The Game
- Version History
- Plans for the Future
- Troubleshooting
- Contacting the Author
- Localization

If you like LazyMines you might want to take a look at my Other Products.

## 1.2 Copyright Notice

LazyMines, LazyMines.info, LazyMines.guide and the Swedish catalog  
Copyright © 1994-1995 Lorens Younes.

Install.info and LazyMines.guide.info by Martin Huttenloher (from his wonderful  
MagicWB-package).

This program may be freely distributed except for commercial purpose, so long  
as the files included are not separated or modified.

If any of the following files are missing, please contact me:

Install	- Installation script
Install.info	- Icon for installation script

LazyMines	- Executable file
LazyMines.info	- Icon for LazyMines (MagicWB style)
LazyMines.guide	- Documentation
LazyMines.guide.info	- Icon for LazyMines.guide (MagicWB style)
Catalogs/svenska/lazymines.catalog	- Swedish catalog for use with locale.library
Catalogs/Instructions	- How to translate LazyMines
Catalogs/lazymines.cd	- Catalog description file
Catalogs/template.ct	- Catalog translation file
misc/palette.ilbm	- WB palette for 2.x
misc/palette3.0	- WB palette for 3.x
misc/LazyMines.info	- Icon for LazyMines (standard WB style)
misc/LazyMines.guide.info	- Icon for LazyMines.guide (standard WB style)

### 1.3 System Requirements

LazyMines will run on any Amiga computer with version 2.0 or higher of the OS (or at least I hope it will). If you have version 2.1 or higher LazyMines will try to use the language you have selected through Preferences. If you have version 3.0 or higher LazyMines will try to use lots of colors for the graphics.

### 1.4 Installation

To install LazyMines from scratch or to update an old version just run the installation script.

If you choose to install the MagicWB style icons without having MagicWB installed you can still get them look nice. For this purpose you need at least an 8 color WB and you will have to load the correct color palette into the Palette Preferences. The palette can be found in the misc dir (one for 2.x and one for 3.x).

### 1.5 The Menu

Game	
New	- Start a new game.
Novice	- Set level to novice and start a new game.
Amature	- Set level to amature and start a new game.
Expert	- Set level to expert and start a new game.
Fastest Sweepers...	- Show the fastest sweepers.
About...	- Show info about program (i.e. version number and author).
Quit LazyMines	- Quit the program (same effect as pressing the closegadget).
Settings	
Warnings	- Make it possible to place warnings.
Auto Mark	- If this is selected the game will mark obvious mines automatically.

Safe Openings - With this active you won't hit a mine on your first move.  
Save Settings - Save the settings (uses tooltips).

## 1.6 The Display

Depending on the size of the screen you are opening LazyMines on the display will look different. If the screen is small the timer and the flag counter will be displayed in the title bar of the window, otherwise you will get nice digital counters. The counter to the left is the flag counter and the one to the right is the timer.

## 1.7 The Game

I don't think there is any need for an thorough explanation - if you haven't played any minesweeper game by now you're probably not interested in playing LazyMines either. All you need to know is this:

Use the left mousebutton to reveal a cell.  
Use the right mousebutton to lock an unlocked cell. Pressing the right button over a locked cell will remove the lock (if you have selected Warnings from the Settings menu this will place a warning on that cell instead. Press the right button once more to remove the warning too).  
Use both (right and left) mousebuttons to reveal all cells around the cell you clicked on. If you have Auto Mark activated pressing both buttons will also make the game place flags on cells that obviously must be a mine.

## 1.8 Tooltypes

The following tooltypes are recognized by LazyMines:

PUBSCREEN=<name of public screen>

Use this to open the window on other public screens than the default one (if there is no public screen with the given name, the program will try to open its window on the default public screen).

LEVEL=<Novice | Amature | Expert>

Use this to set the initial level.

WARNINGS, AUTOMARK and SAFEOPEN

These tooltypes are used to activate the menu items in the Settings Menu at startup.

## 1.9 Version History

v1.0 (94-04-21) First public release.

v2.0 (94-08-27) LazyMines will now adjust the display so that it will fit on almost any screen.

Added timer and High Scores.  
Now with three difficulty levels.  
Added Save Settings menuitem in the Settings menu.  
Localized LazyMines.  
Improved graphics.  
v2.1 (94-12-03) Saves ten high scores for each difficulty level.  
Now with installation script for Commodore's Installer.  
v2.2 (94-12-31) LazyMines now uses timer.device for the clock.  
v2.3 (95-02-08) Now the PUBSCREEN tooltype really works!

## 1.10 Plans for the Future

Write more catalogs (if you help me).  
Add "online-help".  
Add gadget for starting a new game without having to use the menu.  
Add optional level.  
Let the user select colors for the graphics.

## 1.11 Troubleshooting

If you get the message "Screen is too small!" when you run LazyMines, you're either using a too big screen font or you're trying to run LazyMines on a too small public screen. LazyMines is guaranteed to open on a 640 x 200 screen with a screen font of resonable size.  
If you get a message about opening libraries make sure you've got at least version 37 of the system libraries.  
Any other message is probably due to lack of memory. They're not likely to show up.

## 1.12 Acknowledgements

I would like to thank Odd Möller for being a great source of inspiration to me.

## 1.13 Contacting the Author

If you discover any bugs please let me know. Also if you have any suggestions for improvements, if you have written an additional catalog or if you just want to tell me how great this program is, I would appreciate to hear from you.

This is where you can reach me:  
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## 1.14 Localization

LazyMines is localized, so if you have v2.1 or higher of the OS LazyMines will try to use the language you have set in Preferences. If there is no catalog for your language, English will be used as default.

Since I'm not very good at languages I've only written one additional catalog (the Swedish one). However I've included some files so that you easily can make LazyMines support your language too. Read Instructions in the Catalog directory for more information.

## 1.15 Other Products

ASokoban v2.0

The famous warehouse keeper game. Includes:

- 85 tricky levels.
- A high score for each level.
- Undo, backup, restore, load and save functions.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (2 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

NewMasterMind v1.1

A colorful mastermind game. Includes:

- Optional opponent (human or computer).
- Rules for children and adults.
- 4, 6 or 8 colored bricks.
- Font sensitive graphics.
- AmigaGuide documentation.
- Installation script.
- Support for locale.library (3 languages included).
- Possibility to open on any public screen.
- Icons in both MagicWB and standard WB style.

Yahzee v2.3

Probably the best free Yahtzee game available. Includes:

- 1 to 6 players.
  - American and Traditional scoring method.
  - Maxi and Original Yahtzee.
  - 10 high scores for each type of game.
  - Font sensitive graphics.
  - AmigaGuide documentation.
  - Installation script.
  - Support for locale.library (8 languages included).
  - Possibility to open on any public screen.
  - Icons in both MagicWB and standard WB style.
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