

# **MineHunt**

Stewart Ponsford

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**REVISION HISTORY**

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# Chapter 1

## MineHunt

### 1.1 MineHunt User Guide

MineHunt!

June 1994 Stewart Ponsford

This is Version 1.5 of MineHunt, the Best Amiga Mine Sweeper game ever!

MineHunt should reach you with the following files:

MineHunt (dir)

MineHunt

MineHunt.config (don't worry if these are not present, )

MineHunt.highscores (they're automatically created by MineHunt)

MineHunt.guide

MineHunt is copyright 1994 to Stewart Ponsford. MineHunt may be freely distributed as long as the above files are together and no monies are exchanged as payment for MineHunt itself.

[READ BEFORE PLAYING! How to play](#)

[About MineHunt Options](#)

[Special Requirements](#)

### 1.2 important

Game Colours may need adjusting...

If you have a Workbench with few colours (I use 16) and try playing

MineHunt, you may find that you cannot see certain numbers in the field.

This is can be fixed on the [options](#) window.

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## 1.3 about

### Compatibility

MineHunt was written on a standard Amiga 1200 and I have tested it on an Amiga 1200 GVP1230 II and an A500 kickstart 2.0. It should run fine on machines with kickstart 2.+ & 3.+ . Sorry 1.2 & 1.3 owners!

MineHunt is yet another version of the Windows game MineSweeper. I decided to write an Amiga version after I had already written a version on the VAX system at Southampton Institute.

I have seen many versions of this game on the Amiga, but I didn't like them much. Most made poor use of colour, were slow and didn't have all the features that the Windows version had.

This version has four levels of playing (+ the custom level) with a high score table each. Fantastic sound effects (16 bit honest!), and a nice big workbench icon!

## 1.4 instructions

### Instructions

#### Object of the game

You are presented with a minefield which needs to be "swept". To do this you must uncover ALL of the squares which do NOT contain mines, ie. all the mine squares must remain covered.

#### Controls

Left mouse button uncover a square or squares

Right mouse button mark a square with a flag. This square is marked because YOU think there is a mine there, and it CANNOT be uncovered.

If you are unsure whether a square has a mine, you may press the right button on a marked square and you will replace the flag with a question mark, so that you may come back to it later.

Both mouse buttons "Clear around" - only by pressing both buttons on a NUMBERED square.

This is explained below.

What do the numbered squares mean?

Each square has 8 other squares around it, the number tells you how many of them are mines.

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Which squares have mines in them?

Before you can do anything you must click the left mouse button on a square.

Now you will see an area of the field uncovered. This could be just one uncovered square or a bigger area ( see "uncovering" below).

Working out which squares have mines in them is a question of deduction. You will need several clues (numbered squares next to each other) to work it out.

If a square contains a '1' and there is only one "covered" square next to it, this must be a mine. You would then click the right mouse button on this square to "mark" it. This "mark" (a flag) will remind you during play which squares are mines. If there is another '1' next to the first one, and there are other "covered" squares next to it, you know that they are NOT mines, as there is already one in the area.

Uncovering

When the left mouse button is clicked on a "covered" square (a square without a number or flag in it) if it is NOT a mine, the total number of mines in the surrounding eight squares is calculated and the answer is displayed in the square. If there were NO mines around it then the surrounding eight squares are uncovered, and the same process is carried out on them. This is why sometimes when you uncover a square, a large area is uncovered.

If you uncover a mine you are dead, all the other mines are displayed and any flags that are not on mine squares are shown with a mine with a cross.

Clear Around

This function is only for players who can play well but could use a shortcut.

For example, if there is a '1' square next to a flagged square, and there are some covered squares next to it as well, instead of clicking (uncovering) all these squares one-by-one you simply press both mouse buttons on the numbered square and they are uncovered for you.

Clear around will only work if the number of surrounding flag squares is the same as the numbered square.

If you have marked a square incorrectly it will still uncover a mine!! BANG!

Counters

The two counters in the top left of the display show the time that you are taking and the number of mines left to mark. The mine counter will go down every time you mark a square, whether it is correctly marked or not.

Starting a new game

To start a new game click on the face gadget, and the field will be cleared.

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## 1.5 options

The options window can be found by clicking on the "options" button in the game window.

There are three gadgets in this window:

1. "Join Hi-score tables"
2. "Sound effects on"
3. "Number colours"

1. Join Hi-score tables

This (surprise surprise!!) will join two MineHunt Hi-Score tables and update both with the highest scores from both tables. Simply click on the button and you will be asked for the path of the other MineHunt.

for example:

if the other game is on a floppy in df0:, lets say in a directory called games, this is what you should type:

df0:games/MineHunt (MineHunt and files should be kept in a directory called MineHunt)

You can cancel at any time before entering the path by clicking on the big cancel gadget.

2. Sound effects on

If you get tired of the sampled explosion then make sure that the box is NOT ticked.

3. Number Colours

You will see a box with numbers in it at the bottom of this window. If you cant see all the numbers (1 2 3 4 5 6 7 8) in the box, you need to adjust the settings.

This is done by pressing the corresponding numbers on the keyboard, which cycles through the palette.

These settings (gadgets 2 & 3) will be saved for next time on exit.

## 1.6 req

MineHunt needs a maximum stack size of around 25000 bytes! This is only needed if playing the custom level with a very large field and few mines.

MineHunt has been tested on the following Amigas:

A500 kickstart 2.0

A1200

A1200 GVP Turbo II Accelerator

If you have any problems running MineHunt on an Amiga with kickstarts 2+ or 3+, or find any bugs, please let me know.

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6 The Quantocks

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