amigaguide

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Introduction

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1.2   What is Mines?

"What is Mines?"

When playing Mines 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"

Mines 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 Mines 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 Mines

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 Mines

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 Mines 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 Mines likes a high resolution

workbench with a minimum of 8 colours. The program remaps

some of the workbench colours while playing....

(This is going to be fixed eventually)

Thats all I know for now.

Simon.

1.9 Copyright

Copyright

This software is subject to the "Standart Amiga FD-Software Copyright Note".

It is MAILWARE as defined in paragraph 4g ;-)

For more information please read AFD-COPYRIGHT.

1.10 Authors

The Authors

Mines was written by Mike Gooder and Simon Warner.

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