

MINE FIELD

Mine fields

Each mine field is defined by several variables:

- # First, each field has a set grid size displayed as width × height.
- # Second, each field may have a different number of mines.
- # Third, each field may give the mine sweeper some room for error by allowing up to three mines to be hit without losing the game.

A mine field is a grid of the size it is defined to be with the set number of mines placed randomly in the grid. Squares in the grid not containing mines may hold either a blank or a number from 1 to 8. This number represents the number of mines that the square is touching (including diagonally). A blank, of course, means the square is not adjacent to any mines. You, the mine sweeper, must uncover all squares without mines. In all the default mine fields you are not allowed any mistakes. If this is too harsh for anyone, they can change it to allow mistakes. (See "Editing mine fields").

Main menu

The main menu lists up to 10 different mine fields. Each mine field is listed by the following:

- grid size,
- mines,
- mistakes allowed,
- initials of top scorer, and
- top score.

The first three parameters can be changed (see "Editing mine fields"), and the last two will be changed as you get better scores. If a top score is reached during play, you will be asked to enter up to three initials. These will appear here. The score can be in either of two forms:

- # If it is a percent, then it represents how much of the mine field was finished before the player lost.
- # If it is a time, then it represents the amount of time it took to uncover all non-mine squares.

Obviously, a time is better than a percent. To play a mine field, press its letter, or to edit a mine field, press CTRL and the letter (See "Editing mine fields").

Playing Mine Field

Play is conducted on a grid representing the mine field. You have a cursor that is a white square surrounding a space; it starts in the upper-left square. Use the arrow keys (E, S, D, X) to move the cursor.

Pressing SPACEBAR will uncover a square. That square will change color and show its contents, whether it be a number (See "Mine fields"), blank, or a mine (an "X"). Uncovering a blank square means it is safe to uncover the squares around it. The computer knows this and will do it for you. If another blank is revealed by the computer, it will open up its adjacent spaces as well, and so on.

Another important key is ENTER. Pressing it will turn a square red. Use this to mark where you know (think?) mines are. Press it again to remove the mark.

When a game is over, your result will be displayed. Pressing ENTER will move on to entering your initials if you qualified or return you to the main menu otherwise. Pressing SPACEBAR will do the same except that it will repeat the same mine field type if you didn't qualify. After entering three initials, pressing ENTER or SPACEBAR will have the same results.