

MINE FIELD

by

Richard VanHouten

Mine Field copyright (c) 1992 by Richard VanHouten
Mine Field requires a Model 4 running TRSDOS 6.x or LSDOS 6.3.x
Mine Field may be used with a serial mouse and a mouse driver, but neither the
mouse nor the driver is required for play.

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Your mission, should you choose to accept it, is to find and mark all the mines in a minefield. You will be provided with an electronic detector that can tell you how many mines you are next to, but use it with caution, for the mines are sensitive to its magnetic signal, and will be set off if it is used when you are over a mine. If your detector is used when you are not next to any mines, it will go into an auto-mapping mode and map the limits of the clear area. Good luck on your mission. This tape will self-destruct in 5 seconds..

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The object of Mine Field is to find all the mines in the mine field without setting them off. Initially, you know nothing about the contents of the minefield, but by careful probing, the use of logic, and some luck, you can determine the location of the mines and mark them with flags.

The cursor shows your current location. You may move it around with the arrow keys, numeric keypad, or a mouse. To probe your current location, press <F1> or the left mouse button. If you are next to a mine, a number will be revealed. This number indicates the number of mines that are adjacent to your location. If you are not next to a mine, a blank space will be revealed, and you will be shown all adjacent spaces, and any spaces adjacent to any additional blank spaces that are revealed. If you are ON a mine when you probe, the mine explodes, and sets off all the other mines.

To mark a mine with a flag, press <F3> or the right mouse button. When you have correctly marked all mines with flags, and have examined all other locations, you have won the game. Sometimes you may wish to mark a location temporarily while you think about the possibilities. This may be done by pressing <F2> or the middle mouse button.

There are five levels of play, ranging from very easy for level 1 (Novice) to extremely difficult for level 5 (Master). Both the size of the minefield and the density of the mines increases with the level, ranging from 10x10 with up to 10 mines for Novice up to 80x20 with up to 320 mines for Master.

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