

Mines

by Webvisia LLC



User Guide

www.webvisia.com

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English

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There are several ways to get in touch with us here at Webvisia LLC. E-mail is the preferred form of communication, but whatever works for you is fine. If you have any questions, commands, suggestions or compliments, please don't hesitate to contact us.

E-mail: support@webvisia.com

World Wide Web: <http://www.webvisia.com>

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please e-mail us with Bug Report Request in the subject line. In your e-mail, include the following information:

What type of PalmPilot you are using (i.e. Personal).

The software name and version number (i.e. Mines 3.22).

The error number and the exact contents of the error message.

A brief description of how we can recreate the error.

Your name and e-mail address so we can contact you when the bug is fixed.

It is best to report bugs by e-mail, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your e-mail, we will examine the problem, and fix it. Because our programmers are busy creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Mines – User Guide

Welcome and Registration

Welcome to Mines



Mines is an authentic adaptation of the classical Microsoft time killer “Minesweeper” for Windows.

Included in this archive are the following packages:

Mines.prc - This is the software package that you need to install on your PalmPilot.

Mines.pdf - This is the Users' Manual for Mines. You are reading it right now.

System Requirements

Palm OS 3.0 or higher.

Uses 58 Kb free memory

Registering Mines

Mines is downloadable shareware. Its registered copy costs \$3.95.

The demo version is completely functional except that you can only play 7x7 (that is the playing field is 7 columns high and 7 rows wide) with 7 bombs. After purchasing the product, you will receive a registration key. The restrictions will disappear and you will be able to play at any size of field you wish!

You can register your software at our retailers' web sites:

www.palmgear.com

www.handango.com

It is very important that you include you Serial Number EXACTLY as it is shown in your PalmPilot (tap **Menu|Help|Registration** to see it). We use this to generate your Registration Key, so you must be precise.



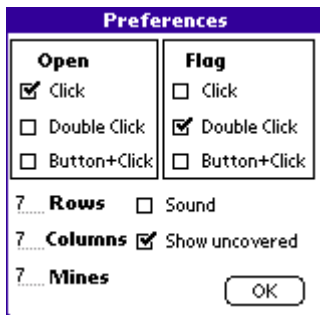
Once you register, you will receive by e-mail a Registration Key from us. To enter the Registration Key, first tap the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided (see the above illustration).

The Goal

The goal of the game is to discover all the mines on the playing field without “uncovering” any of them.

Start – Set Your Preferences

In your Applications screen tap the game’s icon. Tap the logo screen to start. The Preferences screen appears. Use this screen to design your playing field and to define your keys.



Set the Size of the Playing Field

To set the size of the playing field go to **Menu|File|New Game**. Select the numbers before **Rows** and **Columns** and change them to the desired ones. The minimum size of the field is 3 columns x 3 rows and the maximum is 10 columns x 10 rows.

Tap **OK** to confirm your settings.

Note! The unregistered version has a limitation of the size of the playing field – you can only play 7x7 with 7 bombs.

Set the Number of Mines

To set the number of mines to discover go to **Menu|File|New Game**. Select the number before **Mines** and change it to the desired one. The minimum number of mines in the playing field is one. The maximum number is 30% of the size of the field, i.e. if your field is 10x10 squares, the maximum number of mines will be 30. Tap **OK** to confirm your settings.

Define Your Keys

To define the best way for you to open and flag mines go to **Menu|File|New Game**. In the **Open** and **Flag** lists tap the check box before the desired option – click, double click or button+click. The buttons you may use for the last option are **Page up** and **Page down**. Remember though that it is impossible to use the same combination for both actions. Tap **OK** to confirm your choice.

Sound Option

If you wish to enable the sound option go to **Menu|File|New Game** and tap the check box before **Sound**. Alternatively, disable the box to play the game in silence. Tap **OK** to confirm.

Uncovered info

If you want to see the number of uncovered squares, check the box in front of **Show uncovered**.

New Game

To start a new game go to **Menu|File|New Game**. If necessary, modify your preferences. Tap **OK** to continue.

If you want to copy the **Mines** from one Palm device to another you must choose the option **Beam to a friend** from **Menu |Game | Beam to a friend**.



Playing Mine

Mines' playing field contains a particular number of mines but all the squares are uncovered at the beginning of the game. You make your first move in the dark. If you uncover a square without a mine, you have had a lucky start. Otherwise you will have to restart the game by tapping on the screen. If a number appears on the square, it specifies how many mines are in the squares that surround the numbered square. If the number is "1", it means there will be only one mine in only one of the surrounding squares. If the number is "2", then watch out for two neighboring squares with mines on them, etc.

Note! You can only play 7x7 with 7 bombs with the unregistered version.



Sorry, You Lose!

If you unluckily step on a mine, you lose the game. All unflagged mines are displayed on the screen and an informing message appears. Tap **OK** to quit this window, then tap the screen to play again.



You Win!

If you manage to flag all mines on the playing field, the game is completed and a message appears informing you of your score. Tap **OK** to exit this screen.



Congratulations!

If you manage to flag the mines for a really short period of time and if your playing field was a hard one, your score will be one of the best. The following dialog will appear:



Enter your name for the record and tap **OK** to continue. Alternatively, tap **Cancel** to move on to the next game.

High Score

Your score is determined by two factors: first, the time it took you to flag all mines (the faster you do it, the better your score); second, the difficulty of your playing field (higher percentage of mines awards more points).

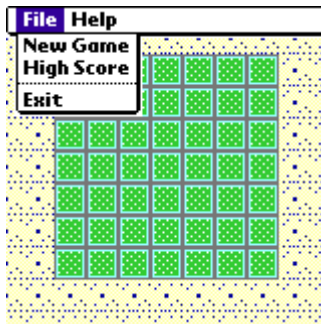
To view best scores, go to **Menu|File|High Score**. Tap **Reset** to clear all scores or **OK** to exit the form.

High Scores Board		
Player	Level	Score
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0
None	0/0	0

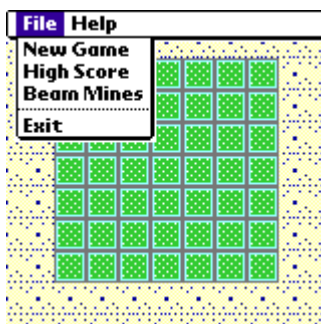
Reset OK

Exit

To exit the game go to **Menu|File** and select **Exit**.



If you want to copy the Mines from one Palm device to another you must choose the option Beam Mines from **File | Beam Mines**.



Help

Mines offers some simplified internal help. You can find there some basic information of its rules, goal and scoring.

To view these helpful tips go to **Menu|Help|Help**. The following screen will appear:



Use the arrows in the bottom left corner to scroll through the information. Tap **Done** to quit the screen.

The End

Well, that's all for now. Enjoy your time with Mines!

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