V I C M I N E

(for the unexpanded Commodore VIC 20)

INSTRUCTION MANUAL

AIM OF THE GAME

The aim of the game is to identify the position of all the mines within the minefield.

HOW TO PLAY THE GAME

Your position on the minefield is indicated in yellow and can be moved by using the direction keys. Pressing the clear key will uncover what is in the current square and if you believe you are over the top of a mine then the mark/flag key will use one of your flags to mark the position.

When a square is cleared there are three possibilities:

1) If there is a mine in the square then your game is over and the position of all the remaining mines will be revealed.

2) If there is no mine in the square then the square will be cleared and depending on the proximity of other mines neighbouring squares may also be cleared.

3) If there is no mine in the square but there is one in any of the neighbouring squares then a number will be revealed giving a warning of the number of mines next to the current square.

The game is complete once all non-mined squares have been revealed. It is not necessary to flag or mark all the mines, but using the flags will help indicate how many mines are left to be located.

HINT: The first square that you clear will never contain a mine, but after that you are on your own!

The timer will start once you clear your first square, counting up from zero. The best time for each difficulty level is remembered, giving you the chance to improve your performance.

GAME CONTROLS (default)

UP	CURSOR UP
DOWN	CURSOR DOWN
LEFT	CURSOR LEFT
RIGHT	CURSOR RIGHT
CLEAR SQUARE	SPACE BAR
MARK / FLAG SQUARE	M
TOGGLE CLOCK SOUND	F1
ABORT MINEFIELD	F2

MENU SCREEN

The menu screen enables the player to select the minefield difficulty level, select the size/number of mines for the custom minefield and re-define the game controls.

MENU SCREEN CONTROLS

SELECT BEGINNER MINEFIELD	F1
SELECT INTERMEDIATE MINEFIELD	F3
SELECT EXPERT MINEFIELD	F5
SELECT CUSTOM MINEFIELD	F7
INCREASE CUSTOM MINEFIELD HEIGHT	CURSOR UP
DECREASE CUSTOM MINEFIELD HEIGHT	CURSOR DOWN
INCREASE CUSTOM MINEFIELD WIDTH	CURSOR RIGHT
DECREASE CUSTOM MINEFIELD WIDTH	CURSOR LEFT
INCREASE NUMBER OF MINES IN CUSTOM MINEFIELD	+
DECREASE NUMBER OF MINES IN CUSTOM MINEFIELD	-
RE-DEFINE GAME CONTROLS	R

GAME DIFFICULTY LEVELS

DIFFICULTY LEVEL	MINEFIELD SIZE	NUMBER OF MINES
BEGINNER	9 x 9	10
INTERMEDIATE	16 x 16	40
EXPERT	22 x 22	99
CUSTOM	See below	See below

CUSTOM DIFFICULTY LEVEL

The player can alter the size of the custom minefield using the keys above. There are limits to the size of the minefield (a minimum of five squares and a maximum of twenty two squares).

The number of mines in the custom minefield is also restricted, the minimum is five and the maximum is 242 provided the maximum minefield size is used, other the maximum will be approximately 50% of the number of squares in the minefield.

WARNING: Changing the size or number of mines in the custom minefield will reset the best time for the custom level.

RE-DEFINE GAME CONTROLS

```
        SELECT KEY FOR :—

        UP    :  CRSR  UP
       DOWN   :  CRSR  DOWN
       LEFT   :  CRSR  LEFT
      RIGHT   :  CRSR  RIGHT
       FLAG   :  SPACE
      CLEAR   :  M
```

The player can choose which keys they would like to use for the game controls from a selection of keys. Keys such as **RUN/STOP**, **CTRL** and **RESTORE** cannot be used, neither can shifted-keys except for cursor up and cursor left.

The computer asks the user for each key selection in turn and once complete will return to the menu screen.