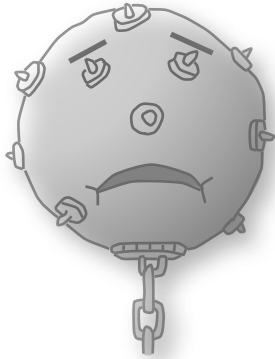
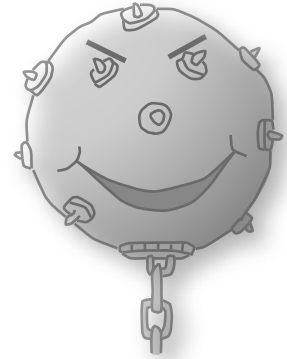


SmartMines 1.2

User Manual



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Introduction

SmartMines is an implementation of the popular puzzle game Minesweeper for the Mac OS X operating system. Highlights of SmartMines, when compared to some other implementations of Minesweeper include:

- “Smart” clicks which simplifies gameplay, especially for single-button mice.
- Customizable minefield size and difficulty
- Resizable window allows bigger minefield squares and more precise play.

How To Play

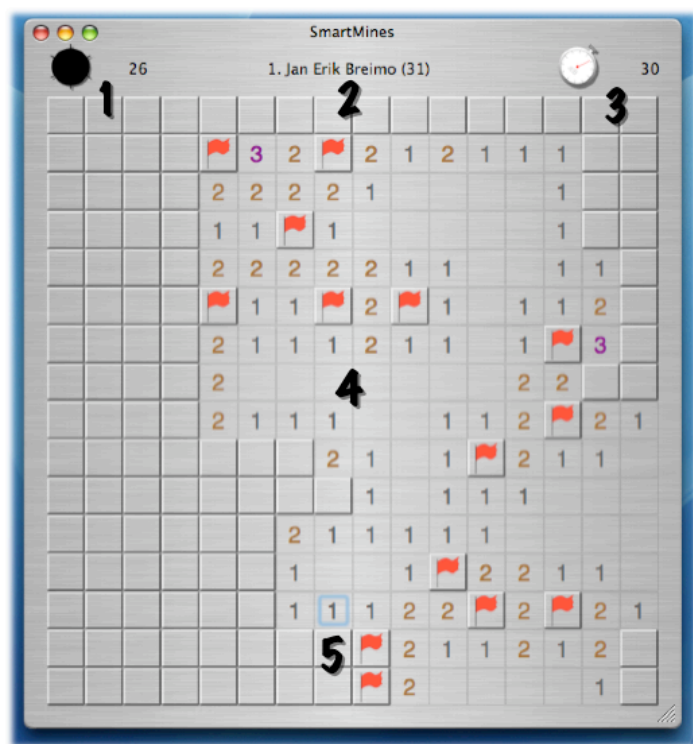
I presume most people who try this game are already familiar with Minesweeper or some clone, so this section will be very brief.

The objective in SmartMines is to clear an abstract minefield, represented in the game’s main window by a rectangular area consisting of many smaller clickable squares. When a square is clicked (or uncovered) its contents will be revealed. Some squares contain mines and if these are uncovered they will blow up and the game will be over. To clear the minefield and win the game, all squares that doesn’t contain mines must be uncovered. Squares that don’t contain mines will reveal how many of the surrounding squares contain mines (at most three for corner squares, five for squares along the edges and eight for interior squares), and most of the time it is possible to deduce where the mines lie hidden from these numbers, although sometimes guessing will be necessary, especially in the “Expert” game. To simplify the deduction process, squares can be marked with a flag (by right-clicking or control-clicking if the mouse has only one button) to indicate they contain a mine.

For more and better information, see the [article on minesweeper](#) in [Wikipedia, the free encyclopedia](#).

Reference

The Main Window



1.Number of unmarked mines. Both correctly and incorrectly placed marks decrease this value.

2.The high score entry that will be beaten if the game is successfully completed at this moment. The entry consists of the position on high score table ("10"), the name of the player that achieved it ("Jan Erik Breimo") and the time in seconds ("43").

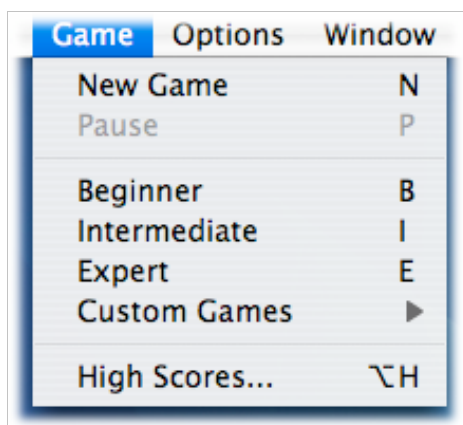
3.Seconds since the current game started.

4.The game area with covered and uncovered squares. Red flags mark hidden mines. Numbers says how many of the surrounding squares have mines in them.

5.The blue square is the keyboard

cursor that can be moved around with the arrow keys and can be used to mark and uncover the selected square.

The Game Menu



New Game starts a new game with the current game settings.

Pause pauses the game. The current minefield will not be visible while the game is paused. Resume the game by selecting **Resume** on the same menu or by clicking anywhere in the minefield.

Beginner starts a new game with 9 x 9 squares and 10 mines.

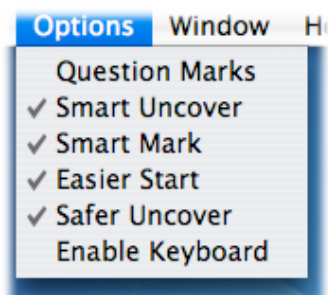
Intermediate starts a new game with 16 x 16 squares and 40 mines. This game can often be solved without any guessing.

Expert starts a new game with 30 x 16 squares and 99 mines. This game will usually require a few guesses.

Custom Games opens a submenu where you can select **New...** to open a dialog that will let you specify the width, height and number of mines of a new custom game. The game you make will then appear in the same menu.

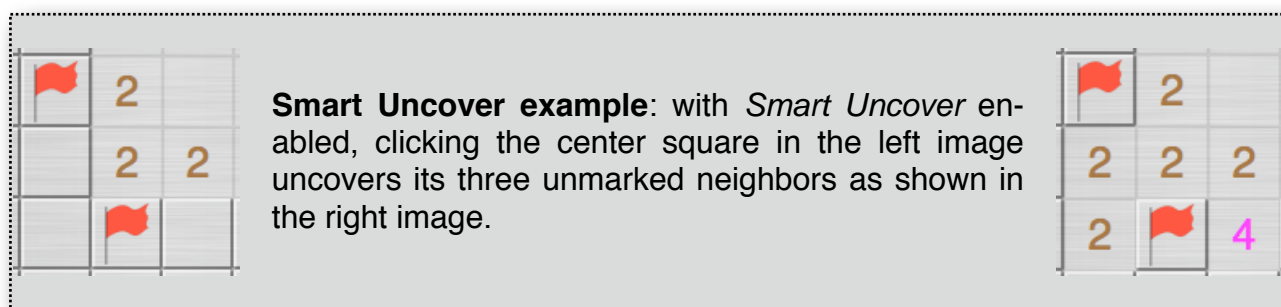
High Scores... opens the high score window that displays the 25 best times for each game.

The Options Menu

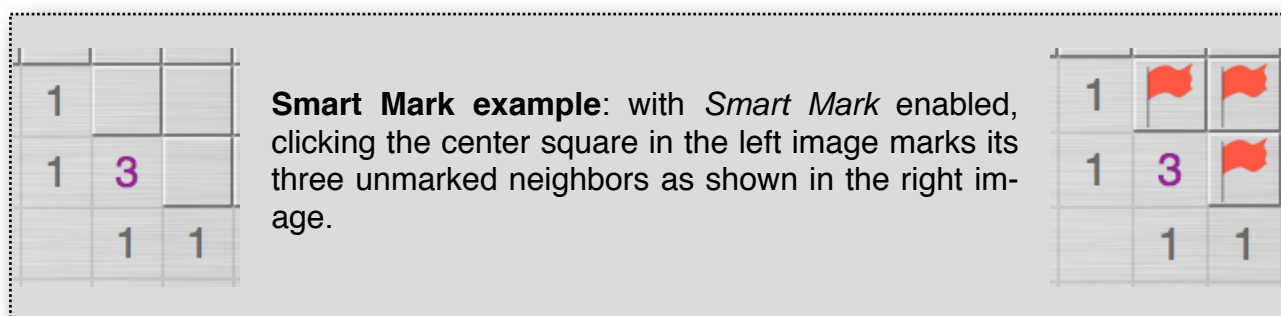


Question Marks can be used to mark squares where you're not sure whether a mine is hidden or not. If enabled, a square is question marked when a regular mark is clicked with mouse button 2.

With **Smart Uncover** enabled, you can click an already uncovered square to uncover all unmarked squares next to it. This will only work if the number of marked squares next to the uncovered square matches the number of mines. If one or more squares are incorrectly marked, the game will be over.



With **Smart Mark** enabled, you can click an already uncovered square to mark all unmarked squares next to it. This will only work if the combined number of marked and unmarked squares next to the uncovered square matches the number of mines.



If **Easier Start** is enabled then the first square you uncover in a new game will be surrounded by a circle of empty squares. If it is disabled, only the clicked square is guaranteed to not contain a mine.

The **Safer Uncover** option determines how far the mouse cursor must be moved while the mouse button is pressed to cancel a click. When the option is enabled, moving outside the depressed square cancels the click. When it's disabled, the mouse cursor must be moved

outside the minefield to cancel. Disabling this option allows for slightly quicker play, but also makes it easier to click the wrong square.

The **Enable Keyboard** option enables a cursor that is moved around with the arrow keys. Press spacebar or return to, respectively, uncover or mark the square selected with the square. It's actually unnecessary to use the menu to activate this; the cursor will appear automatically when you press any of the arrow keys or the space or return key.

Keyboard reference

Key	Action
Arrow keys	Moves the cursor
Space	Equivalent with left-clicking the selected square
Return	Equivalent with right-clicking the selected square
Escape	Disables the cursor

License

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