

X16-Mines

Instruction Manual

Version 1.00

Introduction:

Thank you for checking out X16-Mines! This is my first real project for the Commander X16 or any retro computer. Minesweeper is a classic game so I felt that it'd be fitting for the Commander X16 to have a version of it. The VERA and native mouse support make it a prime candidate for the game compared to other 8 bit computers.

Whether you are a Minesweeper pro or this is your first time playing it I think you will enjoy this game. This manual will include a tutorial on Minesweeper, controls and info for X16-Mines, and some tips and tricks to help new players excel at Minesweeper.

I hope you enjoy X16-Mines!

-VeryImpatientGamer

How to Play Minesweeper:

(If you already know how to play Minesweeper feel free to skip this section.)

In Minesweeper you have a grid of tiles with some of those tiles having mines in them. Your goal is to uncover all of the tiles without mines while avoiding tiles with mines.

Sometimes tiles you uncover have numbers on them. This tells you how many mines are next to the tile (horizontally, vertically, and diagonally).

Using the numbers you can figure out which tiles have mines. Flags can be used to mark tiles which you think have mines. The game lets you flag tiles without mines though so be careful!

Controls:

Menu:

Up Arrow Key: Select previous option

Down Arrow Key: Select next option

Right Arrow Key: Increase value / select option

Left Arrow Key: Decrease value / select option

Gameplay:

Move Mouse: Select tile

Left Click: Uncover tile

Right Click: Flag/Unflag tile

Middle Click (On numbered tile): Auto Flag / Auto Uncover

Menu Options:

Field H: How wide the playfield will be. Can range from 10 to 127.

Field V: How tall the playfield will be. Can range from 10 to 127.

Tiles Per Mine: How many tiles there are for each mine (For example a 100 tile grid with 5 tiles per mine will have 20 mines total). Can range from 2 to 25 (Setting it to around 10 is recommended for the best experience).

Safe Start: If enabled the first tile you uncover will always be a blank tile. May increase wait times at the start of the game.

Zoom Mode: If enabled all visual elements will be twice as large as they normally are. Recommended if you are playing on a small display or if you have trouble seeing the game with it disabled.

Start: Starts the game with the settings you have provided.

Exit: Brings you back to the Commander X16 Basic screen.

Tips and Tricks:

Blank Tiles:

If a tile is uncovered and doesn't have a number, then that means all of its neighboring tiles are safe. The game will automatically reveal tiles adjacent to blank tiles to a certain extent (see the FAQ for details).

Middle Clicking:

Middle clicking is a powerful tool for speeding up games. It performs the following when middle clicking a numbered tile:

- If the number of neighboring uncovered tiles matches the number, all neighboring tiles will be flagged.
- If the number of neighboring correctly flagged tiles matches the number, all neighboring unflagged tiles will be uncovered.
- If both conditions aren't met, middle clicking will do nothing.

This may seem a little complicated at first but it will become more intuitive as you play.

Take your Time at First:

When starting out, ignore the timer and focus on just completing the board. Rushing can lead to you losing.

Frequently Asked Questions:

Q: I want a certain feature added. What should I do?

A: You can suggest new features to VeryImpatientGamer on the X16-Mines topic on the Commander X16 forums or in the Commander X16 Discord server. This does not guarantee a feature will be added. Alternatively X16-Mines is open source so you are free to add it yourself if you have the knowledge to.

Q: I found a bug or issue with the game! What should I do?

A: You can report bugs to VeryImpatientGamer in one of three ways:

1. In the X16-Mines topic on the Commander X16 forums.
2. In the issues section of the codeberg repository.
3. In the Commander X16 Discord server.

When reporting a bug please include the emulator/board version used. You should also be sure you have the latest version of X16-Mines as a newer version may have already addressed the issue.

Q: Can you port the game to another retro or retro inspired computer? (IE: ZX Spectrum Next, Mega 65, or the Agon Light)

A: Currently there are only plans for a Commander X16 version (hence the name). The game makes heavy use of the VERA so it will likely be easier to completely remake minesweeper for said platforms. You are free to port the game yourself (with proper attribution) if you have the knowledge to.

Q: What is the “WAIT” in the top left?

A: The 65C02 used in the Commander X16 is single-threaded so all gameplay (including the timer) is frozen when performing complex tasks like auto revealing blank tiles. The “WAIT” is there to help indicate when this happens.

Q: Why did the auto blank tile reveal leave some unrevealed unlike other versions of Minesweeper?

A: This was intentionally done to prevent long periods of waiting. Other versions of Minesweeper do not need this as they are usually made for much faster machines.

Credits:

VeryImpatientGamer: Main designer and programmer.

Mwiedmann: For his great guide on Commander X16 C programming. Certain parts of the code like the wait functions are based on his guide.

Microsoft: Creators and owners of the "Minesweeper" name and game series.

8-Bit Productions: Creators and owners of the "Commander X16" brand and computer.

(X16-Mines is not affiliated with Microsoft or 8-Bit Productions in any way. "Minesweeper" and "Commander X16" are owned by both respectively.)

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