

# MINEFIELD

User manual

Nightlovers Game Studio  
Cyberstorm Interactive Ltd.

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## **INTRODUCTION**

*Minefield* is a freeware (freely distributable) Minesweeper clone developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

## **REQUIREMENTS**

Operating system: Windows XP, 7, 10

Linux (64 bit only)

RAM: 10 MB RAM

Hard disk space: 3 MB

Graphics card: No special requirements

Audio: No special requirements

DirectX: versions 9 or 11 (not included) If DirectX is not present, no sound will be played by the game.

## **INSTALLATION**

*Minefield* is available as an install package and as a zip archive.

Use the install package if you do not wish to copy the files manually.

## CONTROLS

The game can mainly be controlled by using the mouse. However, there are some keys that can also be used.

Left mouse click	Selects a field in game
	Controls the menu options in the menu
CTRL + S	Saves a screenshot into the directory where the settings are saved.

## MENU

START	Starts the game. After pressing this button, the text changes to STOP. Pressing it again will stop the game immediately.
SETTINGS	Opens the settings screen and lets you modify the settings of the game.
LANGUAGE	Lets you change the language of the game. Currently English (UK & US) and Hungarian are available.
BOX SIZE	Lets you change the size of the boxes. With this, you can modify the size of the window. The available sizes are: 24, 32, 40, 48, 56, 64, 72.
DIFFICULTY	Lets you choose the difficulty level (the number of mines) of the game. The available levels are: EASY – 60 mines, MEDIUM – 80 mines, HARD – 110 mines and CUSTOM which provides further options to customise the game.
COLUMNS	Lets you set the number of columns. Its value can be between 29 and 58. Only available if the difficulty level is set to CUSTOM.
ROWS	Lets you set the number of rows. Its value can be between 15 and 30. Only available if the difficulty level is set to CUSTOM.
MINES	Lets you set the number of mines. Its value can be between 5 and 300.

	Only available if the difficulty level is set to CUSTOM.
SOUND	Enables or disables the explosion sound when you find a mine.
CENTRE WINDOW	Places the window to centre position after the size of the window has been changes either by changing the box size or the number of columns or rows.  This option only works if the game runs on single monitor system.
TOP TEN	Shows the list of best times for EASY, MEDIUM and HARD levels.
ABOUT	Shows the version number and the list of people who worked on or contributed to the game.

## **KNOWN ISSUES**

- There are no known issues.

## **END-USER LICENCE AGREEMENT**

Freeware – freely distributable software  
version: 1.2

Before installing the software please read this End-User Licence Agreement carefully.

1. By continuing the installation you automatically accept the End-User Licence Agreement. The fact that you are not aware of the contents of the End-User Licence agreement, does not exempt you from keeping the obligations and conditions. If you do not agree with any point of the End-User Licence Agreement, do not install the game/application.
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## REMARKS

- Your time is only saved if the game is set to EASY, MEDIUM or HARD difficulty level.
- The game does not check if the number of mines you set is reasonable.

## CONTACT & CREDITS

### **Official company website:**

[www.cyberstorm.hu](http://www.cyberstorm.hu)

### **Official nightlovers game studio website:**

[www.nightloversgamestudio.net](http://www.nightloversgamestudio.net)

### **Official e-mails:**

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Product support (registered users only): [support@cyberstorm.hu](mailto:support@cyberstorm.hu)

### **Minfield v2.0**

Designed and programmed by Csaba 'Neuronic' Bacsó  
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Explosion sound: Nenad Simic / [www.opengameart.com](http://www.opengameart.com)