

3D Minefield - Help Documentation

1 3D Minefield overview

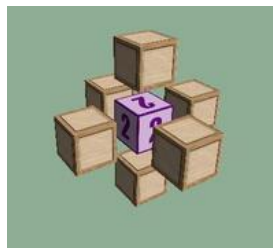
The object of 3D Minefield is to locate all the mines as quickly as possible without uncovering any of them. If you uncover one mine, you lose the game.

2 To play 3D Minefield

1. On the Game menu, click New.
2. To start the timer, click any cube on the playing field.

Notes

- You can uncover a cube by clicking it. If you uncover a mine, you lose the game.
- If a number appears on a cube, it tells you how many mines lay hidden in the surrounding cubes—information you use to deduce which nearby cubes are safe to click.
 - For Lite mode, it indicates how many mines are in the six surrounding cubes. As showed below, it indicates there are two mines existed in the six cubes that surround the numbered one.



- For Normal mode, it indicates how many mines are in the eighteen surrounding cubes.
- To mark a cube you suspect contains a mine, right-click it.
- If you are uncertain about a cube, right-click it twice to mark it with a question mark (?). Later, you can either mark the cube as a mine or remove the markings by right-clicking the cube again once or twice.
- If you have marked all the mines around a numbered cube, you can uncover the remaining cubes around it by clicking the numbered cube with the left and right mouse buttons simultaneously. If not all mines surrounding the numbered cube have been marked, the all cubes surrounding the numbered cube will flash when the numbered cube is clicked with both buttons simultaneously.

- In order not to influence the eyesight, if all the mines around the numbered cube are correctly indicated, the cube would disappear automatically.
- The game area consists of the playing field, a mine counter, and a game timer.
 - The game timer indicates how long the current game has taken, and stops when you finish the game.
 - The mine counter shows the number of mines remaining.

3 Controls

In this game, you can operate a camera that allows you to survey the playing field by keyboard.

W or UP	Rotate up
S or DOWN	Rotate down
A or LEFT	Rotate left
D or RIGHT	Rotate right
Q	Enlarge the distance of the cubes
E	Reduce the distance of the cubes
Z	Zoom in
X	Zoom out

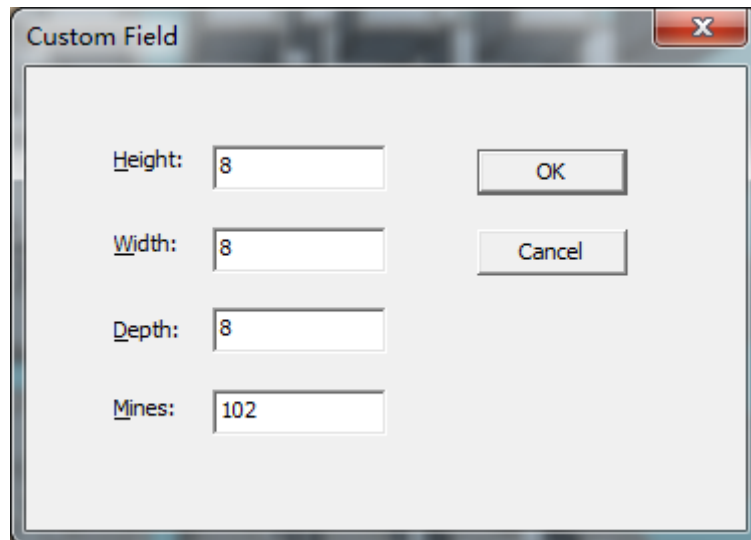
Others: F1- View this manual, F2 - Start new game, ESC - Quit game.

4 Difficulty Level

Open the 'Game' menu and select 'Beginner', 'Intermediate', 'Advanced' or 'Normal mode', 'Lite mode' to start a new game at one of the present difficulty levels:

Game Mode	Difficulty Level	Field Size	Mines
Normal mode	Beginner	4x4x4	12
Normal mode	Intermediate	6x6x6	43
Normal mode	Expert	8x8x8	102
Normal mode	Custom	From 1x1x1 to 15x15x15	Custom
Lite mode	Beginner	4x4x4	15
Lite mode	Intermediate	6x6x6	50
Lite mode	Expert	8x8x8	120
Lite mode	Custom	From 1x1x1 to 15x15x15	Custom

To start a game at a custom difficulty level, select 'Custom... ' from the 'Game' menu.



After selecting the playing field dimensions (Height, Width and Depth) and the number of mines hidden in the playing field, click OK to start the custom game.

5 Running environment

Hardware:

- 800 MHz or greater processor;
- 256M RAM or greater, recommend 512M or greater;
- 100MB free disk space for downloaded file and installation;
- 3D video accelerator with 16 MB or higher;

Software:

- Windows XP and later;
- DirectX 9.0 or higher;

6 License Agreements

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Home page: <http://www.softsession.com/products/3dminefield.htm>

Consult mailbox: support@softsession.com

7 History of the edition

V1.2:

- Supported normal mode and lite mode.
- Added top scorers function.

V1.1:

- Q and E can be used to adjust the distance of the cubes.

V1.0:

- The 3D Minefield game released.