

MASTER OF MINEFIELDS

GAME GUIDE

This is a Game Guide for Master of Minefields - ultimate remake of Minesweeper game for Amiga. The game brings not only classic gameplay but also unique and challenging variants in total 10 game modes.

CONTROLS

- **Space, Fire 1, or Left Mouse Click** uncover the highlighted or pointed square.
- **Alt, Fire 2, or Right Mouse Click** cycle through markers on a covered tile: first a flag, then a question mark, then back to unmarked.
- **H, Yellow** on CD32 controller, or **Left-Click** on a question-marked tile use a hint (only in modes that offer hints and when you have hints remaining).
- **P, or Play/Pause** on CD32 controller Pause and resume the game.

TIME ATTACK

This is a standard minesweeper game mode. The goal is to uncover all safe squares without detonating any mines in shortest possible time (and potentially beat the High Score). This game mode comes with 4 difficulties:

- **Easy** - 9 x 9 grid with 10 mines,
- **Normal** - 16 x 16 grid with 40 mines,
- **Hard** – 30 x 16 grid with 99 mines,
- **Expert** – 30 x 30 grid with 199 mines.

The top bar displays four live counters (left to right):



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- **Flags Remaining:** How many flags you can still place,
- **Mines on Grid:** Total mine count at start,
- **Safe Squares Left:** Number of unopened, non-mine tiles,
- **Elapsed Time:** Your current run time in seconds.

You win the moment **Safe Squares Left** hits zero.

Numbers appear as you uncover tiles and each one tells you exactly how many mines sit in its eight surrounding neighbors. A “1” means there’s one mine adjacent, a “2” means two, and so on. These digits are the core clues you use to deduce which covered tiles are safe and which hide dangers.



When a number equals the count of its still-covered neighbors, all those neighbors must be mines. Conversely, once you’ve flagged as many adjacent mines as the number shows, every other covered neighbor must be safe.

- If a “3” has three covered tiles around it, place flags on all three.
- If a “4” touches five covered tiles and you’ve flagged four, the remaining one is safe—left-click it to uncover.
- When a flagged count matches the number, you can confidently left-click each of its other covered neighbors to clear them.

When you left-click a square with zero surrounding mines (a blank), the game automatically uncovers all adjacent safe squares—and continues this cascade wherever blanks border more unopened tiles. This flood-fill reveal clears large safe regions with a single click, saving you precious seconds.



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Pro Tips:

- Flags are useful for keeping track, but aren't required to win.
- Start from corners or edges — they tend to have fewer surrounding mines.

CHECKERS

This game mode is a variant of classic minesweeper and **Time Attack** mode. Game objectives, mechanics and difficulty levels are the same as in **Time Attack** mode. The only different is that uncovered squares are in light and dark color versions (just like on the **Checkers** or **Chess** board) and they have its meaning for the game play.



Mines that are behind light color squares are counted normally as “1” but the ones behind the dark tiles are counted as “2”. In the below example there is only one dark, still-covered square. Uncovered tiles around with number “2” indicate that there are either 2 mines counted as “1” or 1 counted as “2”. Since we



Another example shows more complex situation, where where all 3 still-covered tiles have mines. Since 2 are dark tiles and 1 is light tile, uncovered, adjacent tile shows number “5” ($2 + 2 + 1 = 5$).



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POWER SAPPER

This is one the most unique and potentially, challenging game modes. It brings elements of RPG to minesweeper 😊. The objective of the game is either to uncover all safe tiles or reach maximal level for the given level. **Power Sapper** comes with 4 difficulties:

- **Easy** - 16 x 16 grid with 30 mines up to level 5,
- **Normal** - 32 x 16 grid with 98 mines up to level 5,
- **Hard** – 32 x 32 grid with 158 mines up to level 7,
- **Expert** – 32 x 48 grid with 224 mines up to level 7.

The upper bar displays six counters (left to right):

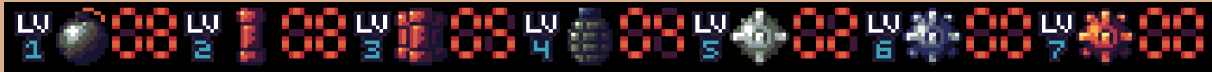


- **Life points:** Points left for unsafe detonation of mines on higher then your level before losing the game,
- **Current Level:** Level of the mines that can be safely disarmed,
- **Points to Next Level:** Point that needs to collected either by disarming or detonating mines to reach next level,
- **Flags Remaining:** How many flags you can still place,
- **Safe Squares Left:** Number of unopened, non-mine tiles,
- **Elapsed Time:** Your current run time in seconds.



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The bottom bar shows icons and number of mines remaining on the following levels (from 1 on the left up to level 7 on the right):



In **Power Sapper** you not only uncover safe tiles (without any mine) but also disarm mines that are on the same or lower level than yours. Disarming the mine is done by simply uncovering specific tiles. Uncovering square with mine on higher level than yours, causes detonation and loss of **Life Points** equal to the level of the detonated mine. Disarming and detonating mines gains you “experience” points and decreases number of **Points to Next Level** equal to the level of mine disarmed or detonated. Gaining higher level let you safely disarm respectively more powerful mines.

Number on the uncovered tiles indicates sum of levels for all mines that adjacent to that particular tile. The below example shows tile in the center with number “4”, that results from the fact that there is one mine on level “1” and one mine on level “3” around that tile.



Pro Tips:

- Flags are very limited in this game mode so use them wisely or reuse,
- Look for the lowest numbers on the board that have still-covered tiles around for potential mines for disarming.

DETONATOR

Game concept of **Detonator** mode is very different from classic minesweeper. Instead of avoiding the mines, your aim is to detonate all the mines in limited number of moves. This game mode comes with 4 difficulties:



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- **Easy** - 9 x 9 grid with 11 mines and 6 spare moves,
- **Normal** - 16 x 16 grid with 40 mines and 14 spare moves,
- **Hard** – 30 x 16 grid with 85 mines and 24 spare moves,
- **Expert** – 30 x 30 grid with 165 mines and 44 spare moves.

The top bar displays three counters (left to right):



- **Mines on Grid:** Current number of mines left on the grid,
- **Spare Moves:** Number of available moves for uncovering safe tiles,
- **Elapsed Time:** Your current run time in seconds.

Detonator game is won the moment number of **Mines on Grid** reaches 0 but you lose the game the moment **Spare Moves** number reaches 0. Hitting a mine detonates it and decreases **Mines on Grid** but does not decrease **Spare Moves**. Numbers on the uncovered tiles shows number of mines in 8 surrounding squares (just like in **Time Attack** game mode or classic minesweeper).

In this game mode you rise **White Flags** to indicate non-mine (safe) tiles (instead of red ones to point mined squares). Number of **White Flags** available for this game mode is unlimited.



The game starts with randomly uncovered specific number of tiles. Once mine is detonated or safe tiles is uncovered, additional tiles may be uncovered: 1 in direct surrounding and 1 in one-tile distance from the tile uncovered by the player. This happens randomly and **White Flags**



decreases probability that this tile will be uncovered (increasing probability for others, less certain tiles to be uncovered automatically).

Pro Tips:

- Start or consider your next move around fields with highest numbers and most uncovered tiles around,
- Look for edges of uncovered tiles, as those can be mines for certain detonation.

TREASURE

This game mode is a variant of classic minesweeper. Game mechanics and user interface are the same as in **Time Attack** mode. The difficulty level for this **Treasure** mode are as follows:

- **Easy** - 16 x 16 grid with 35 mines and flags,
- **Normal** - 16 x 16 grid with 45 mines and flags,
- **Hard** – 30 x 30 grid with 185 mines and flags,
- **Expert** – 30 x 30 grid with 199 mines and flags.

The objective of this game mode is to find **Hidden Treasure** as soon as possible, not necessarily uncovering all or majority of the safe tiles. **Hidden Treasure** is always surrounded by mines as in the picture below.



Pro Tips:

- Look for places with 3 tiles with mines in a line, there may be the **Treasure** just behind that line.



MATRIX

Matrix game mode is another quite unique game mode. It shares objective (to uncover all safe tiles) as well as graphical user interface and counters with **Time Attack** and **Checkers** game modes. **Matrix** comes with 4 difficulties:

- **Easy** - 6 x 6 grid of covered tiles with 27 mines and flags,
- **Normal** - 8 x 8 grid of covered tiles with 45 mines and flags,
- **Hard** – 10 x 10 grid of covered tiles with 64 mines and flags,
- **Expert** – 12 x 12 grid of covered tiles with 72 mines and flags.

Unlike in any other game mode, numbers do not show number of mines or power of mines around but they show **sequence of mines in the related row or column**. Numbers on the right side of the board show sequence of mines for rows and numbers on the bottom show sequence of mines for the columns. In the below example there is number “1” and “4”. This means that there are two sequences of mines in this row starting from left: first sequence of 1 mine (followed by at least one safe tile) and second sequence of 4 consecutive mines.



Since that row is only 6 tiles long the only possible sequence of mines is as below and we can safely uncover second tile from the left.



Pro Tips:

- Start with analyzing rows and columns with highest numbers or sum of all numbers.

ESCAPE

Objective of the **Escape** game mode is to beat 94 levels and escape **Great Mine Prison** 😊.

This game mode comes with the following difficulty levels:

- **Easy** – 3 lives, more hints, time and flags available per level.
- **Normal** - 2 lives, standard number of hints, time and flags available per level.
- **Hard** – 1 life, less hints, time and flags per level.
- **Hardcore** – Just like **Hard** difficulty with little more hints but level progress is wiped if game on a level is lost.



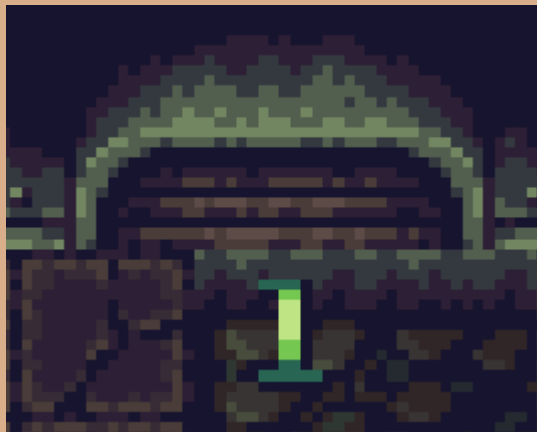
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The top bar displays six live counters (left to right):



- **Mines on Grid:** Total mine count at start,
- **Flags Remaining:** How many flags you can still place,
- **Hints:**
- **Safe Squares Left:** Number of unopened, non-mine tiles,
- **Remaining Time:** Your current run time in seconds,
- **Lives:** Number of smiley represents how many lives is left.

To beat a level Player needs to reach central tile at the top of the grid (in other words reach the exit and escape from the level).



Player starts at the entrance on the bottom of the grid and can only uncover tiles that are adjacent to the ones that are uncovered. The numbers on the uncovered tiles shows number of mines in direct surrounding of the specific tile (just like in **Time Attack** and **Treasure** modes) and hitting a mines does not ends the game but triggers loss of **Life**. The game is lost if all **Lives** are lost or **Time** is up.

JOURNEY

Objective of the **Journey** game mode is to beat 94 **Time Attack** and **Checkers** levels. Challenge rises with following levels as grids increases in size, mine in numbers and on the other hands there are less uncovered tiles at the start and hints available. Difficulty levels and set of counters on graphical interface are shared with **Escape** game mode.



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CAMPAIGN

Campaign game mode is an **Ultimate Game Challenge** 😊 for anyone who mastered other game modes. It consists of 162 levels with growing difficulty of **TA (Time Attack)**, **CH (Checkers)**, **PS (Power Sapper)**, **DE (Detonator)**, **MA (Matrix)** and **ES (Escape)** modes and variants. Concept behind difficulty levels is the same as in **Escape** and **Journey** game modes.

VERSUS

Versus is a competitive **two-Player** mode of classic minesweeper (or **Time Attack**) gameplay. In each round, the **Player** who successfully reveals all safe tiles without hitting a mine first is declared the winner. The **Player** who wins the majority of rounds wins the overall match. There are three game mode options available:

- **Number of Rounds:** 1, 3 or 5 Rounds in a game/match can be chosen,
- **Controls:** Two mice or joysticks with keyboard controls are available,
- **Mirror:** When enabled, the minefield configuration for **Player 1** undergoes one of seven randomly selected transformations before being assigned to **Player 2**. Transformations include horizontal (X-axis) and vertical (Y-axis) mirroring, dual-axis mirroring, clockwise rotation, and others. These transformations ensure the mine distributions remain similar yet unpredictable, making it difficult to infer your opponent's layout simply by observing their moves. If the **Mirror** option is disabled, each **Player** receives a completely independent and randomly generated minefield.

