

Saddam's Revenge 1.3

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What It Is

"Saddam's Revenge" simulates a minefield. The object of the game is to find and mark all of the mines without being blown up.

How to Play

Begin the game by stepping (clicking) on a cell. If you don't blow up, either a number or a blank cell will come up. The number tells how many of the adjacent cells are mined. If the cell is blank there are no mines in the surrounding cells. If you click on a blank cell all adjacent blanks are automatically uncovered, as are the numbered cells adjacent to the blanks. To mark a cell shift-click it (hold down the shift key while clicking). To unmark it click it again.

The readout in the upper left corner of the window shows the number of mines minus the number of marks. It does not tell you whether your marks are correct or incorrect.

You win when you have marked all mines and uncovered all the other cells. Try to clear the field in as little time as possible.

When the game is over all the cells are revealed. Cells that were marked but had no mine will have a crossed out bomb. Mined cells will show a bomb. If you don't want to wait for the cells to be revealed you can interrupt the process by clicking in the minefield.

Miscellaneous

You can start a new game by clicking the Reset button in the center of the top of the window, by choosing "New Game" from the file menu or by choosing a new level of difficulty.

Choose level of difficulty by selecting "Novice", "Intermediate" or "Expert" from the Game submenu in the File menu.

Turn sound off by selecting "Turn Sound Off" in the Options menu. For those with color monitors color can be turned off in the Options menu, although this will reset the current game.