

Hexagons

Frank Bernard

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

Hexagons

1.1 HexaMine

HexaMine V1.0

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1.2 Instructions

1. Instructions

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- 1.1 Shareware
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1.4 Highscores

1.5 Tooltypes

1.3 Shareware

1.1 Shareware

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HexaMine is shareware. If you enjoy the game, you should pay the shareware fee of US\$ 8.- (DM 10.-, £ 5.-, FF 40.-). If you're living outside of Europe, you should send this amount of money cash to one of the

authors

. Inside of Europe you should use an Euro-Cheque (please don't use any other form of cheque). Inside of Germany the best way for transferring the money will be a transfer order to the following account:

Frank Bernard
KtoNr. 103 870 515
BLZ 540 502 20
Kreissparkasse Kaiserslautern

Please send us your complete address, and, if available, your e-mail address. Don't forget the word "HexaMine" as subject of matter.

ATTENTION: If you can't receive your keyfile via EMail, you have to add \$2.- (DM 3.-) to the shareware fee for P&P.

After receiving the shareware-fee we'll send you your private keyfile immediately. This keyfile suppresses the appearance of the reminding-requester.

YOU'RE NOT ALLOWED TO GIVE YOUR KEYFILE TO OTHER PERSONS !!

1.4 principles

1.2 Game Principles

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HexaMine is a hexagonal clone of the wellknown game 'MineSweeper'. You have to find a given number of hidden mines and mark them with a little flag in the shortest possible time. If you uncover a field with a mine, the game is over.

The numbers in the uncovered fields represents the number of mines in

the six fields around. With help of these numbers you should be able to uncover the right fields. The first move in every game is always safe, that means there'll never be a mine under the first uncovered field!

If you like this game in the unusual hexagonal grid, you should try Hexagons, which you can find e.g. on AMINET in game/wb/hexagons22.lha. It's a very nice hexagonal clone of Tetris.

1.5 Control

1.3 Control

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Mouse

left mousebutton - Uncover a field
 right mousebutton - put/drop flags &
 automatic uncovering of 'safe' fields

Keyboard

cursor up - many mines
 cursor down - few mines
 cursor right - increase playfield
 cursor left - decrease playfield

AMIGA n - new game
 AMIGA h - show highscores
 AMIGA i - informations
 AMIGA x - iconify game
 AMIGA q - leave program

HELP - show Amiga-Guide documentation

ESC - quit game / leave program

Buttons

arrow up - many mines
 arrow down - few mines

big hexagon - increase playfield
 small hexagon - decrease playfield

Normal/Expert - In the normal game mode a move is as long 'save' (↔
 the field will not be uncovered) as you hold the ↔
 mouse button down. So you don't have to finish a ↔
 perhaps wrong move.

In the expert game mode the fields will be ↔
 uncovered
 immediately after pushing down a mousebutton. ↔
 This
 enables you to play much faster, but can ↔
 easily
 result in some mistakes if you're a rookie.

Pause/Play - pause-function
 Highscores - show highscores
 New Game - start new game

1.6 Highscores

1.4 Highscores

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There are six different highscoretables. One table for the small, medium and big playfield with a few or many mines each.

The table entries are sorted by game time (shortest at the top) and date (oldest dates at the top).

You can load, save, delete and merge your highscoretables with these of your friends. These functions appear in an own menu which will be active if the highscore-window is active.

1.7 Tooltypes

1.5 Tooltypes

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HexaMine supports the following tooltypes:

ENDREQUEST - If this tooltype is active, there appears a safety-requester when leaving the game.

NAME=Name - This name will be used as default name for all entries in the highscoretable.

MAINWINDOW=x,y - Coordinates of the left upper window corner. By default the window is centered above the actual screen.

1.8 System Requirements

2. System Requirements

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You can run HexaMine on any Amiga with Kickstart ≥ 2.04 and 512kB ChipRAM.

You need a screenmode with at least 400 lines and a minimum of 4 colors. A 68020 processor with at least 14MHz is strictly recommended. You can use a 68000 processor, but the game might be unplayable with the big playfield.

HexaMine was tested with the following system configurations:

```
A4000/040, AGA, Kick 3.1, 2/18MB
A4000/040, AGA, Kick 3.0, 2/24MB
A2000,     ECS, Kick 3.1, 1/12MB, GVP Combo-30 (030/882)
A2000,     ECS, Kick 3.1, 2/ 8MB, A2630/882
A2000,     ECS, Kick 2.04, 1/10MB, A2630/882
A500+,     ECS, Kick 2.04, 1/ 0MB
```

Limitations:

HexaMine doesn't work together with CycleToMenu by Federico Giannici. This results in a system crash after leaving HexaMine. That's no bug in HexaMine, but a wrong handling of the generic-gadgets by CycleToMenu.

1.9 Features

3. Features

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- runs on any Amiga with Kickstart ≥ 2.04
- completely system conform
- runs on any Workbench screen
- supports locale with external catalog-files
- integrated AmigaGuide documentation
- Highscore-Merging
- supports different tooltypes
- iconification

1.10 History

4. History

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Version 1.0 (June 15th, 1996)

- first release
-

1.11 Authors

5. Authors =====

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Bugreports and suggestions welcome.

Try AMINET:game/wb/Hexagons22.lha !!!

1.12 Copyright

6. Copyright =====

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HexaMine is

Shareware

. You can copy the program as it is (program, incl. documentation) for free. You're not allowed to include HexaMine to any CD-ROM compilation or disk-series, with the exception of the AMINET, Fred-Fish and Meeting Pearls CD-compilations. The price of a floppy disk, which contains a copy of HexaMine, must not exceed US\$ 3.-.

Magazines, which report about HexaMine, are hereby asked, to send us a copy of this edition. Many thanks.

1.13 Disclaimer

7. Disclaimer =====

We are not responsible for any data loss or damage, caused directly or indirectly by the usage of HexaMine.

Moreover we have to excuse our poor english. Sorry.

1.14 Credits

8. Credits =====

Thanks to the following persons for beta testing, bug reports and helpful suggestions (alphabetical order):

Rainer Höhler
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