

Global Mines 1.1

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[Global Mines Homepage:](#)
<http://www.algonet.se/~stefpet/software/>

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Author e-mail: stefpet@kagi.com

How To Register

Global Mines is shareware. That means that if you want to continue use the game after you have checked it out you should pay the shareware fee to the author. Paying the shareware fee will support me and encourage me to improve this game and make other software.

You may wonder '**Why should I register?**'. Well, first of all... This is your chance to say 'Thanks for this great game!' and your support will let the author of the game continue with improvements and producing other cheap software. With a registred copy of the game you will also get rid of all dialog boxes and your highscore will be saved. You will also be able to fully participate in the Global Mines Hall of Fame on the Internet.

The shareware fee is only \$7 US Dollars.

If you pay the shareware fee you will become a registred user and you'll receive a registration code which will unlock your copy of the game. All hidden and non-working functions will then be available (saved highscore for example). You will NOT need to register again to unlock future versions of *Global Mines*.

There is some different ways you may register. Choose the alternative which is the most suitable for you.

Together with the game there is a program called **register.exe**, please use this program and follow the instructions. You may **pay by check, cash, creditcard** or in some other ways. You may also **pay online** via a secure SSL server, go to this page: <http://order.kagi.com/?3SK> and then follow the instructions.

These payments are handled by a payment service called Kagi. See <http://www.kagi.com> for more information about payment.

If you've got any problems or questions see the *Global Mines* homepage on internet at <http://www.algonet.se/~stefpet/software/> for more up to date information.

You may also send cash directly to me, but please, **DO NOT SEND CHECKS** to me, if you want to pay by check, use the Register program. This alternative is for those who thinks it's easier to send cash directly to me. For example, if you live in Sweden this alternative may be better.

Put the money (preferably US Dollars or Swedish Kronor (SEK)) in an envelope (wrap a paper around the bills so you can't see there is money inside the envelope) and send it to:

Global Mines
Stefan Pettersson
Lärarvägen 11
S-197 30 Bro
Sweden

Remeber to **include** your **e-mail address**, your **real name** and that it is *Global Mines* you are paying for.

Contact me for further information or if you have any questions, suggestions, bug reports or just want to say hello.

E-Mail: stefpet@kagi.com
Homepage: <http://www.algonet.se/~stefpet/>
Software Support Page: <http://www.algonet.se/~stefpet/software/>

Credits

Global Mines was made by Stefan Pettersson (stefpet@kagi.com).

I can be contacted with e-mail or on my homepage at <http://www.algonet.se/~stefpet/>
Remember that *Global Mines* support page is located at <http://www.algonet.se/~stefpet/software/>

If you want to send mail, wonder how to register, come and visit or something else my address is:

Stefan Pettersson
Tomasvägen 35 2tr
S-17734 Järfälla
Sweden

How to Play

The goal of the game is to find all mines on the playfield as fast as possible. When you start a new game the field is covered. When you click on a square that square will be uncovered. If the uncovered square is empty and has no mines next to it all adjacent empty squares will be uncovered too. A number on a square says how many mines the adjacent squares contain (a maximum of eight).

With a little bit of logical thinking you can figure out and mark the squares covers a mine. To mark a square you click with the right mouse button and a flag will appear. If you are unsure if a square cover a mine or not you may put a question mark on it, click twice on the right mouse button to do that. Click again and it'll disappear. You may turn off question marks in the menu.

The game is finished when all squares are uncovered except those who covers a mine.

If you got a highscore you are asked to enter your name. You will also get a score code, this score code will let you participate in the Global Mines Hall of Fame on the Internet. This hall of fame is a kind of international highscore list. People from all over the world may compete with each other and see who is grandmaster of Global Mines. The webpage where you should enter your score code is located at:

<http://www.algonet.se/~stefpet/gmscore.html>

Hint: When you've marked a square and there is no adjacent mines, you may click with both buttons (or use your middle button if you have one) to uncover all adjacent squares.

The different menu items are explained here:

Game

New Game: Start a new game

Beginner: Select the beginner level
Intermediate: Select the intermediate level
Expert: Select the expert level
Custom: Will let you customize your own level

Marks (?): Enable/disable question marks
Settings: Change the size of the graphic

Highscores...: View highscores...

Exit: Will quit the game.

Help

Help: View this help file.

How To Register: Will start the registration program (register.exe in the same path as the game itself).

Register: Enter your name and registration code here to register.

About... Some information about the game.

What's New?

What's new in the latest version?

New in **Global Mines 1.1** (24-Feb-98)

Additions:

- Added colors.
- Made the graphic resizeable.
- Use of middle mouse button.
- Settings are saved.

Changes:

- Correct both button handling.
- Everything is saved in the registry instead of the ini-file.

Bugfixes:

- You will only be able to click both buttons when you've flagged the correct amount of squares.

New in **Global Mines 1.0** (03-Feb-98)

Global Mines 1.0 was the initial release.

About Global Mines

Global Mines is yet another version of the classic XBomb and MineSweeper idea.

The reason why I decided to do my own MineSweeper clone is simple - I simply didn't find the Microsoft Minesweeper game which came along with the OS good enough.

The biggest problem is when you should compare your score to your friends score. No one believe you if you've got a really good time. The .ini file which contain the highscore is easy to edit, a screenshot is also easy to manipulate. But not in *Global Mines*! When you get a highscore, you will see a special code which represent the game you've just played. You may then enter this code on a dedicated webpage together with your name to be included in the global Hall of Fame. So, you may compete with people all over the internet, that's why the name is **Global Mines**.

Global Mines was programmed by [Stefan Pettersson](mailto:stefpet@kagi.com) (stefpet@kagi.com). Latest version is v1.1.

Features:

- Global Highscores (compete with others on internet)
- Saved Highscores (top 10)
- Custom levels
- Resizeable graphics
- Both mouse buttons click (clear around a marked square)
- Use middle mouse button
- Safe Start

Note: Global Mines include all features of Microsoft Minesweeper.

...and enjoy the game!

Global Mines Hall of Fame

Global Mines Hall of Fame is like a world wide highscore list. There you can compete with people all over the internet to see who is the best minesweeper. It works like this: after you have finished a game you will get a so called score code. Remember this code and go to the Global Mines Score Input page and enter your score code together with your name. Now the server will compare your score with those already present in the Hall of Fame and see if you played good enough to be a part of the Hall of Fame.

Input your score here: <http://www.algonet.se/~stefpet/gmscore.html>

The Global Mines Hall of Fame will be changed and improved all the time, not only when a new version of the game itself is released.

