

SUPER MINESTM

A Strategic Game of Logic and Daring



GETTING STARTED AND
QUICK REFERENCE GUIDE

The logo for Callisto Corporation. The word "Callisto" is written in a large, bold, sans-serif font. A thin, curved line arches over the letters "i" and "l". Below "Callisto", the word "CORPORATION" is written in a smaller, all-caps, sans-serif font.

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SYSTEM REQUIREMENTS:

- Compatible with all Macintosh computers, color or monochrome, Macintosh Plus or better
- Requires System 6.0.7 or later
- Minimum of 1 megabyte of memory, 2 megabytes recommended if using MultiFinder or System 7

GENERAL INFORMATION:

This Guide contains all of the information you need to start and play Super Mines, and is provided as a supplement to the information contained in the Super Mines Help system. The Super Mines Help system is a thorough and convenient reference covering how to play Super Mines, and eliminates the need for a printed user manual.

The Super Mines warranty registration card provides you a chance to win FREE SOFTWARE. Please take a few minutes to fill it out and drop it in a mailbox.

BEFORE YOU BEGIN:

Before playing Super Mines, we recommend that you make a backup copy of the disk, and keep the original in a safe place.

INSTALLATION:

You can run Super Mines from the floppy disk or from your hard disk. It will run faster if you install it onto a hard disk. Drag the Super Mines icon from the Super Mines disk to your startup volume. Super Mines does not need to be installed into the System Folder.

GAME PLAY:

Super Mines actually includes two game variations. When you begin a new game, you will be asked to choose which game variation you want to play.

Super Mines

SUPER MINES: The object of Super Mines is to achieve your highest possible score. After selecting a beginning difficulty level, you try to mark all of the mines in a succession of varying minefields. You must complete each minefield before moving on to the next. The faster you complete a minefield, the higher your score. You also receive promotions which increase your point scoring potential.

Mini Mines

MINI MINES: This is a shorter game in which you play against the clock to mark all of the mines in a single minefield. Your fastest time is recorded for each available minefield pattern and difficulty level. If you hit a mine, the game is over. There are four different minefield patterns to choose from, each with four difficulty levels.

ACTIVATION CODE:

The first time you run Super Mines, you will be asked to enter the seven-digit code printed on your Super Mines disk. Type it in (including the dash), click OK, and begin play.

TO START:

Double-click on the Super Mines icon, select the game you want to play (Super Mines or Mini Mines), and select a difficulty level.

ICONS:



This is your current score.

This is your remaining number of minesweeper "lives."

This is the number of flags you have left to mark mines in the current minefield. The number of flags you are supplied matches the number of mines in the minefield.

This is the insignia of your current rank. At the start of the game, your rank is Private. After every five minefields, you are promoted one rank, up to the General of the Army.

SECTORS:



UNVISITED SECTORS: An unvisited sector is a sector you have not yet either marked with a flag (to signify that you believe the sector contains a mine) or "visited" by clicking on the sector.



NUMBERED SECTORS: Each visited sector shows the number of mines in sectors adjacent to it. Two sectors are adjacent if their edges or corners touch. Note that if a number is not displayed in a visited sector, the number of adjacent mines is zero. Super Mines automatically visits all sectors adjacent to visited "zero sectors."

Visit a sector by clicking on it. If the sector does not contain a mine, Super Mines displays a number to indicate how many mines are adjacent to the sector. If the sector contains a mine, you lose one minesweeper.

If you believe an unvisited sector contains a mine, hold down the shift or option key and click on the sector. Super Mines marks the sector with a flag. To remove the flag, hold down the shift or option key and click on the flag. You are not penalized for incorrectly planting flags.

MINESWEEPERS:

You are given five minesweepers at the start of a Super Mines game, and one minesweeper for each Mini Mines game. You lose one minesweeper each time you visit a sector containing a mine instead of correctly marking it with a flag. You gain one minesweeper upon completion of every Super Mines minefield and when you find a buried treasure. The game ends when you lose your last minesweeper.

HINTS:

You can buy a hint in Super Mines for 10 points times your rank multiplier, or in Mini Mines for 10 seconds. Super Mines finds a sector whose content can be logically determined, and flashes a visited adjacent sector. It is up to you to figure out what the hint means. Super Mines will beep if there is not a good hint.

SHORT CUT:

Once the number in a sector is equal to the number of flags adjacent to that sector, you can automatically visit all other adjacent sectors by option-clicking or double-clicking the numbered sector. This short cut will significantly increase the speed at which you can complete a minefield. Be careful. If you have incorrectly marked an adjacent sector with a flag, you will automatically visit a sector containing a mine.

SOUNDS:

Sounds can be turned on or off via the Sounds item in the Super Mines menu.

TIME LIMIT:

As you progress through the minefield, the fuse around the minefield slowly burns. When you complete the minefield, you receive points in proportion to the amount of remaining fuse. If the fuse burns out before you are done, you lose one minesweeper, and must replay the same minefield.

**Telephone
Support Hours:**

3-5 PM EST, Monday - Friday
(508) 655-0707

**Electronic
Support:**

America On-Line:	CALLISTO1
CompuServe:	71302,3374
AppleLink:	CALLISTO

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