

INTELLIGENTVISION PRESENTS

Ryan Kinnen's

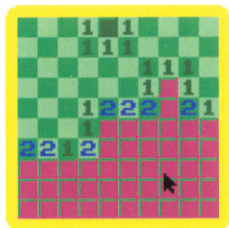
MINEHUNTER

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)



FOR COLOR TV VIEWING ONLY

Take command of the advanced mine scanner aboard your helicopter and begin the hunt for all the mines laid down by the enemy. As you scan the minefield, drones will report back on how many mines are detected in an area. Use these markings to assist in finding all the mines. Hurry, your time is limited!



MAKE SURE

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- MINEHUNTER CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear
on the TV screen.



EXAMINE YOUR CONTROLS



Action Keys:

- Examine Square
- Flag Square

Keypad:

- Enter Options

Control Disc:

- Move Arrow



SELECTING SETTINGS

Press any key when the title screen is displayed to switch to the SETTINGS menu. All options are selected by using the KEYPAD.



SELECTING SETTINGS (continued)

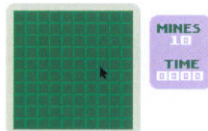
PRESS...

1, 2, or 3 to select the minefield size

1 will put you on a 10x10 square area

2 will put you on a 16x10 square area

3 will put you on a 20x11 square area



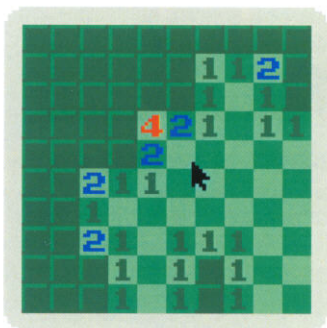
4, 5, or 6 to select the difficulty level

Difficulty level is determined by the minefield size. The table below shows the number of mines for each difficulty level.

BOARD SIZE	NUMBER OF MINES IN DIFFICULTY LEVEL		
	4 BEGINNER	5 MODERATE	6 ADVANCED
1 - 10 x 10	10	15	20
2 - 16 x 10	14	21	28
3 - 20 x 11	18	27	36

You may change the options on this screen at any time. Once you have decided how you want to play the game, press **ENTER** on the keypad.

OVERVIEW



The area that you need to clear of mines is divided into a grid of squares. Several of the squares will have landmines hidden beneath them. The goal of your mission is to identify where all of the landmines are hidden – without actually setting one off.

Move the arrow over a square then press either upper action button to examine it and search the area.

When you think you know where a mine might be located, mark the square with a flag. Do this by



placing the arrow over a square then pressing either bottom action button. Remove a flag by repeating the same action.



Complete the level by successfully identifying where all of the landmines are located before time runs out. The mines will explode when the timer reaches 9999, ending the level.



THE HUNT BEGINS!

Your first move will have to be a guess. Use the Disc to position the cursor so that it points to a square you would like to examine. Press either top action button to examine the square.



One of three things will happen:

- If the square you examine is safe, a number (**1 - 8**) will appear in its place. This number indicates how many of the surrounding squares have mines hidden beneath them. This includes the squares to the left, right, above, below, and also the four squares that diagonally touch the selected square.
- If you examine a safe square and all of the immediate surrounding squares are also safe, the square will appear blank instead of displaying a number. Since all of the surrounding squares are known to be safe, they will automatically be examined for you – saving you valuable time. This automatic examination is repeated for an entire region of adjoining safe squares.
- If you examine a square that has a mine hidden under it, the mine will explode and the game will be over.



COMPLETING THE LEVEL



The level is completed when you have identified exactly where all of the mines are located. This happens when one of the following things occurs:

- You have placed flags on **ALL** of the squares that have landmines without any stray flags marking squares that are actually safe.
- You have examined the entire board to search for **ALL** of the squares that are safe.

After the **SUCCESS – FIELD CLEARED** banner is displayed, press **ENTER** on the keypad to advance to the next level.

GAME OVER

When you uncover a mine or the time reaches 9999, the entire minefield will explode. The **DISASTER – YOU SET OFF A MINE** banner will display. If you want to try the same level again, press **ENTER** on the keypad.



HINTS

- Watch the clock. Higher levels take more time to complete.
- When a mine is identified next to a **1**, you can safely examine the remaining squares surrounding the **1**.

CREDITS

Game Design, Music, Graphics and Programming

RYAN KINNEN

Hardware Masters

JOE ZBICIAK & CHAD SCHELL

Manual

DAVID HARLEY

Overlay and Box Graphics

ROGER MATTHEWS

Producer

CHRIS NEIMAN

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