Campo de Minas (Mine Field)

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Introduction

Campo de Minas (Mine Field) is a game based on a ZX Spectrum classic game. The objective is to lead our soldier through all mine fields... of course, without killing him. Note that this version does not intend to be a perfect clone, but a fun game that tries to rescue old game's soul. If you think that the old game was better... I totally agree with you!

Features & Compatibility

- Color interface for Palm Color devices (will run on b&w devices, but the look is not optimised).

- Tested on Palm M505, M130, Zire 71, IIIx, M515 devices. It should, though, be compatible with Sony Clie and Handspring color devices.

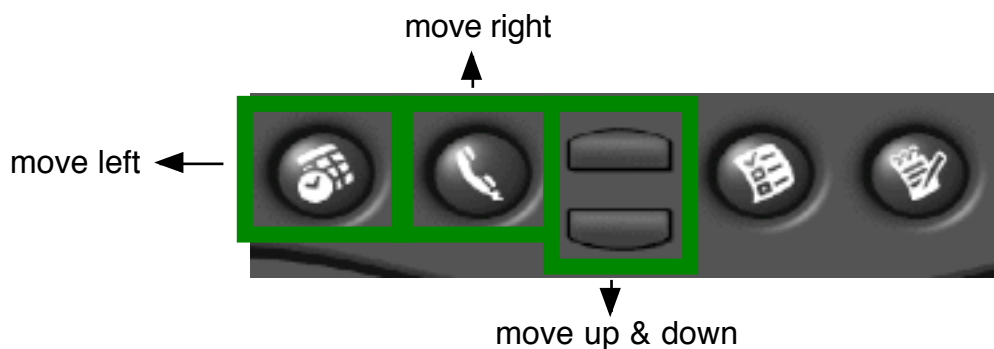- Does not need any desktop software nor conduits to run.

Limitations, Known Bugs & Upcoming Improvements

- b&w devices will display a horrible screen. Plans to make a b&w version are on course.

- some slow devices may feel decreasing speed as they surpass levels. This issue should be solved for the next release.

- only 6 levels are available at this time. New 4 levels with a new enemy are upcoming.
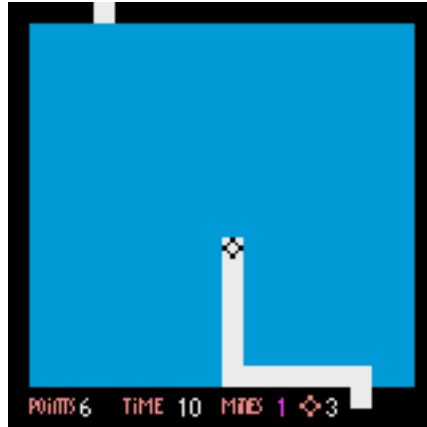
- add a pause button.

How to Play

Your objective is to cross through a mine field. Note that mines are dig underground, so you won't see them!!. Fortunately, your lucky soldier owns a mine detector, but it only tells him how many mines he's got close to him.

Mines can be by his left, right, top or bottom, never oblicuous. At the same time, he can move up, down, left and right. You may move your soldier with the following keys:

move right

move left

move up & down

This is a game screenshot.

On the screen, you get information about accumulated points, elapsed time for the active level, number of mines close to the soldier, and number of lifes left (in this order, from left to right).

The soldier is represented as the little black star. When the soldier walks, he leaves a white trace which serves him as orientation in case he must go back.

There are 6 levels, each of which have more a more mines, making the soldier's objective increasingly difficult.

Changes History

v0.4 beta

- Improved interface (added new bitmaps)
- Improved playability

v0.3 beta

- Two languages version and beginning language selection screen added
- Some interface parts are improved
- Minor bugs are corrected
- "Safe Area" added

v0.2 alpha

- 4 new stages added
- Exit screen added

v0.2 development

- Time counter and points routine added

v0.1 development

- Game interface and first stage development

License Agreement

Installing and or using "Campo de Minas" in your Palm handheld, or in any other compatible device (emulators, Sony Clie, Handspring, etc), means the acceptance of these conditions.

"Campo de Minas" does come WITH NO WARRANTY. Use it at your own risk. The author (me) does not take any responsibility for any damage that may directly or indirectly arise from installing or running "Campo de Minas".

This program may be freely distributed, whenever it does not suffer any unauthorised modifications (ask the author) and whenever author's name is mentioned wherever it may appear for distribution, wether in electronic media or any other media.

Contact & Support

For support, suggestions, etc. feel free to contact me at: guilly@jet.es