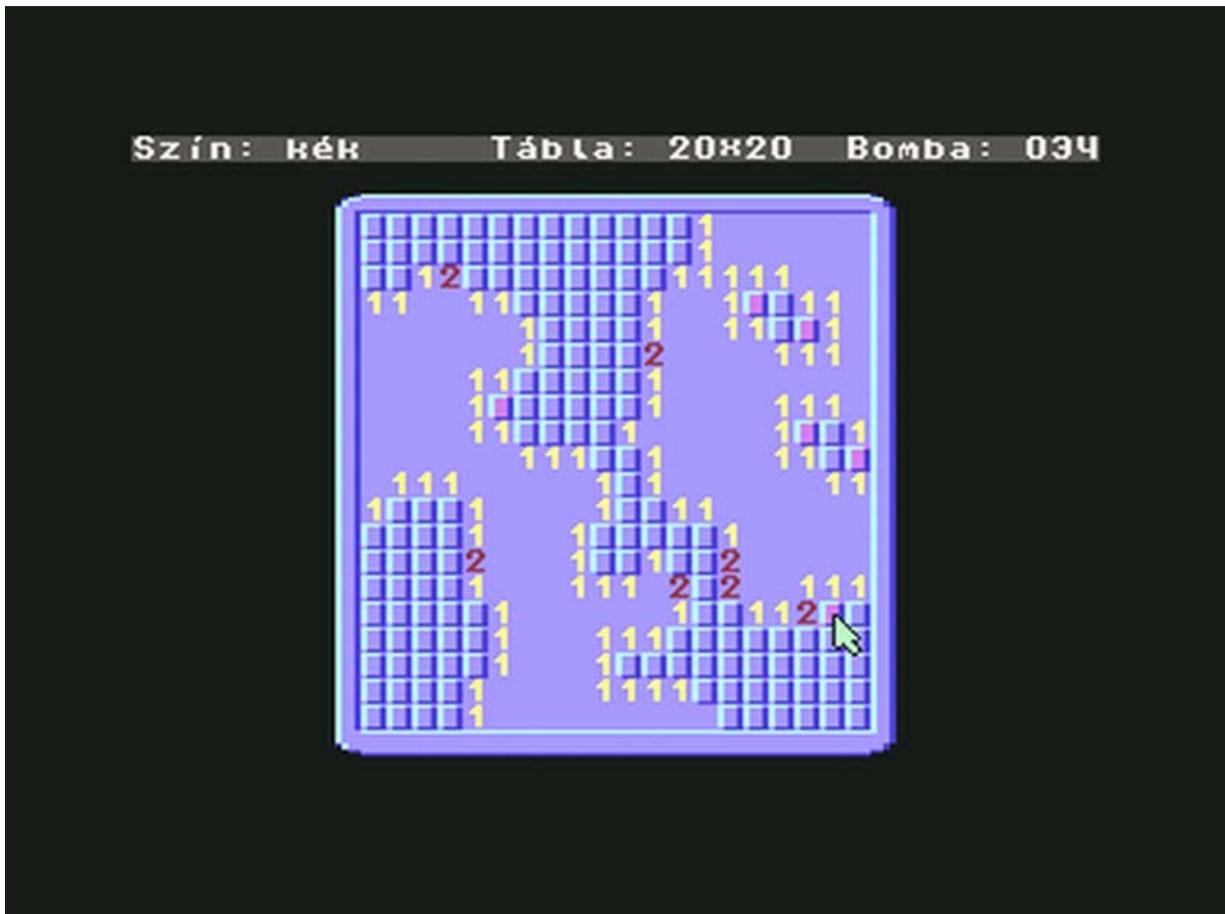


Undoroid



Minesweeper – that’s all; everything was told by that. It was made in 1994, when I actually started programming *A pokol anyala 2.* for Mantis Software. There is such mere correspondence between the two that it was some kind of temporary-preliminary study for me while preparing with a few programming tricks, techniques and tools for the new adventure to come: a packing algorithm, a character set (that can be recognized compared with the pictures of *PA2* – just the same), the controlling by cursor/sprites, and the recursive algorithm of ranging the table. The final result – as an extra bonus – was put onto the demo disk of *PA2*. (The title *Undoroid* only originated from the lyrics of a satirical Hungarian pop song. I had not any other certain causes for choosing it than just eventually listening to during the job and liking.)

The article on the internet: <http://istennyila.hu/eng/game/0009/0000.htm>

Games: <http://istennyila.hu/eng/game/>

The author’s website: <http://istennyila.hu/>

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