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Game: MineSweeper

Rules: Source: <http://www.freeminesweeper.org/help/minehelpinstructions.html>

MineSweeper Rules:

The objective of MineSweeper is to fill up the entire board as fast as you can without clicking on any bombs.

Gameplay:

You have the option to choose the difficulty of your game, either Easy with an 8 by 8 grid and 10 bombs, or Medium difficulty with a 16 by 16 grid and 20 bombs, or Hard difficulty with a 24 by 24 grid and 99 bombs.

You are then presented with a board of squares. Some squares contain mines (bombs), others don't. If you click on a square containing a bomb, you lose. If you manage to click all the squares (without clicking on any bombs) you win. Clicking a square which doesn't have a bomb reveals the number of neighbouring squares containing bombs. Use this information plus some guess work to avoid the bombs.

To open a square, point at the square and click on it. To mark a square you think is a bomb, point and command click on it(hold down command and click).

The upper left corner contains the number of flags left to place, and if utilized correctly should also indicate to you how many bombs you have left. The number will update as you flag and unflag squares.

If you flag a blank square after it has been expanded you will lose your flag forever, and won't be able to win.

The upper right corner contains a time counter, indicating how long you have spent on this specific MineSweeper board.

Click on the restart to switch levels.

Gameplay Demo: <https://www.youtube.com/watch?v=Z0EAysRluJk>