MINESWEEPER

By Shane Abrahams

MINESWEEPER FLOW-CHART

STEP 1

As you start a new game a grid of gray squares will appear.

STEP 2

Left-click on any gray square. If there is a mine hidden under the square, you lose the game. If there isn't a mine under the square, there will be a number – one through eight –indicating how many mines are under the eight neighboring squares.

STEP 3

To determine safe squares, by using the uncovered numbers. Lower numbers indicate fewer mines close to that square. If the number is a "1," then there is only one mine around that square, and seven safe squares.

TIP
Start on the easiest setting and work your way up to harder settings.

STEP 6

If you by chance clicked on a mine, try again by starting a new game until you have located all the mines without left-clicking on them.

STEP 5

Locate all the mines and uncover all the number squares to win the game and become the ultimate minesweeper.

STEP 4

Flag squares that you deduce are hiding mines by right-clicking on them.

TIP
Start on the easiest setting and work your way up to harder settings.