Rules of the Game

The of Minesweeper are fairly simple:

• You are 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 left click on it.

• To mark a square you think is a bomb, point and right-click.

• If you mark a bomb incorrectly, you will have to correct the mistake before you can win. Incorrect bomb marking doesn't kill you, but it can lead to mistakes which do.

• You don't have to mark all the bombs to win; you just need to open all non-bomb squares.