Goldsweeper Rules

In Goldsweeper, you must mine for gold! Be careful; the more gold you find, the more bombs and thieves are nearby!

Make a fortune in this *Legend of Zelda*-inspired digital board game!

Objective

To score as many points as you can.

Gameplay

Each turn, you choose a square on an 8 by 8 grid.

The square will light up. The color of the square tells you what you've found. Once you hit a bomb, the game ends and the entire board lights up.

The Game Board

The game board has 8 rows and 8 columns. There are three categories of squares:

- Gold — Gives you points and tells you how many bombs and thieves are nearby.
- Thief — Steals 10 points from you.
- Bomb — Explodes and ends the game.

Color	Point Value	# Nearby Bombs/Thieves
Green	1	0
Blue	5	1-2
Red	20	3-4
Silver	100	5-6
Gold	300	7-8
Magenta	-10	