Initialize global variables

Check files existence

Print start up menu

Read user input

Start up

If load equals to 1

Load height and width

Load screen array

For(i=0,steps 1 to height)

{

For j=0 steps 1 to width

{

Set screen[0][0].value to zero

}

}

}

Else

Set screen.value values

Set mines in screen.hidden array

Set numbers in screen.hidden array

If load =1

Set old time to current time – time loaded

Initialize first time to zero

Initialize load to zero

Else

Set old time to current time

Initialize first time to one

While the game is on

{

Print current time – old time

Print screen.value array

Update printed information on the screen

Read input

If menu equals to 12

       Set menu to zero

       Set flag number to zero

       Go to the start-up menu

}

If the player lost

       Set entered to zero

       Modify screen.hidden array

       Print screen.hidden array

If the player won

       Print screen.hidden array

       Calculate score

       Print you won

       Print score

       Save score

       Print the rank table

Print click 1 to play again

Print click 2 to go to main menu

Print click 0 to exit

Input decision

If decision equals to one

       Set reply flag to 1

       Go to start-up menu

If decision equals to 2

Set reply flag to 2

Go to start-up menu

If reply flag equals to 0

End the program