

Minesweeper Instructions

1. Enter the column number and row number to reveal a square.
2. If the square is safe, a number will be displayed, indicating the number of mines adjacent to it.
3. If the square contains a mine, the game ends, and you lose.
4. Use the revealed numbers to deduce the locations of other mines.
5. If unsure about a square, you can flag it as a potential mine by entering "y" after choosing the row and column. Press enter to uncover a square if you're not flagging it.
6. Once all potential mines are flagged, you can start opening the remaining squares.
7. If you successfully open all safe squares without detonating any mines, you win the game.