

看wp能学到许多的题目

哈哈

这是.net的游戏题目

打开后查看主函数

```
2 using System.Windows.Forms;
3
4 namespace UltimateMinesweeper
5 {
6     // Token: 0x02000006 RID: 6
7     internal static class Program
8     {
9         // Token: 0x06000034 RID: 52 RVA: 0x00003219 File Offset: 0x00001419
10        [STAThread]
11        private static void Main()
12        {
13            Application.EnableVisualStyles();
14            Application.SetCompatibleTextRenderingDefault(false);
15            Application.Run(new MainForm());
16        }
17    }
18 }
19
```

可以看出MainForm是主要点

```
    // Token: 0x06000009 RID: 9 RVA: 0x00002204 File Offset: 0x00000404
    public MainForm()
    {
        this.InitializeComponent();
        this.MineField = new MineField(MainForm.VALLOC_NODE_LIMIT);
        this.AllocateMemory(this.MineField);
        this.mineFieldControl.DataSource = this.MineField;
        this.mineFieldControl.SquareRevealed += this.SquareRevealedCallback;
        this.mineFieldControl.FirstClick += this.FirstClickCallback;
        this.stopwatch = new Stopwatch();
        this.FlagsRemaining = this.MineField.TotalMines;
        this.mineFieldControl.MineFlagged += this.MineFlaggedCallback;
        this.RevealedCells = new List<uint>();
    }
}
```

点点开SquareRevealedCallback

```
// Token: 0x0600000C RID: 12 RVA: 0x00002348 File Offset: 0x00000548
private void SquareRevealedCallback(uint column, uint row)
{
    if (this.MineField.BombRevealed)
    {
        this.stopwatch.Stop();
        Application.DoEvents();
        Thread.Sleep(1000);
        new FailurePopup().ShowDialog();
        Application.Exit();
    }
    this.RevealedCells.Add(row * MainForm.VALLOC_NODE_LIMIT + column);
    if (this.MineField.TotalUnrevealedEmptySquares == 0)
    {
        this.stopwatch.Stop();
        Application.DoEvents();
        Thread.Sleep(1000);
        new SuccessPopup(this.GetKey(this.RevealedCells)).ShowDialog();
        Application.Exit();
    }
}
```

第一个就是点到雷后会出现图

这时候我们需要做的就是

把他注释掉

然后保存为新文件

```
// Token: 0x0600000C RID: 12 RVA: 0x0000256C File Offset: 0x0000076C
private void SquareRevealedCallback(uint column, uint row)
{
    this.RevealedCells.Add(row * MainForm.VALLOC_NODE_LIMIT + column);
    if (this.MineField.TotalUnrevealedEmptySquares == 0)
    {
        this.stopwatch.Stop();
        Application.DoEvents();
        Thread.Sleep(1000);
        new SuccessPopup(this.GetKey(this.RevealedCells)).ShowDialog();
        Application.Exit();
    }
}
```

在要注释的地方点击鼠标右键->编辑方法->弄好之后点击右下角的编译

再保存为新文件 (ctrl+shift+s) 运行新文件

踩雷不会死，但是你要一直点到出现图片

找到不是雷的3个点即可

然后在运行一次，在不踩雷的情况下点3个点

897

27.554

Preview [FlareOn5]Ultimate Minesweeper.md

Instructions: Left Click to reveal a square, Right Click to flag as Dangerous  
Reveal all Non-Mine squares to win

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Winner's Circle



Congratulations!

You have won the  
Ultimate Minesweeper Championship  
and nobody cares.

Here is your prize:  
[Ch3aters\\_Always\\_Win@flare-on.co](mailto:Ch3aters_Always_Win@flare-on.com)

And remember kids, Winners don't do drugs