**Clover : Minesweeper 3D - Core Detonation**

A 3D grid of cubes (instead of 2D squares). You move around the cube field in first-person or third-person and "scan" or "reveal" tiles by interacting with them. Avoid stepping on a mine, use scanners, and defuse all mines to win.

The game presents a **3D grid of cubes** (e.g., 10×10×5). Some of these cubes **contain hidden mines**, placed randomly. Each safe cube shows a **number of clover leaves** representing how many **adjacent cubes** (in all directions—above, below, sides) have mines. The player moves around in **first-person or third-person**, exploring and selecting cubes.

You can either:

* **Reveal** a cube (left-click)
* **Flag** a cube as a suspected mine (right-click)

The goal is to **reveal all safe cubes** without triggering a mine.

Tools like **scanners** or **X-ray power-ups** can help you clear the board.

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A grid of cubes (e.g., 10x10x10, or 10x10x5 to start simple)

Firstly it shows a 10x10 grid, and it is stacked upon each other like 10 or 5 layers. When you find all the mines in the first grid, you can jump to the next grid which is below and the current grid gets destroyed.

Some cubes contain mines (randomly placed)

Number on a cube = how many adjacent cubes contain mines

Flagging system: mark suspected mines

Game ends when:

* You step on a mine (lose)
* You reveal all safe tiles (win)

### **3D Navigation**

* Move around the 3D grid using WASD + mouse
* Orbit camera around the field
* First-person OR top-down switch

### **Scanner Tool**

* A limited-use ability (e.g. 3 times per game) that reveals mine count in a radius around the selected tile
* Visualization: glowing sphere or pulse effect

**Instead of instantly dying when you click a mine, sometimes trigger a quick reflex or logic mini-game to “defuse” it**

Succeed = safe

Fail = boom

### **Time Pressure**

* Optional timer mode
* Mines become active after a certain time (hardcore mode)

### **Progression / Levels**

* Start with a small 3D grid
* Progress through increasingly complex volumes (e.g., 5×5×5 → 10×10×5 → 10×10×10)
* Different themes (underground base, alien ruins, digital grid, etc.) - not sure.

### **Power-Ups**

* **X-ray Vision** (see inside 2–3 tiles)
* **Auto-clear**: reveals all surrounding safe tiles around a revealed zero
* **Flag bot**: automatically flags confirmed mine tiles

### **Mini-Games**

* A math based game that pops up with a small window. You have to solve math puzzles to gain ability or relive.