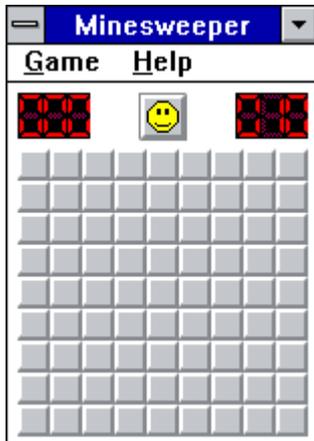




# Minesweeper

Minesweeper is a game.



The goal of Minesweeper is to uncover all the squares on a grid that do not contain mines without being “blown up” by clicking on a square with a mine underneath. The location of most mines is discovered through a logical process, but some require guessing, usually with a 50-50 chance of being correct. Clicking on the game board will reveal what is hidden underneath the chosen square or squares (a large number of blank squares [bordering 0 mines] may be revealed in one go if they are adjacent to each other). Some squares are blank while others contain numbers (from 1 to 8), with each number being the number of mines adjacent to the uncovered square.

To help the player avoid hitting a mine, the location of a suspected mine can be marked by flagging it with the right mouse button; however, if a player is unsure if a square is safe or not, they can tag it with a question mark (?). The game is won once all blank or numbered squares have been uncovered by the player without hitting a mine; any remaining mines not identified by flags are automatically flagged by the computer. However, in the event that a game is lost and the player had mistakenly flagged a safe square, that square will either appear with a red X, or else a red X covering the mine (both denoting the square as safe). The game board comes in three set sizes with a predetermined number of mines: “beginner”, “intermediate”, and “expert”, although a “custom” option is available as well.

## Notes

Text partially based on [https://en.wikipedia.org/wiki/Microsoft\\_Minesweeper](https://en.wikipedia.org/wiki/Microsoft_Minesweeper)

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