**USER MANUAL**

The objective of the game is to uncover all the spaces not containing mines. The faster the board is cleared, higher is the score.

**Minesweeper Board**

The game consists of three difficulty levels

1. Easy (8\*8 grid with 8 mines)
2. Medium(10\*10 grid with 10 mines)
3. Hard(12\*12 grid with 12 mines)

**Rules Of The Game**

The rules are simple

1. A square having a number shows the number of mines in the eight squares around it.
2. Uncovering a mine ends the game.
3. When all squares except those containing mines are uncovered, the user wins.
4. A timer will be running in the game . Once you complete the game you will get a score corresponding to the time taken.

**How To Play**

1. Click on the box to uncover it.
2. If you have a doubt regarding a square, to be containing a mine, flag it.

**Hints**

* An 8 indicates that all the squares around it are mined.
* Notice patterns. 2-3-2 implies 3 consecutive squares are mined.
* When in doubt, use flags to mark the cells.
* When no clue is found, try an unexpected region