

# USER MANUAL

The objective is to find the empty squares in the minefield while avoiding the mines. When you find all the squares without detonating a single mine, you win the game. The faster you clear the board, the better your score.

## The Minesweeper Board

Minesweeper has four standard boards to choose from, each progressively more difficult.

**Beginner** Level : 06\*06 Tiles, 06 Mines

**Amateur** Level : 10\*10 Tiles, 10 Mines

**Professional** Level : 15\*15 Tiles, 15 Mines

# How To Play

The rule in minesweeper is simple:

Uncover a mine, and game ends.

Uncover a empty square, and u keep playing.

Uncover a number, and it tells you how many mines lay hidden in the eight surrounding squares-Information you use to deduce which nearby squares are safe to click.

You win if you correctly flag all the boxes which contain mines.

## Hints & Tips

Mark the mines. If you suspect a square conceals a mine, click on it when flag mode is on. This puts a flag on the square. Study the patterns. If three square in a row display 2-3-2, then you know three mines are probably lined up beside that row. If a square says 8, every surrounding square is mined.

Explore the unexplored. Not sure where to click next?

Try clearing some unexplored territory. You're better off clicking in the middle of unmarked squares than in an area you suspect is mined.

# FEATURES

Some of the features that is available to the user:

Option to choose **THREE DIFFICULTY LEVELS**.

The user will get randomly mined maps every time.

In case of losing, Dialog box will show **TWO** options:  
New Game, Exit Minesweeper.

We are showing the Minesweeper Board at last, when the User get lost. (Board is showing the place of mines.)