

DRAFT USER MANUAL

1. The objective of the game:

The objective of minesweeper is to open all the cells on the board that do not contain mines.

2. The board:

- The board consists of a certain number of cells. All the cells on the board contain a hidden value.
- Some cells contain a mine. This is denoted by the letter 'M'. It will appear when you open a mine.
- Other cells contain number values. Each cell is surrounded by a maximum of eight other cells.
- The number in a certain cell represents the number of mines in the eight surrounding cells. For example in the image, the cell (2,2) contains the number 2. This means that in the eight cells surrounding it, there are two mines. The only possibilities for those two mines are the cells (3,1), (3,2), (3,3), (2,3), and (1,3).



3. Opening cells:

- To open a cell simply enter the number of the row and column of the cell that you want to open.
- You will first be prompted to enter the number of the row. Remember that rows are numbered from top to bottom
- The numbers of the rows are displayed on the left edge of the board.
- You will then be prompted to enter the number of the column. Remember that columns are numbered from left to right
- The numbers of the columns are displayed on the upper margin of the board.

4. Flagging and unflagging cells:

- Certain cells can be flagged. That means that you will not be able to open certain cells as long as they are flagged
- To place a flag, enter the number 99 when you are prompted for the number of the row of the cell that you want to open(see point 3). Then, you will be prompted for the row and column for the cell that you want to flag.
- A flagged cell will be marked by the letter 'F'. A flagged cell can be opened only after it is unflagged. To unflag a cell, enter the number 99 when you are prompted for the number of the row of the cell that you want to open(see point 3). You will then be prompted for the row and column of the cell that you want to unflag. An unflagged cell can be operated upon like any regular cell

5. The game is won only when all the cells that do not contain mines are opened.