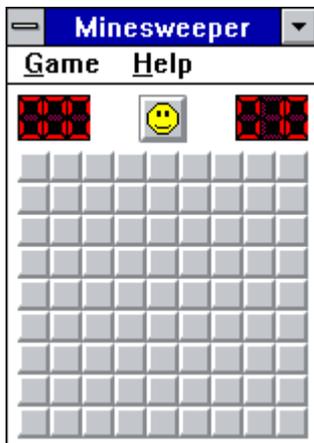




# Minesweeper

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.

## Starting game

To start new game select **New** item from **Game** menu, press F2 or click Smile button.

## Game mode

You can change game mode by selecting item **Beginner**, **Intermediate** or **Expert** from **Game** menu. Also you can define custom game mode by selection **Custom** item.

## Help marks

Right mouse click allow to set '?' marks. You can disable or enable such mode selecting **Mark (?)** item from **Game** menu.

## Best times

To show best time results of previous games select **Best Times** item from **Game** menu.

## Download

You can download source code and binaries from [GitHub](#). Clock comes under LGPL-2.1 license.

## Notes

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

### Win16 Applications

[Calculator](#) [Calendar](#) [CARDFILE](#) [CHARMAP](#) [Clipboard Viewer](#) [Clock](#) [Control Panel](#) [DRWATSON](#) [EXPAND](#) [FASTOPEN](#) [MPLAYER](#) [MSD](#) [Notepad](#) [PACKAGER](#) [PBRUSH](#) [PIF Editor](#) [printman](#) [Program Manager](#) [regedit](#) [setup](#) [SOL](#) [soundrec](#) [System Configuration Editor](#) [Task Manager](#) [WINFILE](#) [WINHELP](#) [Minesweeper](#) [winsheld](#) [Windows Version write](#)

2023/12/23 10:47 · prokushev · [0 Comments](#)

From:  
<http://185.82.219.184/doku/> - **osFree wiki**

Permanent link:  
<http://185.82.219.184/doku/doku.php?id=en:docs:win16:applications:winmine&rev=1703390158>

Last update: **2023/12/24 03:55**

