

# **minesweeper Game instructions / game rules**

Brettspielnetz.de Team  
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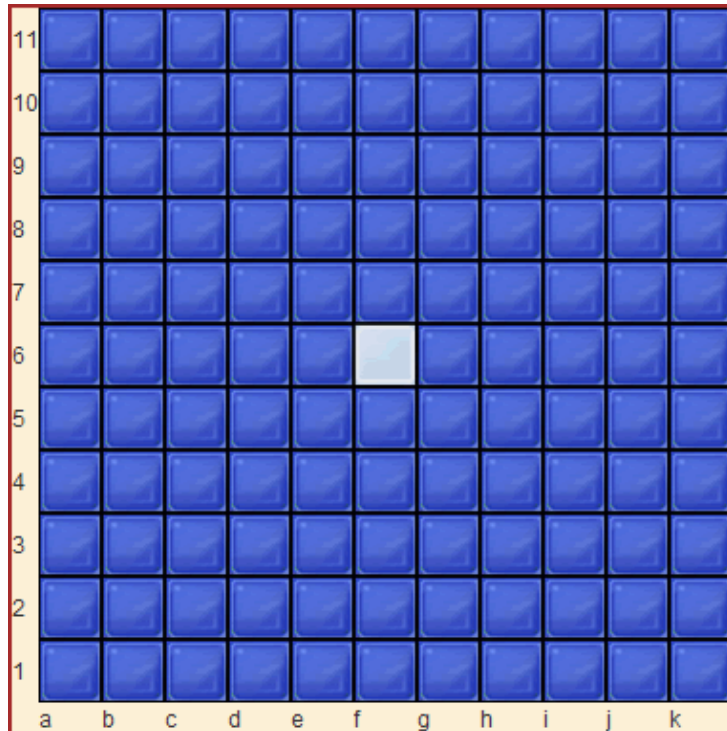
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# minesweeper Spielregeln

# Introduction and Object of the board game

Minesweeper is a board game by Coan.net and the author is Michael A. Coan. Minesweeper is a variant of the popular Windows game and changed so that it can be played with 2 players. At the start of the game 15 mines are hidden in the 11x11 board. The goal of the game is to determine (or guess) where the mines are before your opponent does. For guessing a mine correctly you earn points, if you guess wrong you will loose points. If all mines are found the player with the most points wins the game.

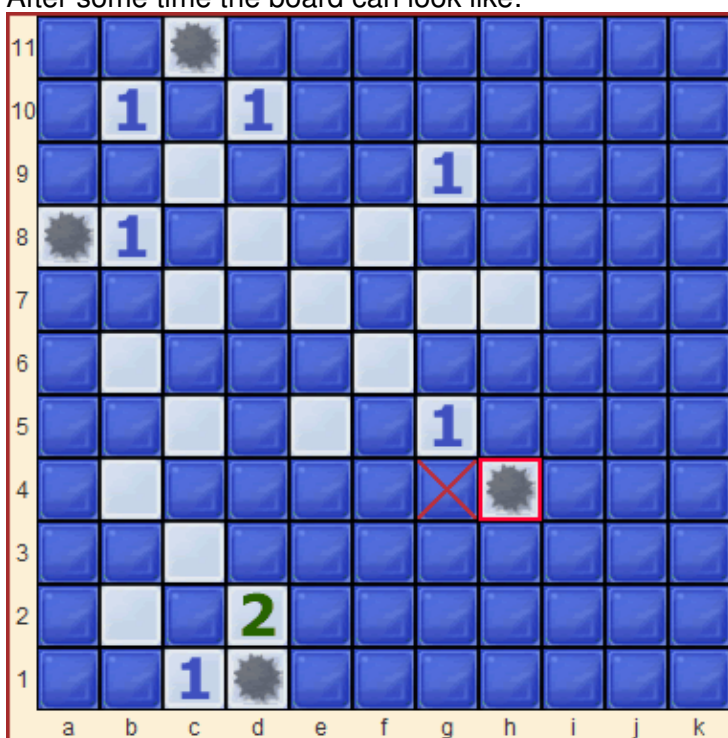


# Playing the board game

The game starts with the board as shown above. The middle spot is open. That means that there is no mine directly adjacent to this spot (horizontal, vertical and diagonal). Players take turns by doing one of the following actions:

- Click 1x on a spot (question mark with blue background): this will show the number of surrounding mines. Watch out: if there is a mine on this spot, then you will get minus points (see below).
- Click 2x on a spot (question mark with a mine in the background): now you guess that there is a mine on that spot. If you are right you will earn points, if you are wrong you will lose points (see below).

Every action is visible for your opponent, except if you guessed wrong. A wrong guess is visible in the move list, but not where the player guessed. You can however see your own wrong guesses. After some time the board can look like:



You can lose and earn points with:















- If you accidentally hit a mine: -5 points.
- If you guess a mine correctly: **Change of rules at Brettspielnetz.de: +5,+3,+3,+4,+4,...,+6,+6,+6,+6 points** for mine 1,...,15. The score is staggered as the game progresses. Mine 1 gets a bonus, then the points fall and rise again.
- If you guess and there is not a mine: -3 points.
- When you explore a square and the number of surrounding mines is displayed (meaning you haven't accidentally clicked on a mine), you receive one point for each mine not yet displayed on the playing field. Example: You explore a square and receive a 3 as the result. If an adjacent mine is already displayed, you receive two points.

After a move we evaluate the board and we make all fields (with no mines) visible that add no new information to the game. So if after a move you can deduct from the game how many surrounding mines a spot has, then the number of surrounding mines of that spot will be shown.

## End of the board game

The game ends if all 15 mines are visible (found and/or hit). The player with the most points (or least minus points) wins the game. If both players have the same amount of points, the game ends as draw.

# Quick reference

	Show the number of mines surrounding this cell (gives you minus points if there is a mine!).
	Guess that here is a mine (points if you are right and minus points if you are wrong!).
	There was a wrong guess on this spot, there is no mine. The opponent does not see this information.
	On this spot there is a mine and it is guessed correctly.
	On this spot there is a bomb, and it is hit accidentally.
	There is no mine in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There is exactly 1 mine in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 2 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 3 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 4 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 5 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 6 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 7 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).
	There are exactly 8 mines in the surrounding cells of this cell (horizontal, vertical, diagonal).