

mineSweeper

Introduction

The goal of the game is to uncover all the squares that do not contain mines without being "blown up" by stepping on a square with a mine underneath. The location of the mines is discovered by a process of logic. "Q" will reveal what is hidden underneath the chosen square. A large number of blank squares may be revealed in one go if they are adjacent to each other. Some squares are blank but some contain numbers, 1 to 8, each number being the number of mines adjacent to the uncovered square. To help avoid hitting a mine, the location of a suspected mine can be marked by flagging it with "W". The game is won once all mines have been flagged.

Requirements

No extras required - not even the Memory Expansion. Insert cartridge and power up your console.

Quick reference guide

ESDX or IJKL Move cursor.
1, 2 or 3 Start a new game at any time. The number match the level.
Q Reveal square.
W Flag square (or clear flag).
Fctn = (Quit) Returns the computer to the master title screen.

Credits @AtariAge.com

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