

# Minesweeper

The coolest version I have ever had.

# MINEFLOWER

ADVENTURE MODE

FREEPLAY MODE

INSTRUCTIONS



# GAME OPTIONS

6x6

8x8

10x10



Count: 10



Count: 2



Count: 2



Count: 2



Count: 2



Count: 2

CONTINUE



# ADVENTURE



Best time: 159

**Conquer the lawns with  
your new robot lawn  
mower!**

Enter your name:

You have recently invented a robot lawn mower which mows lawns automatically! However, there is a problem: It runs over plants that happen to be in the way! Not wanting to let your hard work go to waste, you install a proximity detector for flowers so the robot will know when it's near them. Now, all you need to do is test it by controlling the bot manually! 10 lawns must be cleared.

Note: It is recommended to read the instructions on how to play basic minesweeper. While new objects are explained, the base game isn't.

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PLAY!

# ADVENTURE 6x6

Level: 1



: 8



: 009

	1			1	
1	2	2	2	2	1
	2			2	
	2			2	
1	2	2	2	2	1
	1			1	

TITLE

RETRY LEVEL

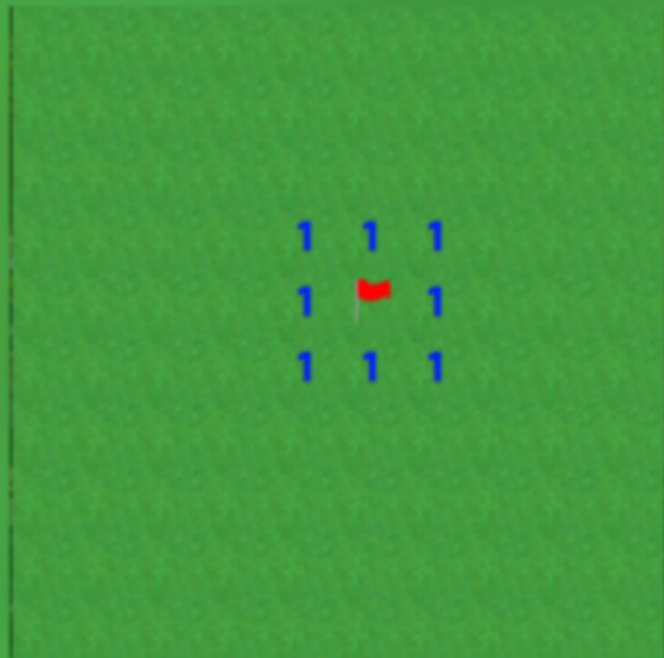


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## What is Mineflower and how do I win?

Mineflower is minesweeper with a lawn mowing theme and contains extra objects to spice up the base game.

The goal of the game is to flag all the mines and clear all the grass.



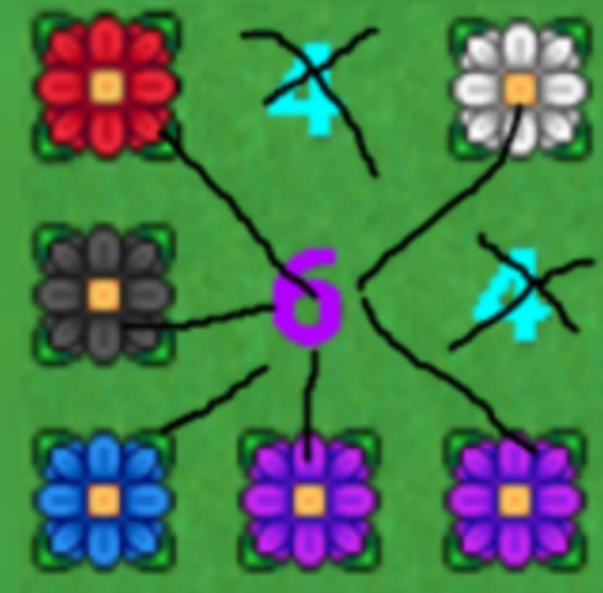
(completed grid)

There are 2 separate modes to choose from in the title:

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## Why are there numbers everywhere?

These numbers show how many mines are surrounding the position the number is on. They are basically hints telling the player where mines could be.



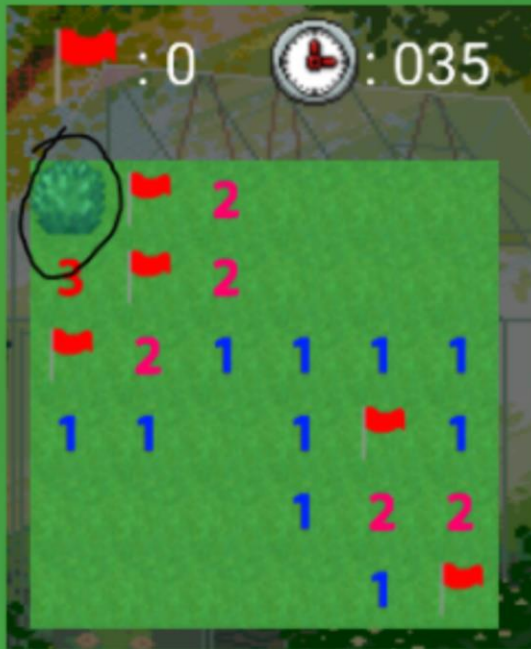
proximity of 6: displaying that there were 6 mines near that position.

In order to win *Mineflower*, it is necessary to watch these values to decide where to flag and where to cut.

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## Clearing the grid: Why?

Clearing the grid completely is necessary because if the game ended only with flagging all mines, you could guess and check your way to victory. While it is very, very improbable it's still possible.

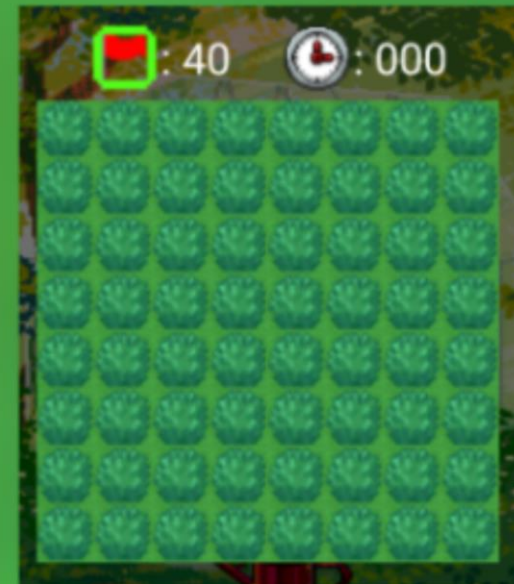


(this player has not won yet)

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## What are flags and how do I place them?

Flags help you and the game indicate where the mines are. If you place a flag somewhere, you should be certain a mine is there. Proximity will help you with that. You only get as many flags as there is mines, so one mistake will ruin you!



(clicking the flag toggles placing them)  
Once you toggle flags, you will only place them until you:





Objects, as I like to call them, are additional things that may go on the grid. They may help, they may not. They exist to try to make the game more fun!



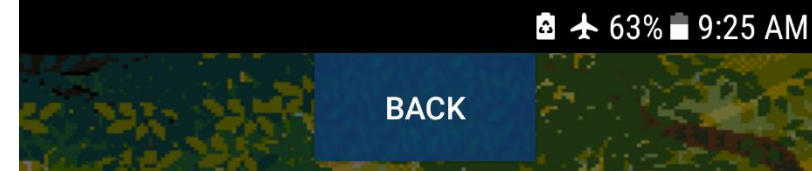
Weeds interfere with proximity when two or more are in the proximity of a position that would display proximity to a mine. The weed will randomize the proximity of that position from zero to the original proximity. Be careful when you see one or suspicious proximity!



Repellents are the hard counter to weeds. They kill them and leave nothing left. First they will kill the surrounding 8 grid spaces, then if there was a weed that was near a killed weed, it will kill that weed too! Use them to clear suspicion about proximity!



Sprinklers spray the 8 areas around it and reveal them.



Sprinklers spray the 8 areas around it and reveal them. If they're mines, don't worry! They get completely disabled and forgotten about (This also gives you extra flags). However, if there's a weed... Let's not talk about it.



This patch of dirt is also known as a dead zone. They exist to conceal proximity. Unlike weeds, they do not alter it and are revealed at the beginning of the game, so you will know exactly where they are.



Hives exist only to help, in a world of pain. When you click one, they will find 5 mines (starting from the top-left and going to bottom-right) and fill them with honey. Once they have no more, they're done. These honey filled mines become just like wet mines. They do nothing and free 5 flags. Weeds don't care about