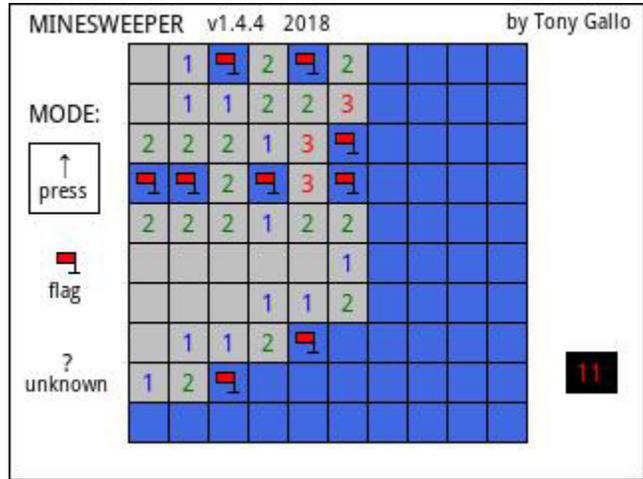


MINESWEEPER for the HP PRIME

By Tony Gallo (tgallo@tbaytel.net)



Rules:

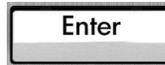
You must find all empty squares while avoiding the mines. If you click a square with a mine the game is over and then you lose. Otherwise the square is cleared and number is placed on it indicating the number of mines in the 8 adjacent squares. When you know where a mine is you can flag it.  This will prevent you from selecting it. You can also mark the square with a question mark. ?

Navigation:

To click a square just touch it.

If you feel the grid is too small to touch you can use the rocker wheel  to

highlight the square you wish and press ENTER.



The mode indicates what happens when you click a square (reveal, flag or question mark). Just touch the MODE menu.

MODE:



If you are in flag mode and click a flagged square it will unflag the square. This is the same for the question mark.