

# AtomicGi's *Idle* MINESWEEPER

Game by AtomicGi

Made on [Flowlab.io](https://flowlab.io)

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# Welcome! And Foreword.

The game you are about to play (or perhaps have already played) is one I have been working on for a few months now. That being said, it is mildly complicated– but very easy to pick up. You got this.

Below is a table of contents for you to scan, along with some history picked from Wikipedia (and other sources) about minesweeper if such topics please you.

My foreword is this; I've put a lot of work into this. I ask that you give it a shot and don't immediately throw the game away. If throwing it away is your will, I won't object.

Enjoy!

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# A Brief Summary on the History of Minesweeper

Minesweeper's origins aren't the most straightforward. Minesweeper came as the game we know it today in the 1990s. However, it was originally created in 1983, known by the name of "Mined-Out", by Ian Andrew. Imagine if minesweeper and centipede had a baby (which isn't unimaginable, as centipede was a popular game that came out two years prior.)

A man by the name of *Curt Johnson* recreated a game very similar to this one; he admits he based minesweeper off of a game, but not "Mined-Out". Coincidence? Probably. A very intuitive game where you click tiles to find the safe squares; he had done it! Curt Johnson and Robert Donner had made... Flower... Field.

Flower Field?! Or, Minesweeper to Americans. Fun fact, the mines were changed to flowers in Italy, hence the new name!

Microsoft determined that this was the best game to put on their newest personal computer, the *Windows 3.11* in one of the Windows Entertainment Pack (or the WEP). The game was featured in the very first entertainment pack. While it is hard to tell how many sales Minesweeper has made, it is estimated to be 1.5 BILLION! HOLY COW!

Further down the timeline, Microsoft began to bundle this extremely popular game with other personal computers until August 1, 2012 when they just put it on the online store. Since then, Minesweeper *clones* have been created, notable ones like "Minesweeper X" with more advanced features, "Crossmines" with weird linked cells, and even the game you're playing now (or about to play)!

Since then, Minesweeper hasn't been viewed as much of a standalone game. It, although, has been incorporated into many other titles, such as Pokemon (Heart&Soul) and Minecraft (2015 April Fools Update). They even made this in a magazine known as "天体図" ("Star Map" in English).

People also created *Minesweeper Tournaments*, where people competitively play minesweeper, but that's another story for another time. You're truly here for

# The Game

[The Game](#) is a mental game in which one must not think of it or they lose. It's usually impossible to win. AtomicGi's Idle Minesweeper, on the other hand, is very possible and very easy to win, so long as you follow this guide to the T.

The goal of the game is to uncover ***as many safe tiles as you can*** without hitting a bomb, or mine, tile.

Let's start with the basics, how to win a minesweeper board, illustrated by *table boxes*.

|  |   |  |
|--|---|--|
|  |   |  |
|  | 3 |  |
|  |   |  |

Say you clicked this orange box. The number on it displays 3. This means that the surrounding blocks that touch it– up, down, left, right, and diagonally– 3 of them must be a mine. However, it wouldn't be possible to determine what is and isn't a mine solely from that 3x3 square. So...

|   |   |   |   |   |   |   |  |  |  |
|---|---|---|---|---|---|---|--|--|--|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 |  |  |  |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |

That's better. Now, to the untrained eye, this looks really difficult! However, once we decompose this, it'll get simple, fast. So, let's start on the bottom left revealed box. There is one mine touching it. The box next to it says two and the box next to that says two. This directly doesn't tell us much, other than how there are three 2 boxes sandwiched between yellow 1 boxes. That means that two of the red boxes are mines.

|   |   |   |   |   |   |   |  |  |  |
|---|---|---|---|---|---|---|--|--|--|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 |  |  |  |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |

Let's break this down. The mine that the 1 on the right is touching is definitely the rightmost red-square. The 1 on the left is the red square on the left, meaning that we can reveal the squares around the red and know that the middle one is also safe.

|   |   |   |   |   |   |   |  |  |  |
|---|---|---|---|---|---|---|--|--|--|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |  |  |  |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 |  |  |  |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |  |  |  |
| 1 |   | 2 |   | 1 |   |   |  |  |  |
| 1 | 2 | 2 | 2 | 1 |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |
|   |   |   |   |   |   |   |  |  |  |

Boom. We can use deduction to safely say that the boxes in red are most definitely mines, so you don't click those. You can also flag with a right click to prevent accidentally uprooting an explosive. Next, we see the 1 next to the 2 on the corner (yellow 1). The only possible places the mine the number could be referring to would be directly below the 1 or down to the right of the one. We use what I call "referencing". The blue 1 to the right of the red square is saying that the mine it's referring to has to be the mine to its left as we've

already deduced. If the mine we're trying to find were directly below the yellow 1, the blue 1 would instead be a 2, telling us that there is a mine to the right below the yellow 1.

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |   | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |   | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 |   | 2 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |   | 1 | 0 |
| 1 |   | 2 |   | 1 | 1 |   | 2 | 1 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Woah! That opened up a ton of '0' tiles! Turns out that in Minesweeper, if the neighboring tile of the tile you click on is a '0', it'll reveal itself. This process can happen several times! For the sake of the easiness of this tutorial (and its writer's sanity) let's just say there aren't a lot of mines on this board.

So far we've determined that there are three, each signified by the red squares. However, we aren't done yet. Let's get cracking on that green 2 square. This one's been plaguing us for a

while, and we finally get to solve it. The possibilities for where the mine could be are on the purple and blue squares. We can use the yellow '1' to help us. That says there is only one mine touching it, and the only possible square it could be touching is purple, so we have determined that purple is a mine and that blue is safe!

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |   | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |   | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 | 2 | 2 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |   | 1 | 0 |
| 1 |   | 2 |   | 1 | 1 |   | 2 | 1 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Congratulations! We are so close! Lets use that green two to finish this up quickly. That blue 1 is touching only 1 mine, and since it can't be on that purple empty space, it must be...

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 |   | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 2 | 2 | 2 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 2 |   | 1 | 0 |
| 1 |   | 2 |   | 1 | 1 |   | 2 | 1 | 0 |
| 1 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Yay! We win! We have accurately determined what is and what isn't a dangerous mine.

So, now you know how the basics of minesweeper work. Don't worry if it seems extremely complex, you got this. And besides, you'll get better at it with time—

Not that you need to be good at the game to do good at *THIS* game, however.

So this is an active idle game. Where does 'active idle' come in?

# Drones

Enter the “drone” (don’t take that the wrong way). A little ball dude that zooms– or really just scoots– across the board and helps you. But how?

To understand that, we first must divide the two drones into two categories:

| Miners           | Radars         |
|------------------|----------------|
| We dig up tiles! | We flag tiles! |

Simple and easy! Now what drones fall into these categories? The 1.0 update has these drones in these categories:

| Miners                                              | Radars      |
|-----------------------------------------------------|-------------|
| Basic Miner Drone<br>Cluster Drone<br>Dropper Drone | RADAR Drone |

Unfortunately, the only Radar drones right now is just the basic RADAR. And there are THREE Miner Drones at your beck and call;

## The Basic Miner Drone

The Bob of the group, the Basic Miner Drone simply runs around and hits all of the tiles it treads. This includes tiles that are mines. Be careful when using them. However, to prevent soft-locking (or making it impossible to progress), you get five seconds of *invulnerability*, or being **unable to die**.

## Cluster Drones

An awesome and very quick miner. It scans a circle around itself and has a 20% chance every frame to dig up a tile. It cannot dig up a mine though, making it an ‘absolute miner’.

## Dropper Drones

A drone that drops one time from the ceiling onto the grid. Any tile directly below it gets mined. It is an ‘absolute miner’.



## Radar Drones

This drone scans tiles. If it finds a mine, it'll run to it and flag the mine tile, preventing it from being clicked by miner drones.

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## Upgrades

There are a few upgrades that you can apply to your drones to make them more powerful and not run into mines as often. Here are the current upgrades in the game:

Upgrade Miner Speed: Basic and Cluster miner drones move faster.

Upgrade Miner Ability: Basic drones have less of a chance to accidentally run into a mine.

Upgrade Radar Speed: Upgrades the sweeping speed and moving speed of Radar drones.

Upgrade Radar Ability: Upgrades how far the radar reaches and after specified increments will increase how many Radars are active per drone.

# Afterword

It took me approximately two hours to write this guide and several days worth of programming to make the game. This is the first game I've made that is meant to be played like this and I am very proud of how this turned out.

Thanks for playing, I'll be back ;)

- AtomicGi