

AtomicGi's *Idle* MINESWEEPER

Game by AtomicGi

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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.

So, let's start at the beginning. Tiles are the field on which you play on, those little boxy thingies. I trust you have the game open as I explain it, right? Doesn't sound farfetched? Good.

Click anywhere on the board you want, but USUALLY clicking near the center is the best idea, as it can expand more than a corner would. Keep in mind no matter WHERE you click, it is and always will be possible to click a mine on the first click—this isn't like 'em new fangled games, this is the OLD stuff.

Assuming you haven't immediately been vaporized yet, you're doing great. You should see three types of tiles on your board now:

Blank Tiles (Light grey in color),
Numbered Tiles (Light grey in color with a number on it),
and Mystery Tiles (ooh spooky. Dark grey in color).

Let's assess. Unfortunately, your minesweeper board can't be predicted perfectly, as there are a LOT of possible combinations. However, here's how it works. In this Minesweeper, however, you don't need to worry about flagging anything— unless you're worried about clicking a mine. Flags just tell you where YOU think mines are if you need help remembering. If not, you good here, brotha. Instead, you need to pick out every tile that ISN'T a mine without hitting a mine. Let's explain the numbers.

In broad terms, numbers are labels used to count and measure things. Now, naturally, Minesweeper uses "Natural Numbers" 1-8, unless you're, say, playing Minesweeper in the fifth dimension, which I do not recommend. That number on the tile is how many mines are touching that specific tile on the board, either cardinally or intercardinally (I had to look that up), so one tile isn't enough to easily tell you where the mines are unless it's an 8 (mines touching the tile in every possible way).

So, if you only get one tile, click again until you get a sizable chunk of clear tiles bordered by number tiles. Now your work begins.

Simply put, any bloke can randomly click around to get points and whatnot, but the hard part is ACCURATELY hitting mines– not just looking at a number and getting all excited just to die. For this, you want to utilize the method of **CROSS REFERENCING**. Like this:

1	1	2	1	1
1	?	?	?	1
1	1	2	1	1

Minesweeper doesn't automatically mark tiles if they're mines, so you will need to cross reference the tiles. Immediately, those 2s stand out. They're touching three unknown tiles each, which are bracketed by 1s. Focus on the leftmost and rightmost middle ones. As far as we're concerned right now, they aren't touching anything else, so we can quickly and safely assume that the mines are on the left and right mystery tiles.

This was a very simple explanation of how cross-referencing works, and this is known as the (INSERT HERE LATER) position.

Wait. But, simply put, this only takes up, like, an eighth of the game. So what else is there to cover? Well, it *is* called AtomicGi's **IDLE** minesweeper, so...!

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 0.2 update has these drones in these categories:

Miners	Radars
Basic Miner Drone Cluster Drone Dropper Drone Spiral Drone	RADAR Drone Lightning RADAR

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. All drones are pretty stupid (we talking 12 KB stupid), so they just randomly move around the board. An ‘absolute miner’.

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’.

Spiral Drones

Spiral drones are cheap and are good at sniping corners. They’re ridiculously speedy. However, they are locked behind the astral gates known as “prestige”.

Radar Drones

This drone scans tiles. If it finds a mine, it'll run to it and flag the mine tile, giving you +100 points.

Lightning 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. However, this RADAR is special; it has the ability to create static electricity on the flags, meaning flags can check one another, giving you more points and can result in a point-dense streak!

Prestige

Now... where am I?

Welcome to Prestige– the spiritual world. The stars... h-hey, I feel like you aren't listening. Listen. The stars give us radiant guidance... you're not listening! This is important stuff. What, you just wanna know how this benefits you? Fine. Your funeral. Literally 🗑️🗑️💀💀💀🌹🌹🌹🌹.

Heck Yea.

Cost: 1 Prestige Point

Increase your overall revenue from 1x to 1.4x

BZZT!

Cost: 2 Prestige Points

Lightning now gives 1000 points on shock.

WOMBO COMBO

Cost: 2 Prestige Points

Wins give +100 points compounding. Resets when you lose.

Extra Rewards

Cost: 3 Prestige Points

(Basic) RADAR drones give 2x points

Dropper II

Cost: 5 Prestige Points

Droppers cover a lot more ground. Like... a lot.

Cluster II

Cost: 5 Prestige Points

Clusters now cover a lot more ground.

I... am speed.

Cost: 5 Prestige Points

Miner speed is increased by +3

Can't keep up

Cost: 5 Prestige Points

RADAR speed increases by +3

Woah!

Cost: 5 Prestige points

Adds a 0.6x multiplier to your point booster. Paired with "Heck Yea" increases the total multiplication to 2x.

Afterword

I'm very happy with where I've gotten. After the SoulLight update, I'm taking a little hiatus- I'm tired. I'll be back.

In the meantime, look for secrets! This game is chock-full of them. Keep playing and have fun.

I love you guys!

- AtomicGi