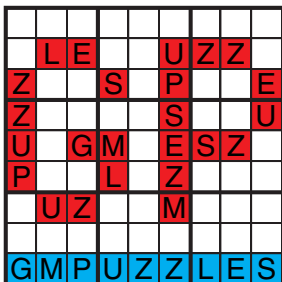




# MINESWEEPER

- JinHoo Ahn Minesweeper
- Mark Sweep Minesweeper
- Grant Fikes Minesweeper
- Serkan Yürekli Minesweeper (Sudoku)
- Chris Green Minesweeper
- John Bulten Double Minesweeper

## GRANDMASTER PUZZLES



# Minesweeper by JinHoo Ahn



|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
|   | 2 |   |   | 3 |   |   |   | 2 |
|   |   | 3 |   |   |   | 7 |   |   |
|   | 2 |   | 4 |   | 6 |   |   | 2 |
| 1 |   |   |   | 5 |   |   |   |   |
|   |   | 2 |   |   |   | 3 |   |   |
|   |   |   |   | 4 |   |   |   | 0 |
| 1 |   |   | 5 |   | 3 |   | 1 |   |
|   |   | 6 |   |   |   | 2 |   |   |
| 1 |   |   |   | 3 |   |   | 1 |   |

*Sequence Snakes*

# Minesweeper by Mark Sweep



|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
|   | 1 |   | 2 |   | 3 |   | 2 |   |
|   |   | 0 |   |   |   | 1 |   |   |
|   | 4 |   | 3 |   | 4 |   | 5 |   |
|   |   |   |   |   |   |   |   |   |
| 3 | 4 | 3 | 2 | 1 | 2 | 3 | 4 | 3 |
|   |   |   |   |   |   |   |   |   |
|   | 5 |   | 4 |   | 4 |   | 2 |   |
|   |   | 3 |   |   |   | 2 |   |   |
|   | 3 |   | 2 |   | 1 |   | 1 |   |

*Cell Division*

# Minesweeper by Grant Fikes



|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
| 2 |   |   |   | 1 | 1 |   |   |   | 1 |
|   |   | 2 | 3 |   |   | 3 | 2 |   |   |
|   | 3 |   |   |   |   |   |   | 1 |   |
|   | 3 |   |   | 3 | 3 |   |   | 1 |   |
| 2 |   |   | 3 |   |   | 3 |   |   | 1 |
| 2 |   |   | 3 |   |   | 3 |   |   | 1 |
|   | 4 |   |   | 3 | 3 |   |   | 3 |   |
|   | 4 |   |   |   |   |   |   | 3 |   |
|   |   | 2 | 4 |   |   | 3 | 3 |   |   |
| 1 |   |   |   | 1 | 1 |   |   |   | 2 |

*3-Ring Circus*

# Minesweeper (Sudoku) by Serkan Yürekli

Rules: Standard Minesweeper rules. Also, each row, column, and bold region must contain exactly three mines.

|   |  |   |   |   |  |   |  |   |
|---|--|---|---|---|--|---|--|---|
|   |  | 1 |   |   |  | 3 |  |   |
|   |  |   |   |   |  |   |  |   |
| 1 |  |   |   |   |  |   |  | 3 |
|   |  |   | 1 |   |  |   |  | 3 |
|   |  |   |   |   |  |   |  |   |
| 2 |  |   |   | 2 |  |   |  |   |
| 0 |  |   |   |   |  |   |  | 1 |
|   |  |   |   |   |  |   |  |   |
|   |  | 1 |   |   |  | 0 |  |   |

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| • | • | 1 |   |   | • | 3 |   |   |
|   |   |   |   |   | • | • |   | • |
| 1 | • |   | • |   |   |   | • | 3 |
|   |   |   | 1 | • | • | • | • | 3 |
| • | • |   |   |   |   |   | • |   |
| 2 |   | • | • | • | 2 |   |   |   |
| 0 |   | • | • |   |   | • |   | 1 |
|   |   | • |   | • |   |   |   | • |
| • |   | 1 |   | • |   | 0 |   | • |

Example by Serkan Yürekli



|          |  |          |          |          |          |          |  |          |
|----------|--|----------|----------|----------|----------|----------|--|----------|
|          |  |          | <b>2</b> | <b>2</b> |          | <b>2</b> |  | <b>1</b> |
| <b>2</b> |  |          |          |          |          |          |  |          |
|          |  |          | <b>3</b> |          | <b>3</b> |          |  |          |
|          |  | <b>3</b> |          |          |          | <b>3</b> |  | <b>2</b> |
|          |  |          |          | <b>3</b> |          |          |  |          |
| <b>0</b> |  | <b>3</b> |          |          |          | <b>3</b> |  |          |
|          |  |          | <b>3</b> |          | <b>3</b> |          |  |          |
|          |  |          |          |          |          |          |  | <b>1</b> |
| <b>2</b> |  | <b>2</b> |          | <b>2</b> | <b>2</b> |          |  |          |

*Protected by 3's*

# Minesweeper by Chris Green



|  |   |   |   |   |   |   |   |   |  |
|--|---|---|---|---|---|---|---|---|--|
|  |   |   |   |   |   |   |   |   |  |
|  | 3 | 2 |   | 3 | 3 | 3 | 2 | 2 |  |
|  | 2 |   | 3 |   |   |   |   | 2 |  |
|  | 2 |   |   | 1 | 1 |   | 3 |   |  |
|  | 3 |   | 3 |   |   | 1 |   | 3 |  |
|  | 3 |   | 3 |   |   | 1 |   | 3 |  |
|  |   | 2 |   | 1 | 1 |   |   | 3 |  |
|  | 3 |   |   |   |   | 2 |   | 2 |  |
|  | 3 | 2 | 3 | 3 | 3 |   | 2 | 2 |  |
|  |   |   |   |   |   |   |   |   |  |

*Pinwheel*

# Double Minesweeper by John Bulten

Rules: Variation of Minesweeper rules. Place either 0, 1, or 2 mines into each empty cell so that each number represents the total count of mines in neighboring cells, including diagonally adjacent cells.



|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
|   | 5 |   |   |   | 5 |   | 5 |   | 4 |
| 5 |   | 9 |   |   |   | 6 |   |   |   |
|   |   |   | 8 |   | 9 |   | 6 |   |   |
|   |   | 8 |   | 5 |   |   |   | 7 |   |
|   | 5 |   | 3 |   |   |   | 8 |   | 4 |
| 4 |   |   |   | 8 |   | 5 |   | 5 |   |
|   | 6 |   |   |   | 5 |   |   |   | 6 |
|   |   | 7 |   | 9 |   | 7 |   |   |   |
|   | 8 |   | 5 |   |   |   | 7 |   | 5 |
| 5 |   | 5 |   |   |   | 8 |   | 7 |   |
|   |   |   | 9 |   | 6 |   | 4 |   |   |
| 6 |   |   |   | 6 |   |   |   | 9 |   |
|   | 5 |   | 8 |   | 7 |   |   |   | 4 |
| 3 |   | 5 |   |   |   | 8 |   | 7 |   |
|   | 7 |   |   |   | 5 |   | 4 |   |   |
|   |   | 7 |   | 9 |   | 7 |   |   |   |
|   |   |   | 5 |   |   |   | 8 |   | 5 |
| 3 |   | 6 |   | 7 |   |   |   | 2 |   |

*Step Wise*