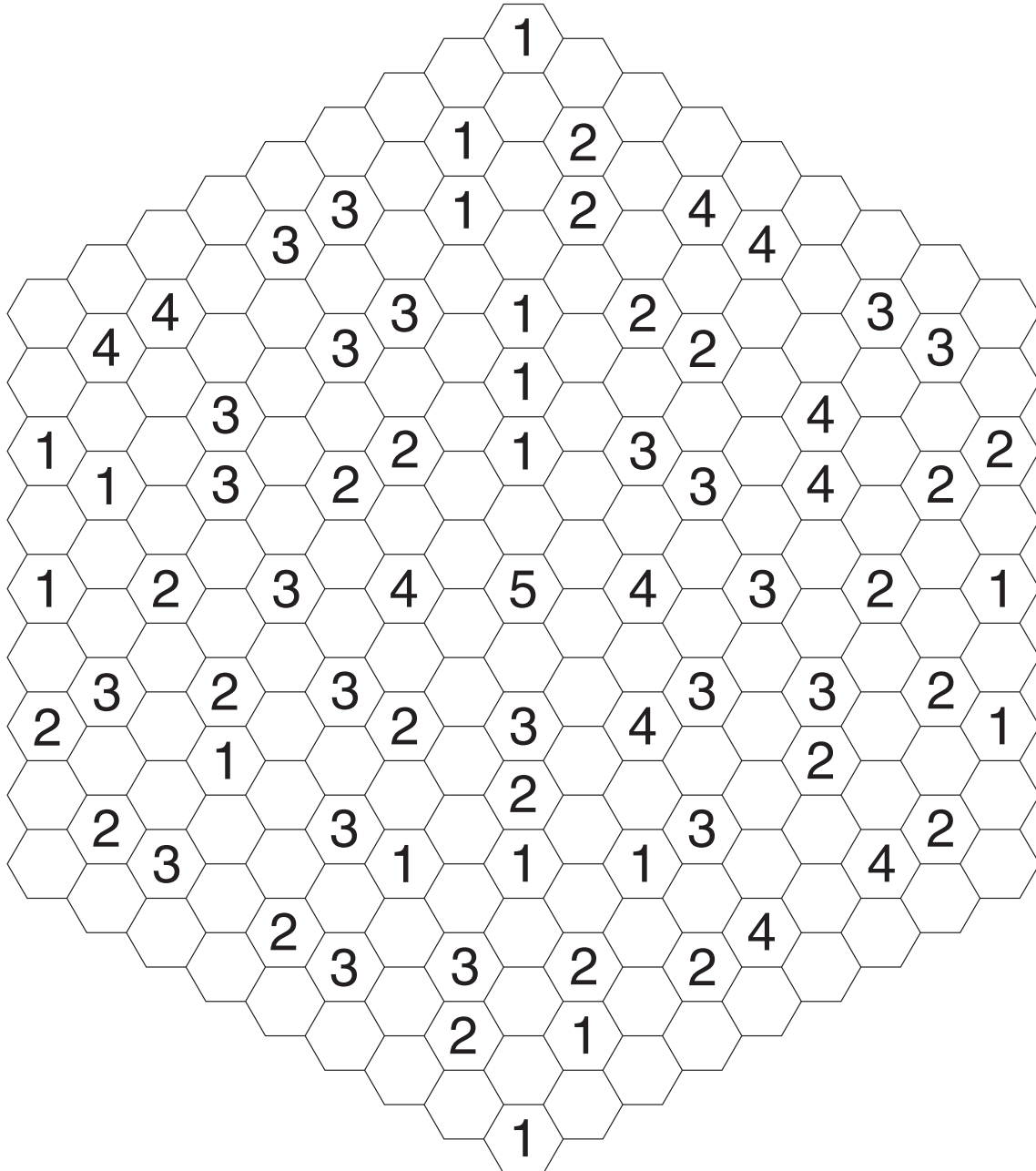# Minesweeper (Hex) by Thomas Snyder

Rules: Place a mine into some of the empty hexagonal cells so that each number represents the total count of mines in neighboring cells.

★★★⯪☆

Equal and Unequal