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[How to Play Minesweeper \(with Pictures\) - wikiHow](#) : Play-Minesweeper

To win a round of Minesweeper, you must click on the board every square that doesn't have a mine under it. Once you've done so, the game will be over. If you accidentally click a square that has a mine beneath it, the game will be over. You'll have the option of starting a new game or redoing the one you just played.

[2ahUKEwi2opHs8MuDAXUaCOQIHTCKAtAQFnoECAEQBg](#) : [O O bet365](#)

[2ahUKEwi2opHs8MuDAXUaCOQIHTCKAtAQzmd6BAgBEAc](#) : [O O bet365](#)

Whenever you see a 1 next to a 2 against a wall, you know that the space opposite the 2 is a mine. This is because there can only be one mine in the two spaces adjacent to the 1, which means the second mine must be adjacent to the 2 in the final space.

[2ahUKEwi2opHs8MuDAXUaCOQIHTCKAtAQFnoECAEQDQ](#) : [O O bet365](#)

[2ahUKEwi2opHs8MuDAXUaCOQIHTCKAtAQzmd6BAgBEA4](#) : [O O bet365](#)

It took until 1929, however, for a truly effective simulator, the Link Trainer, to appear, devised by Edwin A. Link, a self-educated aviator and inventor from Binghamton, New York.