Mobile Sapper

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Game requirements: Nokia 3650, 7650 Mobile Phone,
450KB a free space.

Introduction

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How to play

Mobile Sapper is a logical game.
You have to find out where the mines are hidden.
It is not an easy problem, but you can use informations
about the amount of mines round some of fields. When you
click that field you can see a number. It is the amount
of mines round the field. For example:

You cannot see mines(symbol), but you know that
there are 2 mines round the central field.

Player can flag suspect fields to prevent clicking them.
(you have limited number of flags) or mark them
by symbol (there's unlimited amount of question marks,
but you can click them)

When you click a mine you lose.

During the whole game the time is counted, and when you win
(you win when you make visible all not-mined fields)
best score is updated.

Keyboard:

joystick or keys **2**,**4**,**6**,**8** - move
joystick-key or key **5** - look up a field
0 - mark a field
- fast move
c - back to the main menu

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