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[Algorithmic Approaches to Playing Minesweeper - Harvard DASH](#) : bitstream : handle : BECERRA-SENIORTHESIS-2024

There are three difficulty levels for Minesweeper: beginner, intermediate, and expert. Beginner has a total of ten mines and the board size is either 8 8, 9 9, or 10 10.

We have $492556 = 125244$ ways for an easy grid to have an 8 somewhere. Out of the 1.88 trillion total easy grids, this gives a probability of about $\frac{1}{8}$. So, very rare indeed!

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