

Event Guide

This guide gives an overview of the types of events held on minesweeper.online, briefly explains how they work and gives some basic tips and strategies. Events take place monthly and allow you to earn seasonally-themed event points in a different way during each event. Event points can be exchanged for various items in the event shop. Events start on the fourth day of the month (UTC timezone) and last for the rest of the month.

Event types repeat in a cycle of four months. The sections below will explain them in detail.

- *Special arenas*: find special arena tickets to play special arenas in which you have to play with a random game skin and have to win games according to a combination of regular arena restrictions
- *Friend quests*: send quests to and receive quests from other players, completed quests give event points to both players
- *Wheel of fortune*: spin the wheel of fortune to select a playstyle with which you can earn event points on that day
- *Global quests*: a new quest appears every hour, the rewards you get from a completed quest depends on how many people have completed it before you

Event points exist in different variations, corresponding to the gems and their playstyle, but the difference is only cosmetic. Event points determine your ranking on the event leaderboard. They can be earned in various ways:

- Event-specific play (see the sections below for details)
- [Normal games](#): event points drop like their corresponding gems but more frequently (except in the wheel of fortune event) and with a limit on high difficulty boards
- [Elite arenas](#) give a small amount of event points as part of their rewards
- A [championship](#) which focuses on a specific playstyle takes place in the second half of each month, it lasts a few days and gives event points as rewards soon after it concludes

The event shop offers many different items. The best way to spend event points depends on how many points you have. Higher-priced items tend to be worth more minecoins per event point than lower-priced items, so it is wise to wait until the end of the event so you know how many points you can spend in total. The event shop stays open until the next event starts, so you have roughly three days to decide on what to do with your event points after the event ends. [boru](#) has a spreadsheet linked on his profile which gives the minecoin/event point value of all items in the event shop, typically updated near the end of each event. This spreadsheet is very helpful if your goal is to maximise the minecoin value of your event shop purchases. Keep in mind that you won't be the only player to purchase arena tickets and equipment and sell them on the marketplace, so things may not sell immediately or may drop in price for a while. Also, equipment typically sells for way below estimated price on the marketplace, especially if it has unpopular properties or gem type, so disassembly value or the price of comparable equipment on the marketplace may be a better estimate of its value.

Activity points are earned from daily quests (one per level), from playing games (one per 300 3BV) and from [arena rewards](#). They determine how you can participate in events, so it is advisable to complete all your daily quests every day. Daily quests are a major source of activity for most players. You can optimize the amount of activity you get from daily quests in the following ways:

- Replacing low-level quests into higher level quests – elite quests stay elite quests when replacing, and vice-versa, so you should replace low-level elite quests first
- Equipment with the daily quest property
- Equipment with the quest level property on upgraded perfect equipment
- Talents that give additional elite quest chances and daily quests
- Elite club privileges for additional elite quest chances

Activity points reset after each event, and unused activity points turn into honour points at a rate of two to one before the next event starts. Activity points (and event points) earned between events are immediately converted into honour points.

Equipment can help you in events. The event bonus property on radars directly increases the event points you collect (except from championships). The activity property on torpedoes directly increases the activity points you collect, which either lets you collect more event points, or lets you collect them more easily. If you have perfect equipment you may want to consider upgrading the activity property and event bonus property. These upgrades will give you 14.2% more event points/activity points with boosted equipment. Most importantly, make sure your equipment is boosted to double its properties.

Talents can help you in events, for example by providing a bonus for event points and activity. An indirect activity bonus also comes from talents for extra daily quests, quest levels, or elite quest chances. See the [talents guide](#) for more info. Some talents also have specific applications in some events, as described below. Depending on the cost to reset talents, it may make sense to switch talents partway through the event. For example, if you're expecting a large championship reward, switching talents to multiply your championship reward may be profitable. You can also switch talents to get a discount in the event shop before spending your event points – this can even be done after the event ends, when resetting your talents is free again.

Preparation for events is possible even though event points are only earned during events. You can almost complete an elite endurance or nightmare arena, leaving only one game to complete on the first day of the event; the arena rewards will include event points. You can also leave completed daily quests uncollected for an instant source of activity at the start of the event. You can even replace daily quests for higher levels so that the collectable quests give as much activity as possible.

The following sections explain the four types of events. Each section documents the latest edition of the event. Usually some small changes are made between iterations of the same event type, so this guide may not be fully up to date at the start of a new event.

(Last updated: March 31, 2026)

Special arenas

Months: January, May, September



Ice arena L7

Finish 5 games with a difficulty of 25-50 and an efficiency of 100% within 1 hour 15 minutes. Every blast reduces the remaining time by 1 minute. Skin: Letters.

Event points are mainly earned by playing special event arenas. These are special arenas where the task is a combination of normal arena tasks such as "Finish 20 games with a difficulty of 5-10 and an efficiency of 90% within 40 minutes" and you have to play the whole arena with a predetermined [skin type](#).

Special arena tickets are found like normal arena tickets. They have a different colour and are more common than normal tickets, but equipment bonus does not affect their drop rate. To play a special arena you have to pay activity points. Once you have 1,000 event points you can decide whether to play arenas with a random skin or with the default skin. Selecting the default skin makes the arena a bit harder. Special tickets are converted into normal tickets of the same level at a rate of three to one after the event.

Tips & strategies:

- Special arena tickets can be sold and traded on the marketplace, so you are not bound to the ones you find. Event ticket prices typically go down as the month progresses, so it may make sense to sell tickets early in the month and buy tickets later in the month.
- Selecting the colorblind option when starting arenas excludes some difficult skins but does not make the arena harder.
- The number of activity points per event point is the same for each arena level, so you can choose between playing many (easier) lower-level arenas or fewer (harder) higher-level arenas, which may take less time in total.
- If you're not actively playing this event, selling the special arena tickets typically is more profitable than letting them convert into normal arena tickets after the event.
- It may make sense to switch talents partway through the event. First, collect activity using talents that help collect activity. Then, before actually playing any event arenas, switch talents to increase your event point bonus, and/or decrease the honour point cost of elite event arenas.

Friend quests

Months: February, June, October

Quests To Send

[S86]

Level	Quest	Reward	
L17E	Find 24 gems in games	+51	
L19	Earn 76 honour points	+19	

Received Quests

[S86]

Level	Quest	Progress	Reward	Sent by	Expires
L25	Win 8 Expert level games		+40	#TC Royston	
L12	Win 2 Expert level games with no flags	1 / 2	+19.2	Dodgy	15 February 2023, 02:20
L3	Win an Expert level game		+5	MegaminX836	Completed

Sent Quests

[S86]

Level	Quest	Progress	Reward	Sent to	Expires
L9	Win an Expert level game with an efficiency of 95% or above		+14.4	hcthepro(send eff)	
L7E	Earn 72 honour points	26 / 72	+33.6	krammark1	14 February 2023, 15:07

Event points are mainly earned with friend quests. Every day, you get a few friend quests to send to other players. If a quest is completed within three days of receiving it, both people get the rewards for it. The number and level of quests you can send depends on the activity points you got on the previous day¹, and activity points reset every day.

You can have up to ten active quests at any time. You can delete unwanted quests without notifying the sending player. Quests can be sent to random players, and in return you will get quests totalling roughly the same number of levels from people who also send to random players. A special chat, which can be enabled in your chat settings, exists during the event so friend quests can be given away, traded or sold without interrupting the main chat. You can post there to sell/trade/give away your quests. People assume quests are free if the message doesn't start with something like "TRADE" or "SELL", and will claim these quests within seconds using abbreviations like "beg" for Beginner games. It is etiquette to only claim one free quest when someone is giving away more than one. It's best to use private messages to discuss the details of quest trades/sales. If you want to advertise your quests for sale, or which quests you want to buy or trade, don't post about it more than once every 45-60 minutes.

¹ Number and level of quests on the first day are the same as your daily quests, but with a 5% chance for elite quests. After the first day, you can expect about 8 quest levels for every 10 activity points – much more info [here](#).

Tips & strategies:

- Quest stacking: gather similar quests which can be completed at the same time.
- Finding regular trading partners and claiming free quests in the event chat is the most popular way to get quests.
- Many players indicate which quests they want or don't want in their username, and they may ignore/delete unwanted quests, so be careful where you send your quests.
- Keep daily quest rewards uncollected until the last time you play before midnight UTC to help clear experience/minecoin/gem quests before new quests appear.
- Save up season quest rewards for (large) experience quests.
- If you're not actively playing this event, giving away your quests for free, or selling them, is still a good source of passive income.
- Quests on the first day don't depend on activity, so use the days after that to plan your progress and goals.
- After 50 activity points, you get one more quest for every 50 activity points. If you end up with almost a multiple of 50 activity points, maybe round it off to get another quest.
- Games only have to be finished after receiving a quest, but you can start them in advance and therefore prepare for quests.
- Sent quests can be collected even after three days, so you can save them up and collect all sent quests at once whenever your event point bonus is largest. This could be before/after you're changing your talents to increase/decrease your event point bonus, or after you've upgraded your equipment's event point bonus.

Wheel of fortune

Months: March, July, November

Spin the wheel to pick today's bonuses! ●

Obtain 75 activity points to get a bonus spin. Progress: 52 / 75 ↗



Orange shard

Location: Standard mode, standard difficulty

Game style: Efficiency

Cyan shard

Location: No guessing mode

Reset time: 23:12:35

Unlike in the other events, you do not earn event points from normal games all the time. Instead you have to spin the wheel of fortune every day to determine a playstyle. The playstyle determined by your spin lets you earn event points from games at five times the rate of other events. Activity points can be used to spin multiple times, and activity points reset every day. The first spin is free and every subsequent spin costs 25 activity points. There are eight categories. Seven of them correspond to specific playstyles (efficiency, speed, win streak/mastery, high difficulty, no guessing, multiplayer, arena). The eighth category, *fortune quests*, will give you three passive fortune quests (gems, minecoins and

experience points). You will never spin the same category twice on the same day, and you will spin all eight categories before you can spin one of them again. If you spin all eight categories on one day, the order is randomized again on the next day. Each spin gives you one fortune quest (which rewards event points) related to the playstyle corresponding to the spin, and each quest can be completed for 72 hours. Fortune quests give event points as rewards and their level depends on your rank: they have double the range of your normal quests, except for HD fortune quests which are always elite and only go up to L22E.

Tips & strategies:

- Play your daily quests as quickly as possible in order to get your spins as soon as possible. Arenas may also help here.
- Do fortune quests as late as possible so later fortune quests are also completed at the same time, and ignore fortune quests if they are too tedious – they are not the main source of event points anyway.
- Playstyles which are typically seen as efficiently farmable are efficiency, speed, high difficulty and arena.
- Event points from high difficulty games are limited to 10,000 per game now, so you can't hope to win [super high difficulty boards](#) and get crazy amounts of event points anymore. Win streak event points are also limited to 50 x difficulty per game. Talents that give additional game rewards are applied after this event point cap, so with them you can exceed the cap.
- Fortune quests can be collected even after three days, so you can save them up and collect all fortune quests at once whenever your event point bonus is largest. This could be before/after you're changing your talents to increase/decrease your event point bonus, or after you've upgraded your equipment's event point bonus.

Global quests

Months: April, August, December

All Quests

Activity: 79 ⚡

Next quest in 00:23:09

Elite quests NEW

[Update](#)

Level	Quest	Winners	Expires	
L13	Complete L3 Speed arena or higher	<ol style="list-style-type: none"> Nekoha_Shizuku 65 ⚡ Marten2197 59 ⚡ Minecommander 52 ⚡ 喵小day 46 ⚡ Seoul 39 ⚡ <p>» Other players (38)</p>	Tomorrow 19:00	Participate 13 ⚡
L6	Win 60 Beginner level games	<ol style="list-style-type: none"> TheOreh1337 30 ⚡ Nekoha_Shizuku 27 ⚡ Seoul 24 ⚡ Minecommander 21 ⚡ 喵小day 18 ⚡ <p>» Other players (115)</p>	Tomorrow 18:00	Participate 6 ⚡

A new quest appears every hour. The quest reward decreases as more players complete the quest. It starts at 5x the quest level, decreases rapidly for the first 5 players, and then it goes down very slowly from 2.5x the quest level until it equals the quest level.

You have to spend activity points to participate in quests, and quests expire after 24 hours. Activity points accumulate over the whole month, so you can choose which quests to participate in and when. Some quests are top secret, they are only revealed after 5 players have completed them, and even these 5 players are not told what the quest was until then. Each quest appears as a normal version or an elite version, with some variance to avoid absurd quests. Elite quests are three times as hard and give three times the rewards, but you have to choose for each hourly quest whether you want to do the normal version or the elite version. Unlike normal quests and other event quests, games and arenas must be started after accepting a quest for them to count.

Tips & strategies:

- Play as many quests as you can afford with your activity points, and play them as soon as they appear in order to get the highest possible reward for each quest. If possible, play when fewer players are playing to reduce competition.
- Your reward is determined at the time you claim the reward, not at the time you complete the quest. So be sure to claim your reward right after completing the quest.
- Quests are reasonably predictable. They are generated randomly, but the level range follows a predetermined pattern and some quest types are only possible on certain levels. You can find a spreadsheet tracking which quests have appeared when, and which quest types can appear as the next few quests, on this profile: [🇺🇸 Caileo](#).
- Arena ticket quests are heavily luck-based, there is no reliable way to be among the first players to complete such quests. If you're specifically trying to complete such a quest, simply play however you want (as fast as possible).
- If you're not actively playing the event, just participate in quests which you will complete during normal play anyway, the reward is guaranteed to be worth at least as much as letting the activity points convert after the event.
- Prepare for gems and minecoins quests by saving board sizes in your notes chat. First check the latest global quests spreadsheet on [🇺🇸 Caileo](#)'s profile to see how many coins or specific gems you may need for quests. Then use the minecoins spreadsheet on [🇫🇷 Curiosity](#)'s profile to find 20% mine density boards matching all level minecoin quests with your equipment's minecoin bonus. Similarly, prepare boards for specific numbers of aquamarines/sapphires/rubies/onyxes with your equipment's gem bonus(es) using the [gem drobrates](#).

If you have any questions or feedback, please message me:

[🇪🇸 janitor2](#)

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