

In the present work we study construction of tree decompositions with respect to graphs useful for playing the Minesweeper game. We also formalize rules of the game and present necessary terminology. We provide the set of game configurations whose consistency can be decided in polynomial time — problem of consistency-deciding of general game configuration has been proven NP-complete in other works. We also provide algorithms that classify game configurations and decide about consistency of those configurations, which we can decide about in polynomial time.