Traversable cells
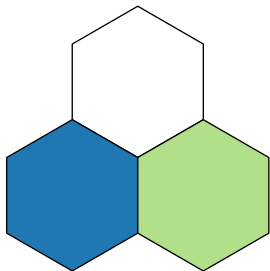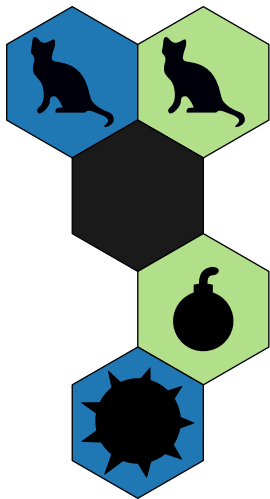

Empty (neutral color)

Empty (players' color)

Non-traversable cells

Characters

Wall

Thin bomb

Fat bomb