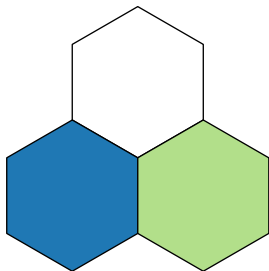


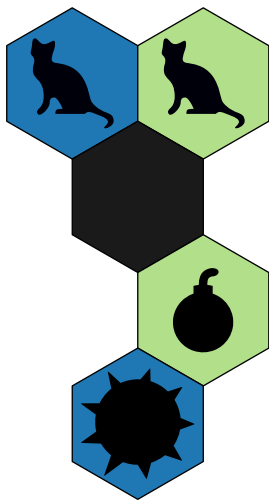
Traversable cells



Empty (neutral color)

Empty (players' color)

Non-traversable cells



Characters

Wall

Thin bomb

Fat bomb