🔴 Keyboard-RGB Minesweeper: Quick Start Guide

Device: Keychron C3 Pro (Custom QMK Firmware)

1. Power On & Boot Sequence
When you plug in the keyboard, the system initiates a **Self-Check Sequence**:
Scanning: Cyan lights scan the game area row by row.
System Ready: The entire grid flashes White once.
Standby: All lights turn off. The game is ready.

2. Game Controls

Action	Key Combination	Description
Reveal	Press any Game Key	Reveals the content of the cell.
Flag Mine	Shift + Game Key	Marks the cell as a mine (Pink light).
Unflag	Shift + Game Key	Removes the flag from a cell.
Restart	Spacebar	Resets the board and starts a new game immediately.

3. The Game Area (4x6 Grid)
The game uses the left side of your keyboard:
Row 1: 1 2 3 4 5 6
Row 2: Q W E R T Y
Row 3: A S D F G H
Row 4: Z X C V B N

4. Color Legend (Visual Feedback)
Gray 🩶 : Unknown / Hidden cell.
Blue 🟦 : 1 mine nearby.
Green 🟩 : 2 mines nearby.
Yellow 🟨 : 3 mines nearby.
Orange 🟧 : 4 mines nearby.
Pink 💗 : Flagged.
Red 🟥 : BOOM 💥 !

5. Game Features
1.First Click Safe: Your very first click in a new game is **guaranteed** to be safe and will automatically open up a starting area. No luck required to start!
2.Auto-Open: Revealing a "0" automatically reveals all connected empty cells.
3.Win Condition: Reveal all safe cells to trigger the **Victory Light Show** (Flashing Green).
4.Lose Condition: Hitting a mine reveals all hidden mines in Red.