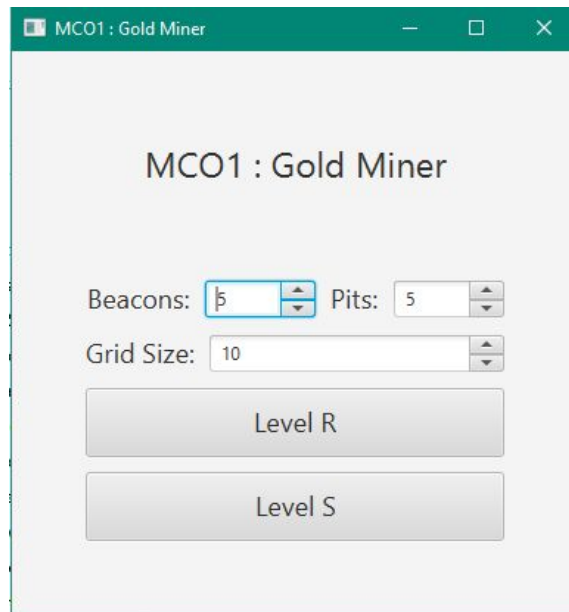


Main Menu

To select between Level R (random) or S (smart) and the number of beacons and pits.

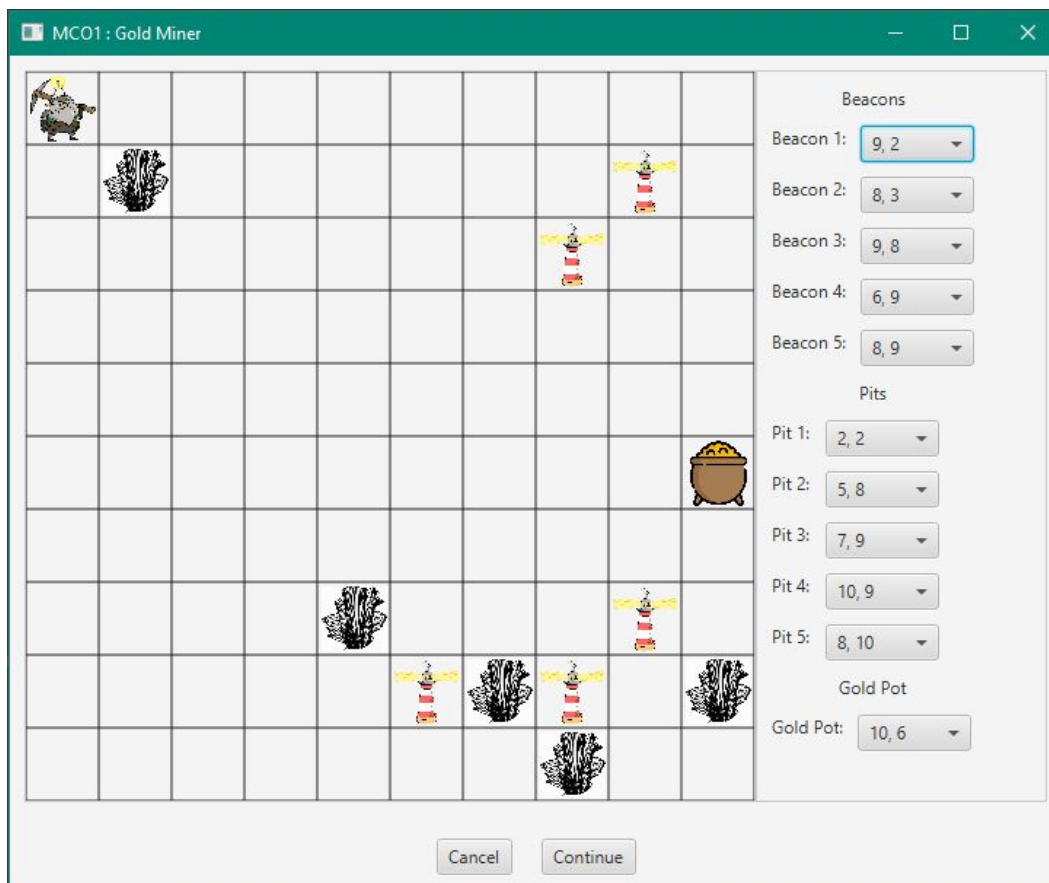


The screenshot shows the 'MCO1 : Gold Miner' main menu window. It features a title bar with the game name and standard window controls. The main area has the title 'MCO1 : Gold Miner' at the top. Below it are three input fields: 'Beacons:' with a spinner set to 5, 'Pits:' with a spinner set to 5, and 'Grid Size:' with a spinner set to 10. At the bottom are two large buttons labeled 'Level R' and 'Level S'.

Edit Board Menu

After selecting Level S or R, it leads to the Edit Board Menu.

To change the location of different Beacons, Pits and the Gold Pot.

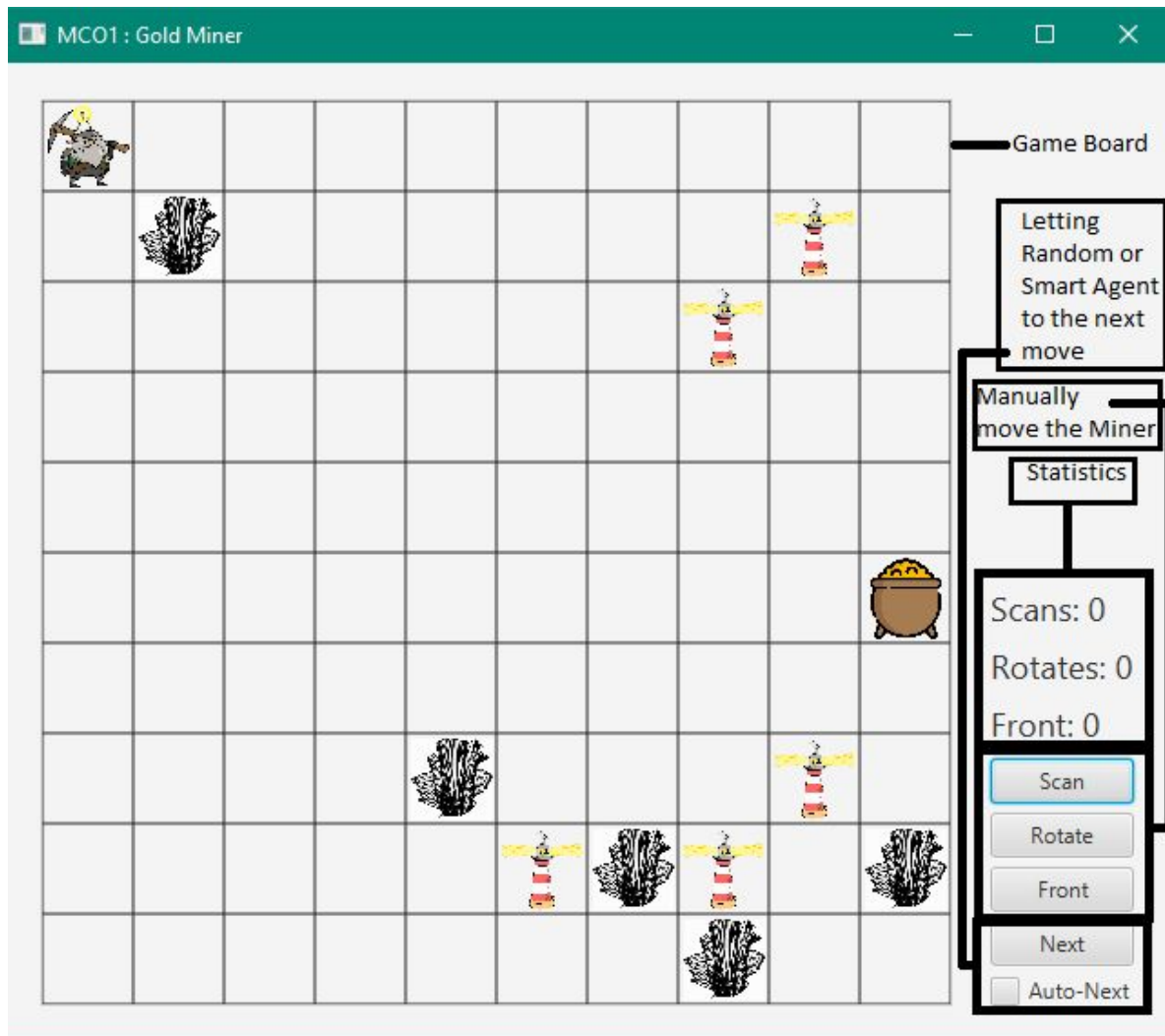


The screenshot shows the 'MCO1 : Gold Miner' Edit Board Menu window. It features a title bar with the game name and standard window controls. The main area is divided into two parts: a 10x10 grid on the left and a list of objects on the right. The grid contains a miner character at (1,1), a bush at (2,2), a beacon at (8,3), a pit at (9,8), a gold pot at (10,9), and several other beacons and pits. The right panel has sections for 'Beacons', 'Pits', and 'Gold Pot'. Each section contains a list of objects with their coordinates and a dropdown menu to select a new location. The 'Beacons' section lists Beacon 1 through Beacon 5. The 'Pits' section lists Pit 1 through Pit 5. The 'Gold Pot' section lists the Gold Pot. At the bottom are 'Cancel' and 'Continue' buttons.

Object	Current Location (X, Y)
Beacon 1	9, 2
Beacon 2	8, 3
Beacon 3	9, 8
Beacon 4	6, 9
Beacon 5	8, 9
Pit 1	2, 2
Pit 2	5, 8
Pit 3	7, 9
Pit 4	10, 9
Pit 5	8, 10
Gold Pot	10, 6

Game Screen

Shows the actual game and contains the Game Board, Controls and Statistics.



End Game Screen

Tells whether the miner has lost or won and the number of scans, rotates and fronts.

