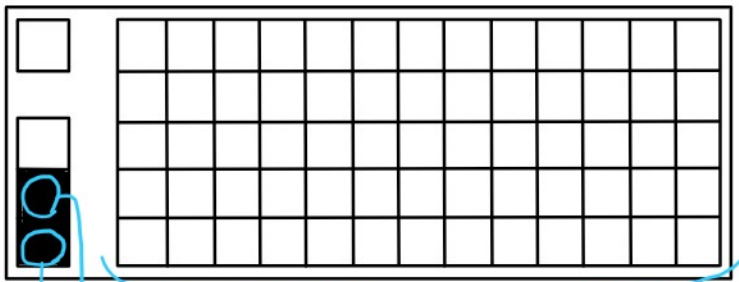
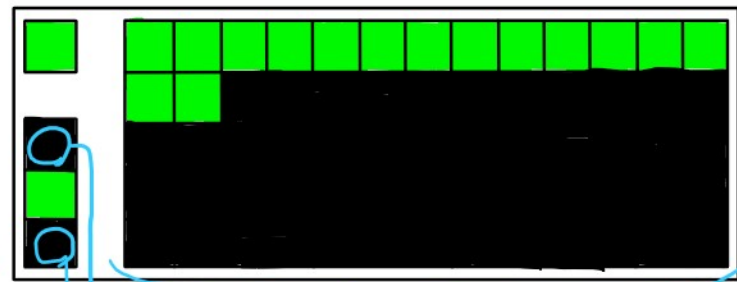


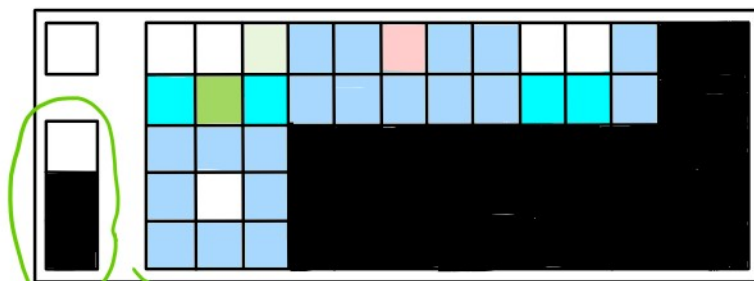
A. Initial State



B1. Bombs Setting

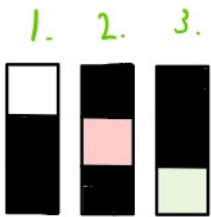


C. Game Playing



Mode Select

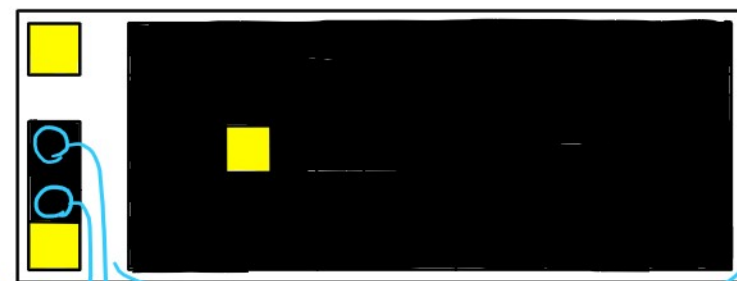
1. Open
2. Mark Bomb
3. Mark Question



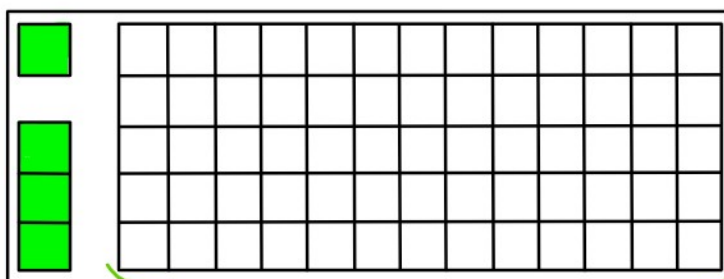
OFF: Opened and nearBombs = 0
 White: Closed
 Bright Color: Closed and marked
 Other Color: Opened and nearBombs > 0

Clear -> D1
 Game Over -> D2

B2. Seed Setting



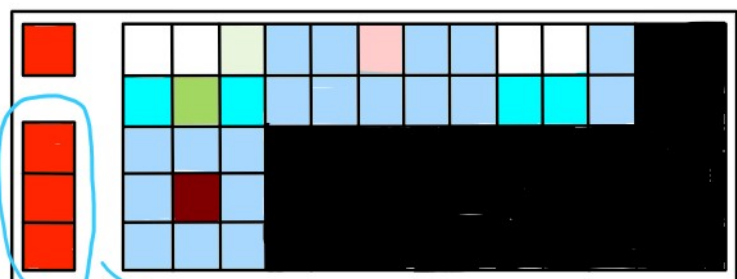
D1. Clear



Something Clear Art

Press any key -> A

D2. Game Over



Press -> A

Press -> C (with First Cell Pressed)