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AdjacentSeats

START

Starting menu

"Manual" → Print instruction manual

"Play random"

"Play scenario"

Generate random starting field, units

Scenario menu

Scene 1

Scene 2

Scene ...

Generate starting field based on predetermined scenario

Clear, print battlefield, show screen, player turn

Pass the turn

Player command?

"Info"

"Exit"

No

"<unit> <action>"

Has a player lost?

playerParser

Yes

Print "YOU HAVE BEEN DESTROYED" End program.

END