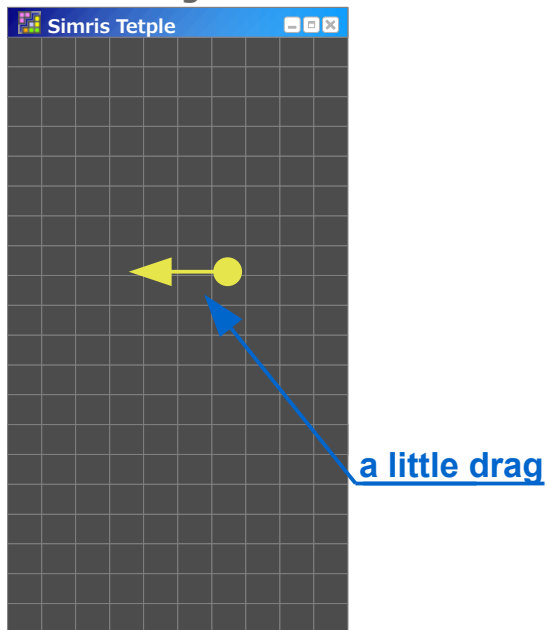


Moving to Left (左へ移動)

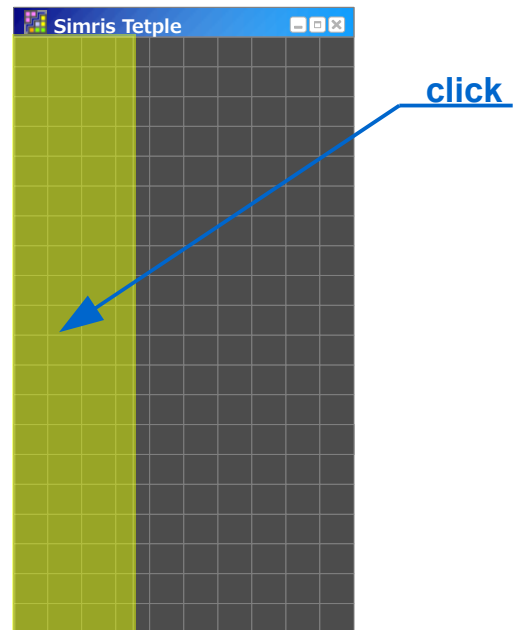
Keyboard



Mouse Drag



Mouse Click

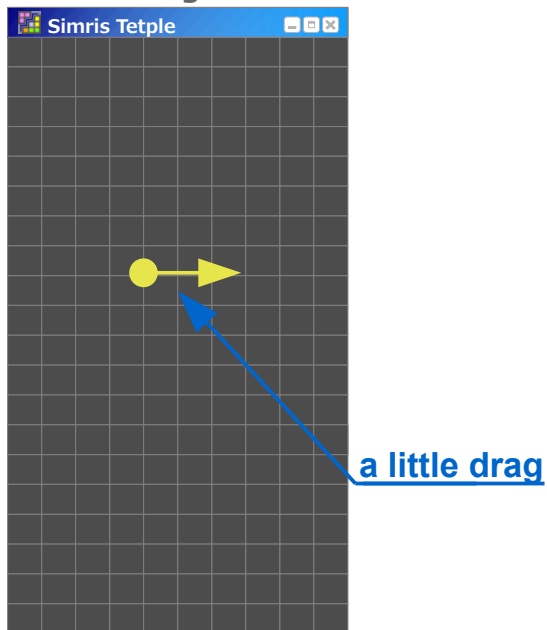


Moving to Right (右へ移動) ➡

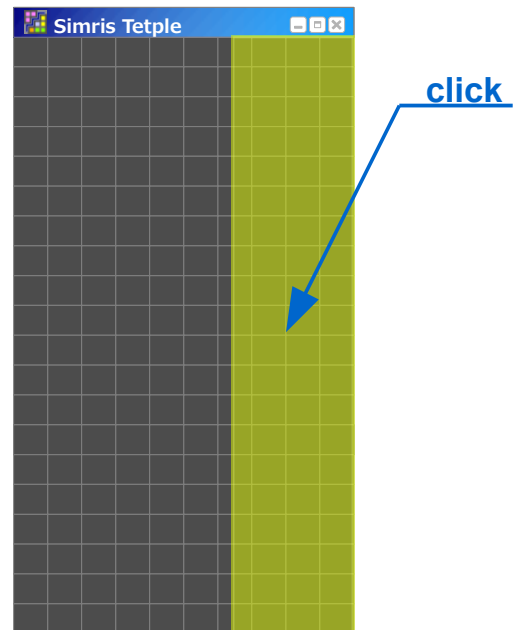
Keyboard



Mouse Drag



Mouse Click

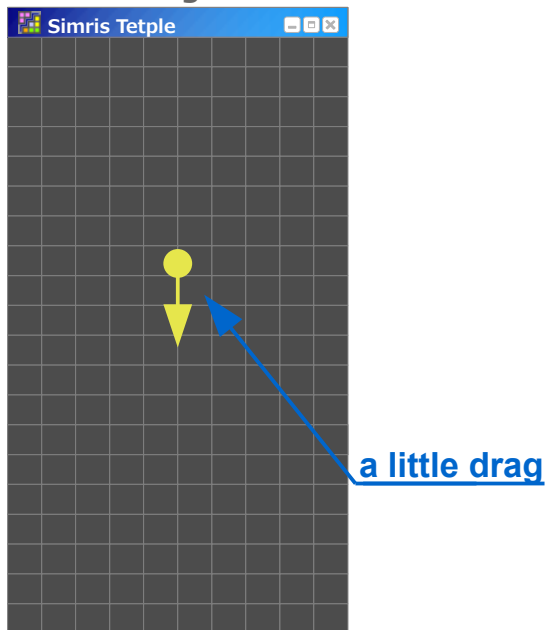


Moving to Under (下へ移動)

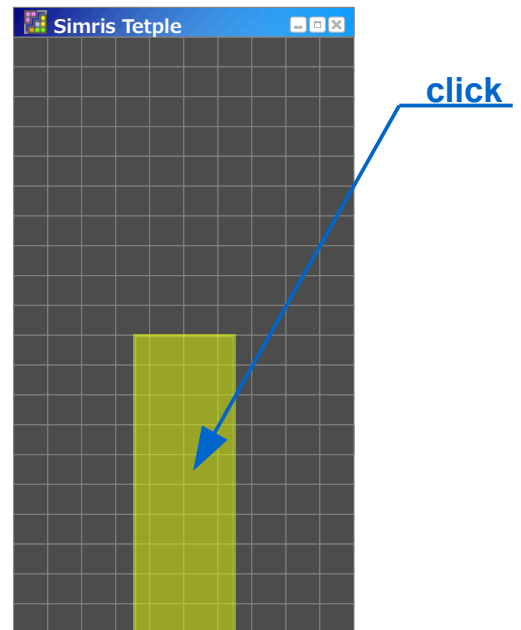
Keyboard



Mouse Drag



Mouse Click

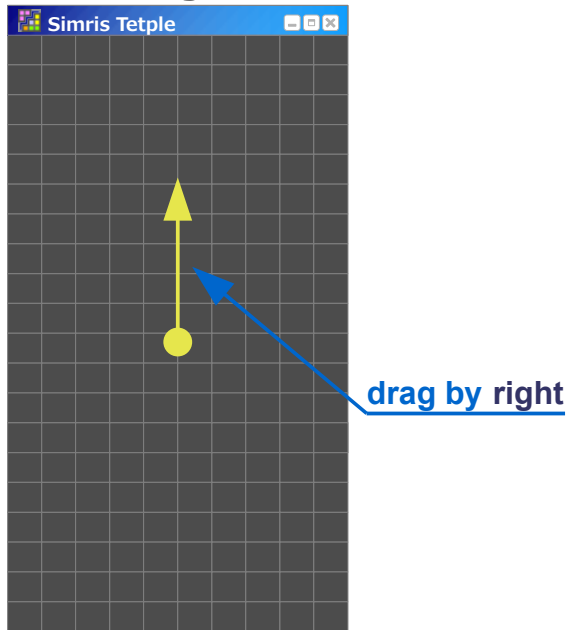


Left turn Rotation(左回転)

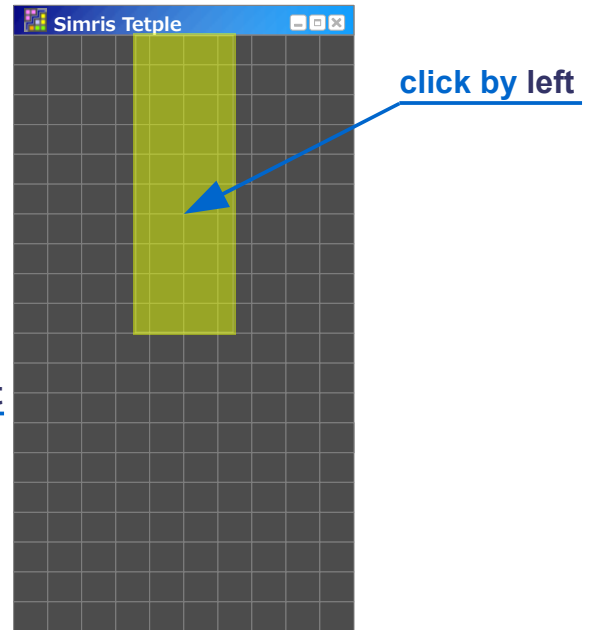
Keyboard



Mouse Drag

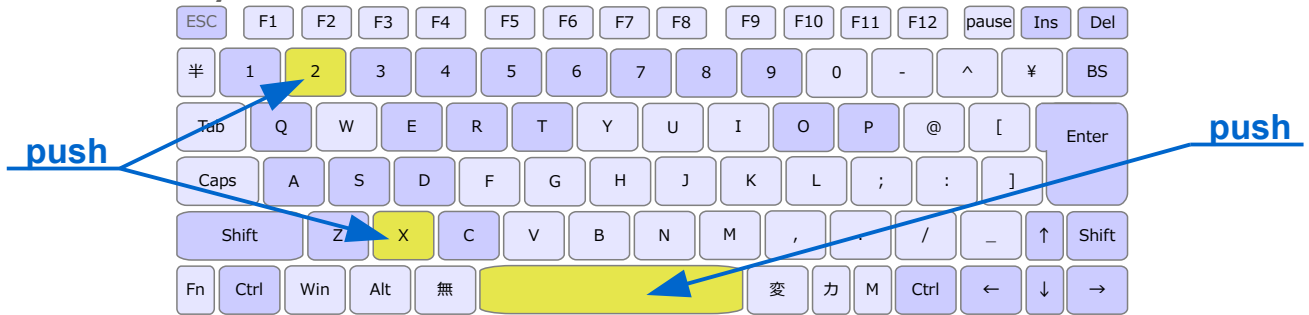


Mouse Click

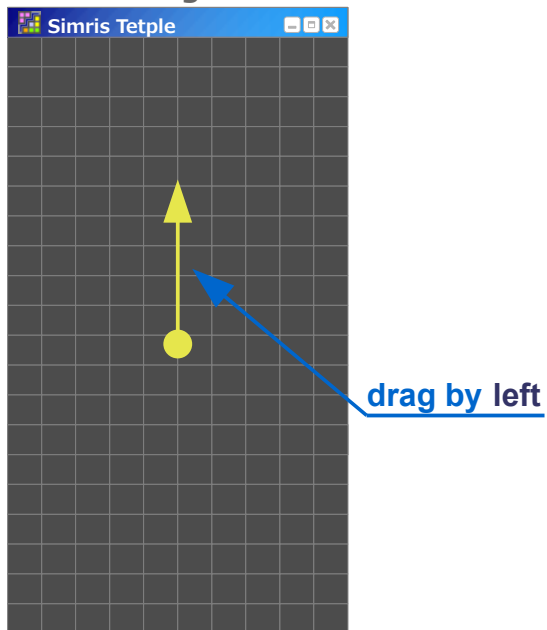


Right turn Rotation (右回転)

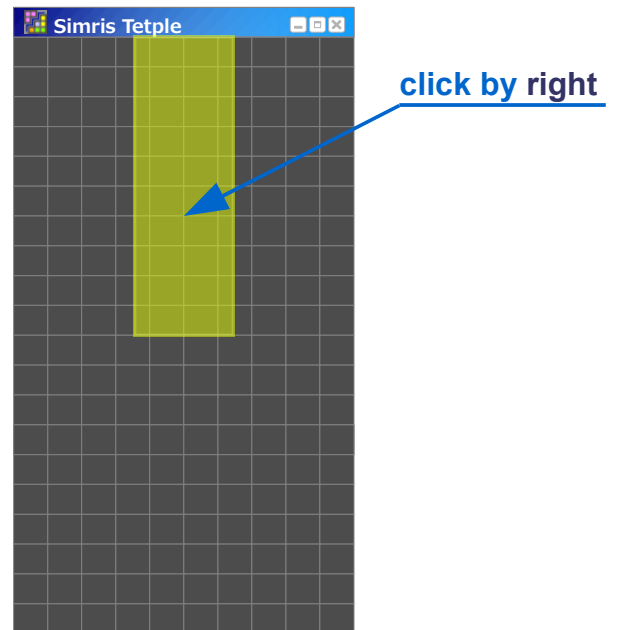
Keyboard



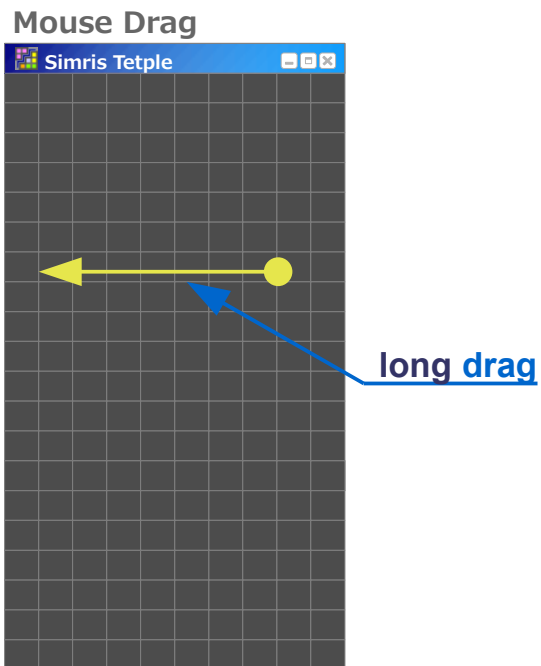
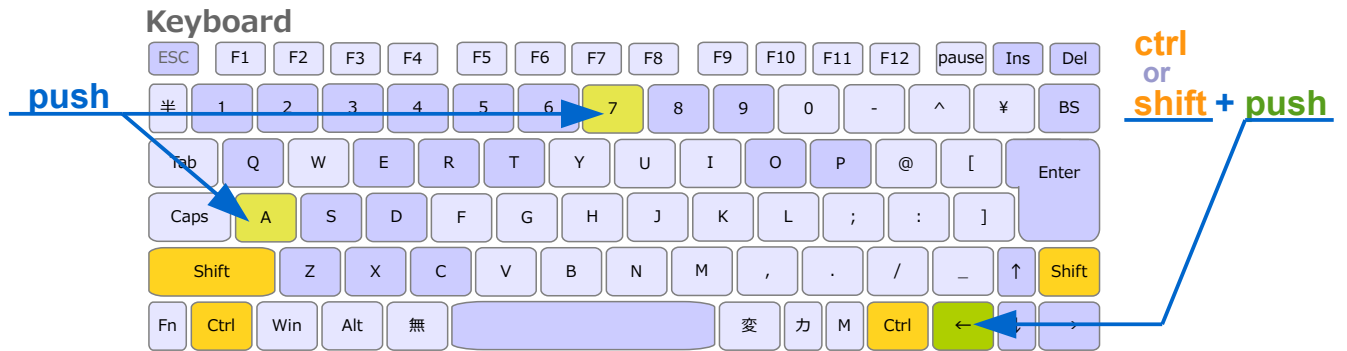
Mouse Drag



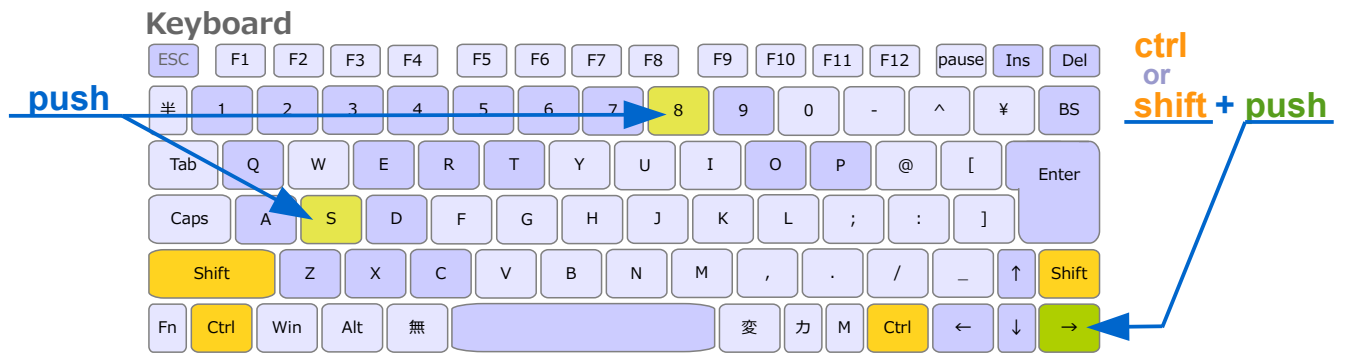
Mouse Click



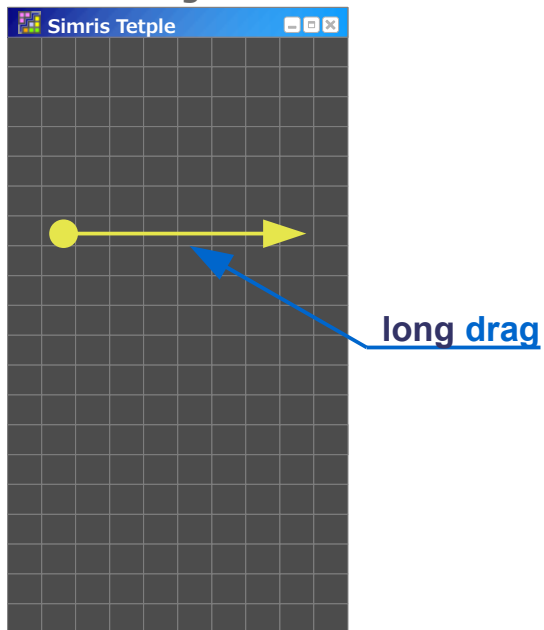
Stepping to Left side (左端へ移動)



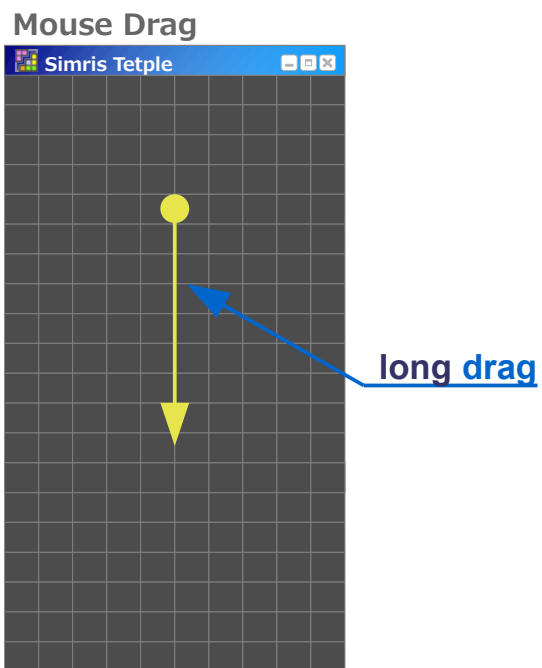
Stepping to Right side (右端へ移動)



Mouse Drag



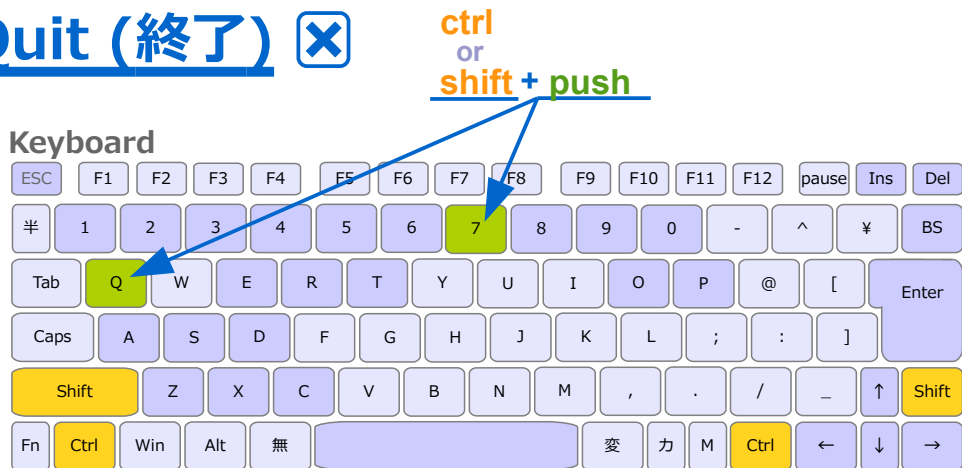
Stepping to Bottom (下端へ移動)



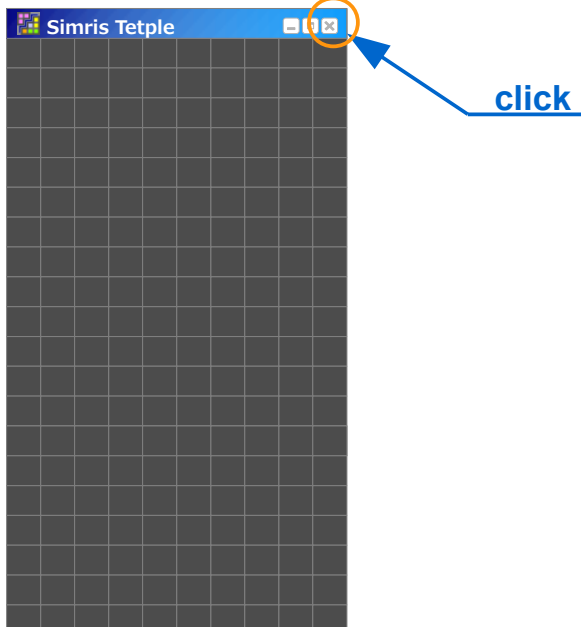
Pause (一時停止) ||

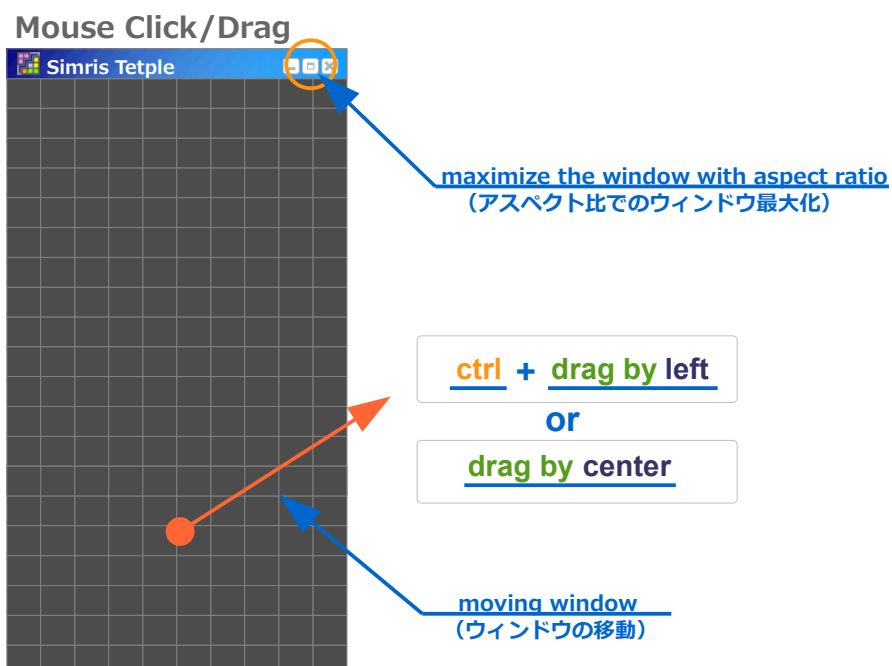
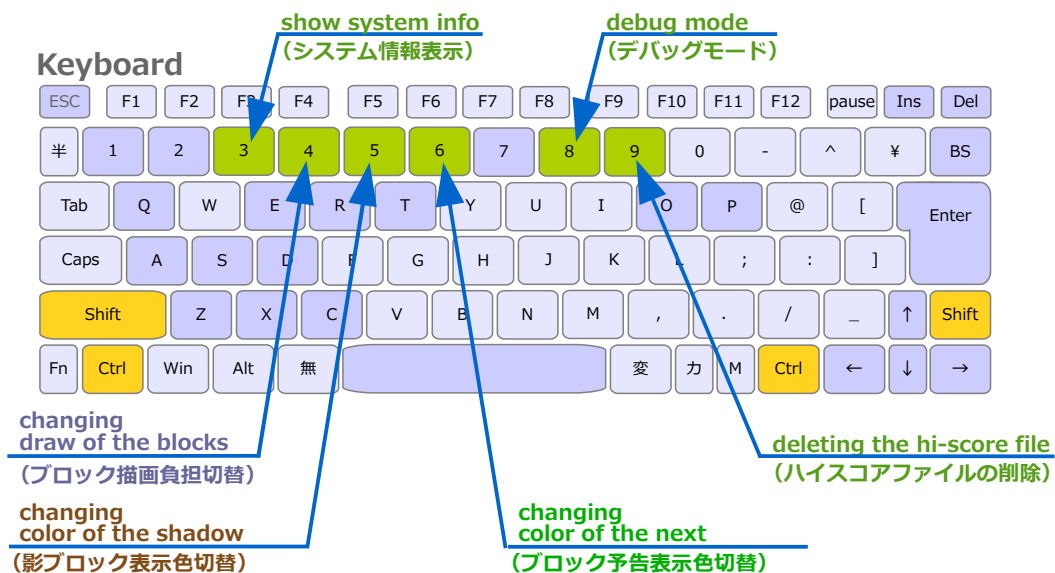
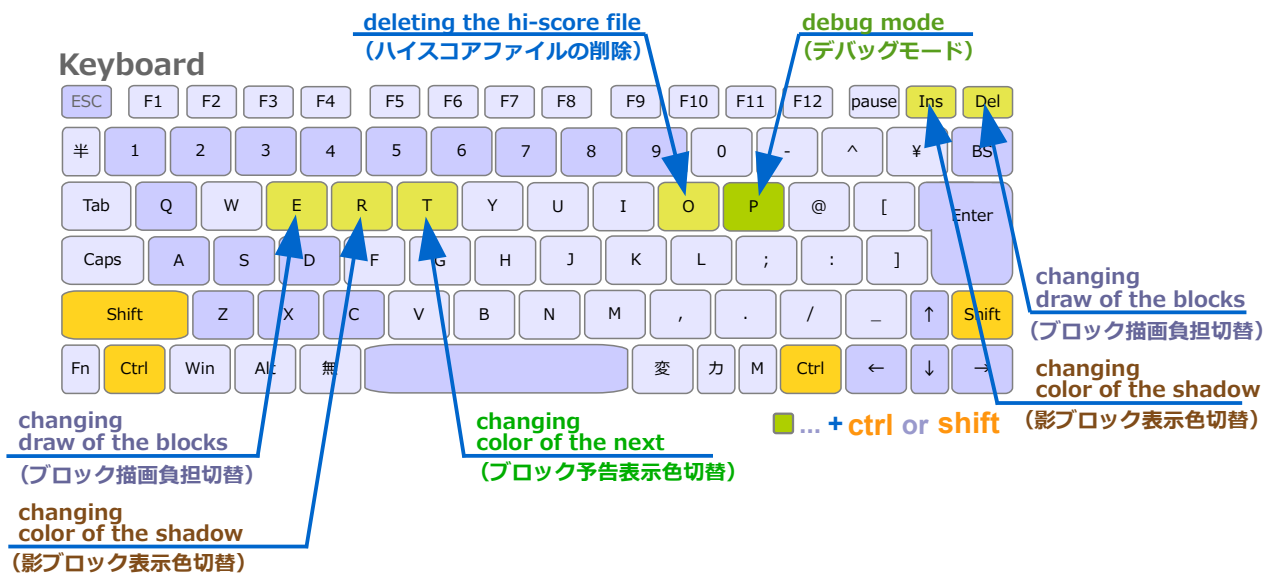


Quit (終了) ✕



Mouse Click





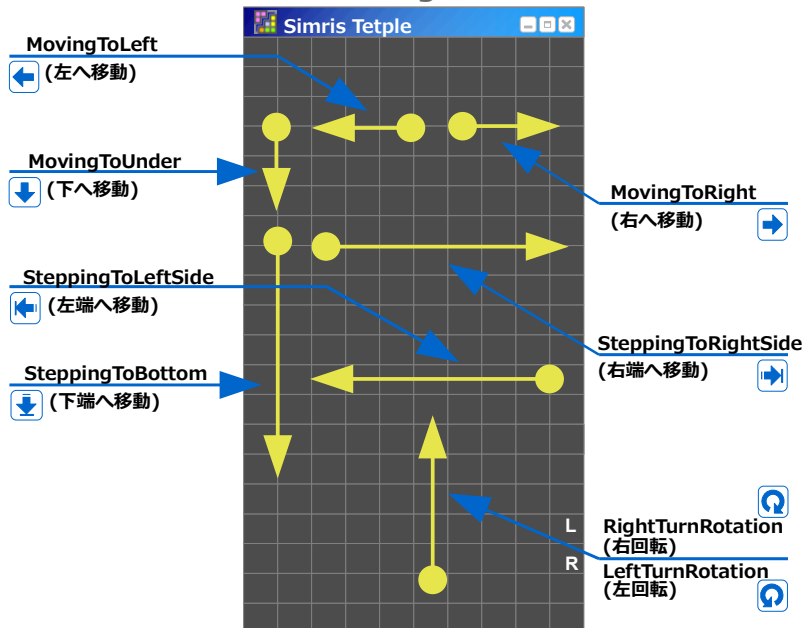
Quick Reference (操作一覧)

Keyboard



← MovingToLeft (左へ移動)	↩ SteppingToLeftSide (左端へ移動)
→ MovingToRight (右へ移動)	↪ SteppingToRightSide (右端へ移動)
↓ MovingToUnder (下へ移動)	↑ D C SteppingToBottom (下端へ移動)
Z Enter LeftTurnRotation (左回転)	ESC BS Pause (一時停止)
X RightTurnRotation (右回転)	E Del Changing draw of the blocks (ブロック描画負荷切替)
	R Ins Changing color of the shadow (影ブロック表示色切替)
	T Changing color of the next (ブロック予告表示色切替)
O Deleting the hi-score file (ハイスコアファイルの削除)	

Mouse Drag



Mouse Click

