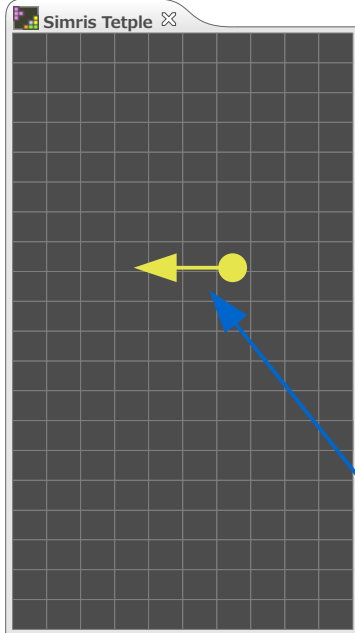


# Moving to Left (左へ移動)

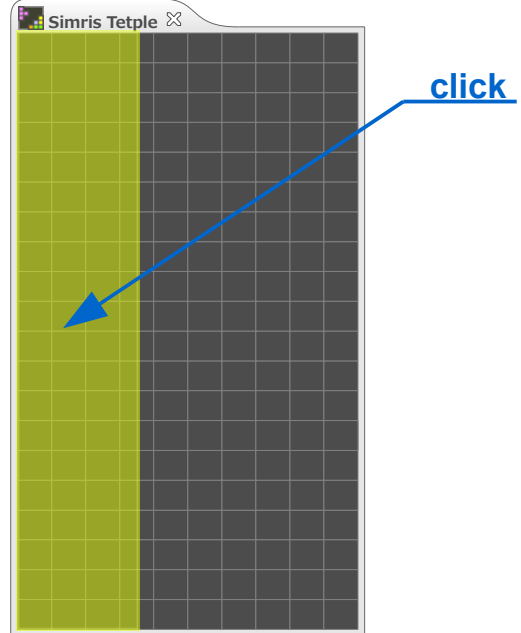
## Keyboard



## Mouse Drag



## Mouse Click

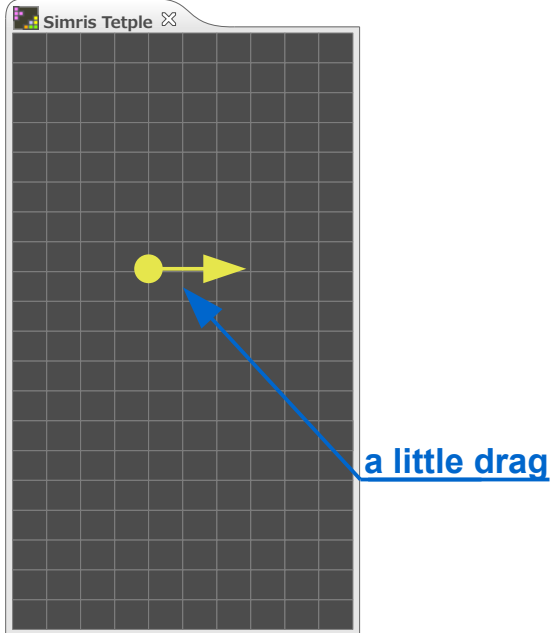


# Moving to Right (右へ移動) ➡

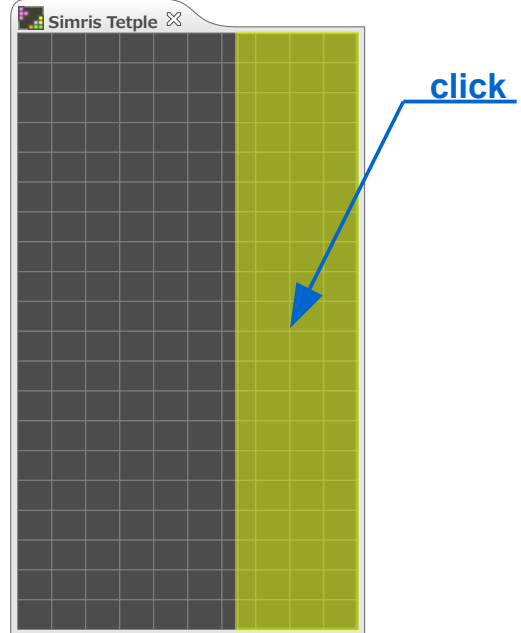
## Keyboard



## Mouse Drag



## Mouse Click

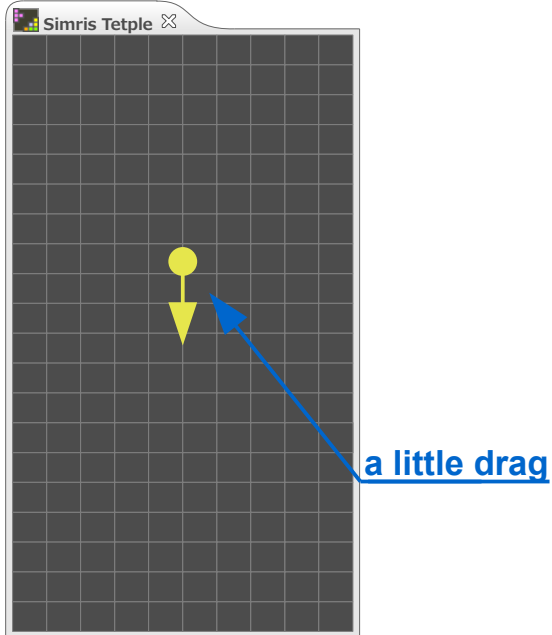


# Moving to Under (下へ移動)

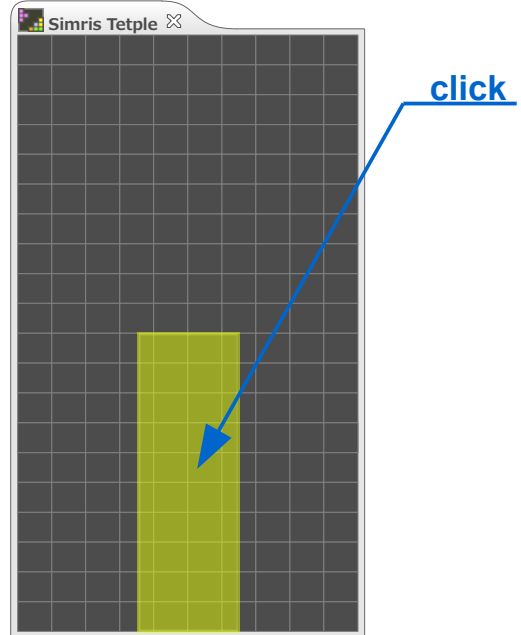
## Keyboard



## Mouse Drag



## Mouse Click



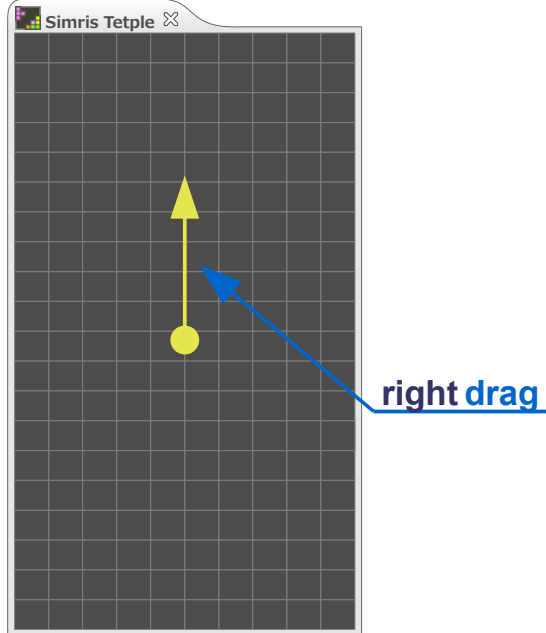
# Left turn Rotation(左回転)



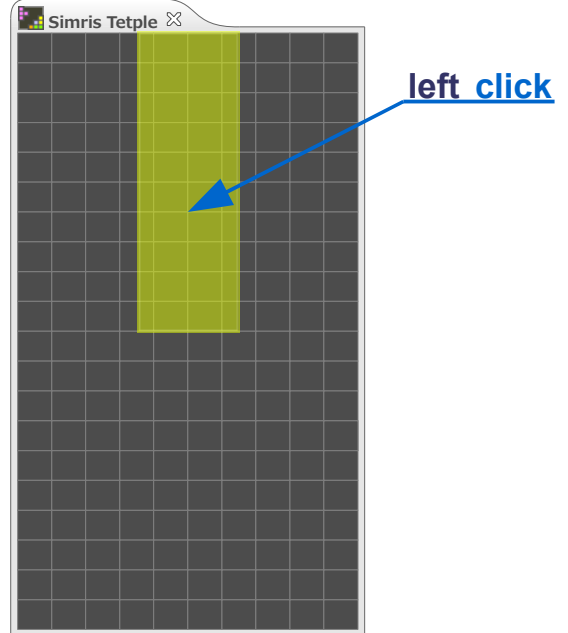
## Keyboard



## Mouse Drag

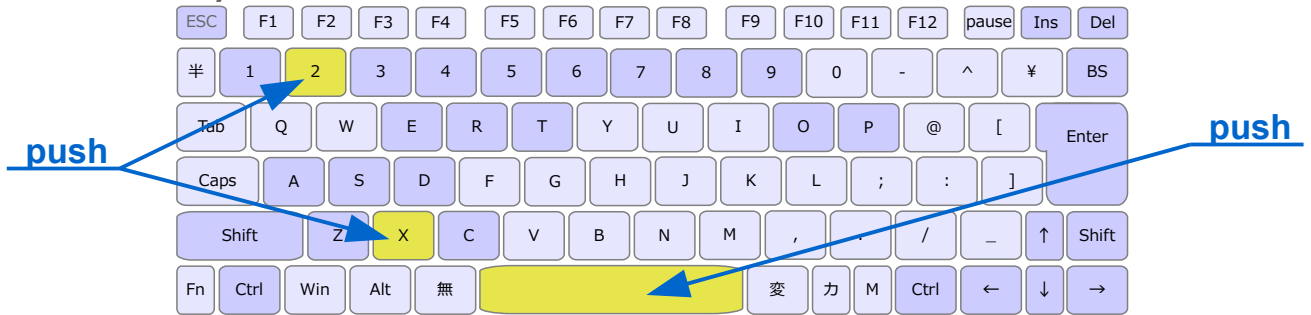


## Mouse Click

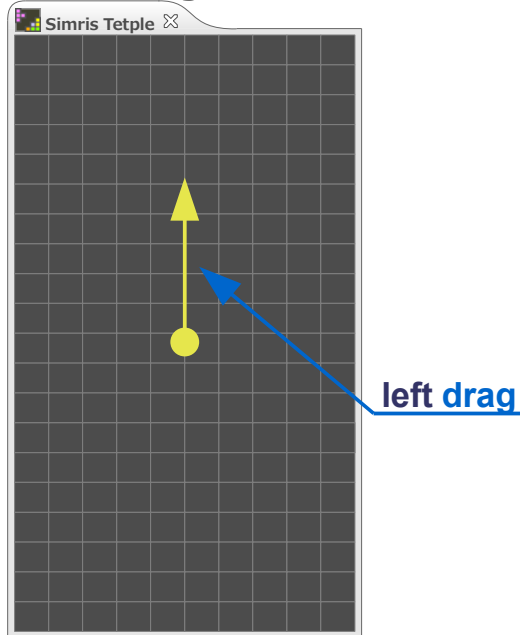


# Right turn Rotation (右回転)

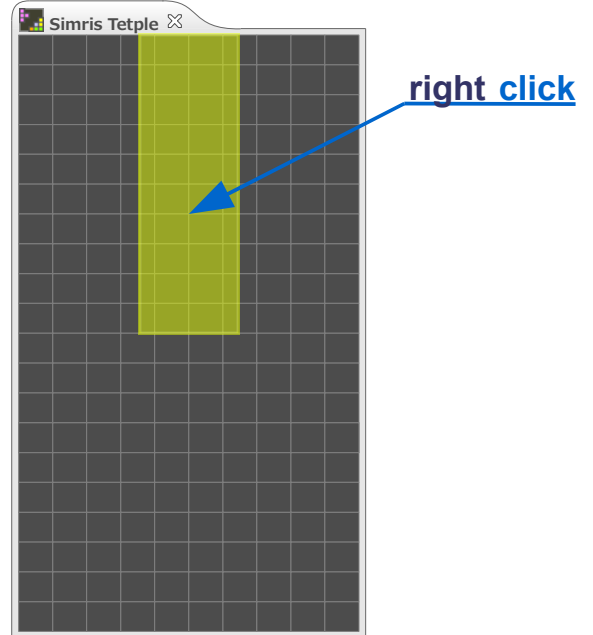
## Keyboard



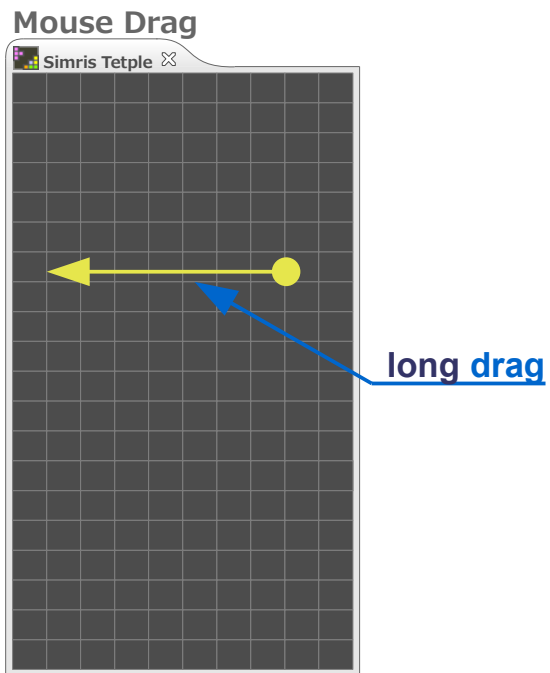
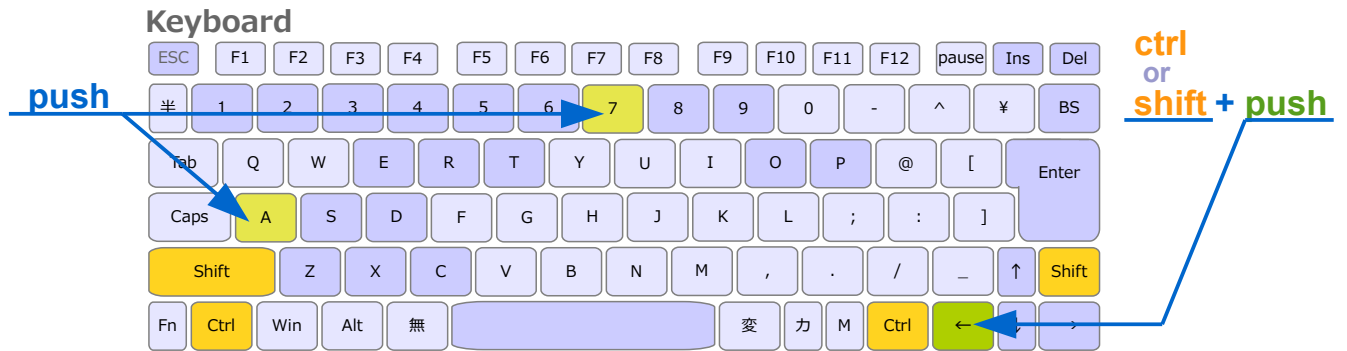
## Mouse Drag



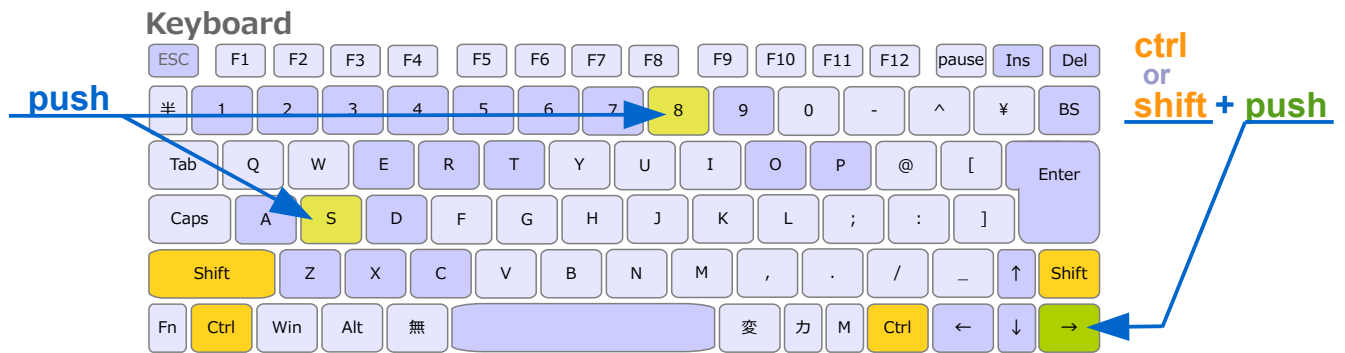
## Mouse Click



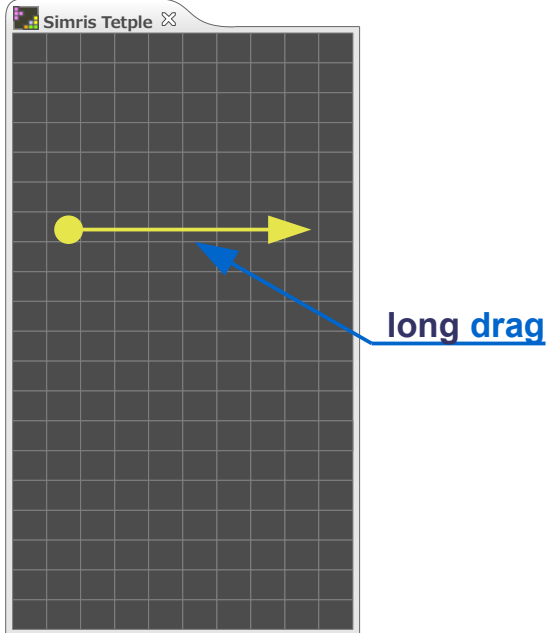
# Stepping to Left side (左端へ移動)



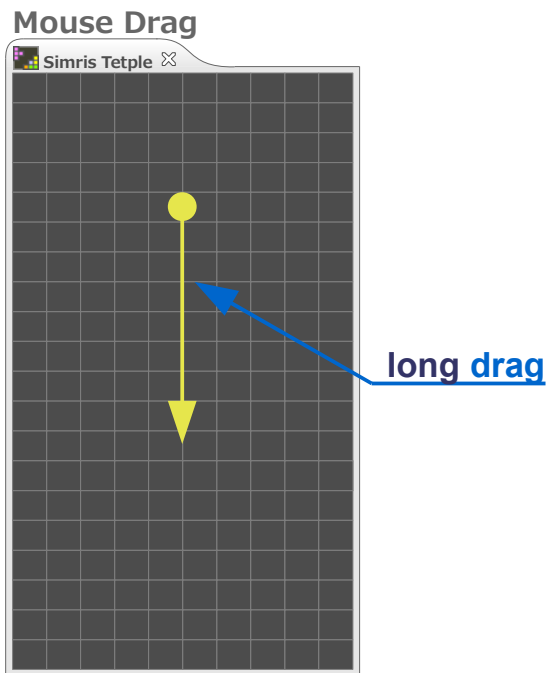
# Stepping to Right side (右端へ移動)



## **Mouse Drag**



# Stepping to Bottom (下端へ移動)

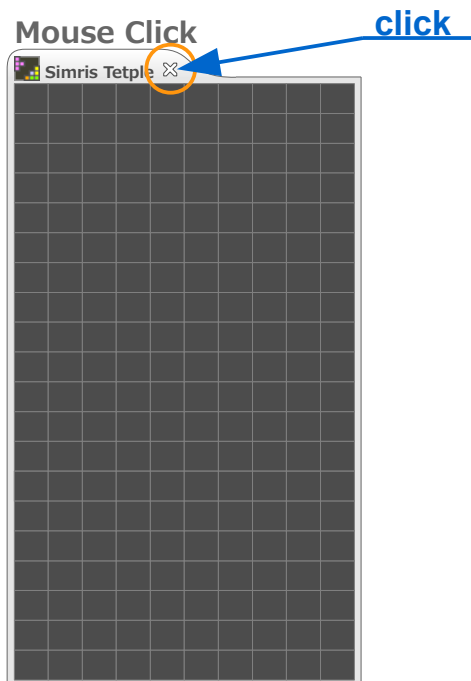


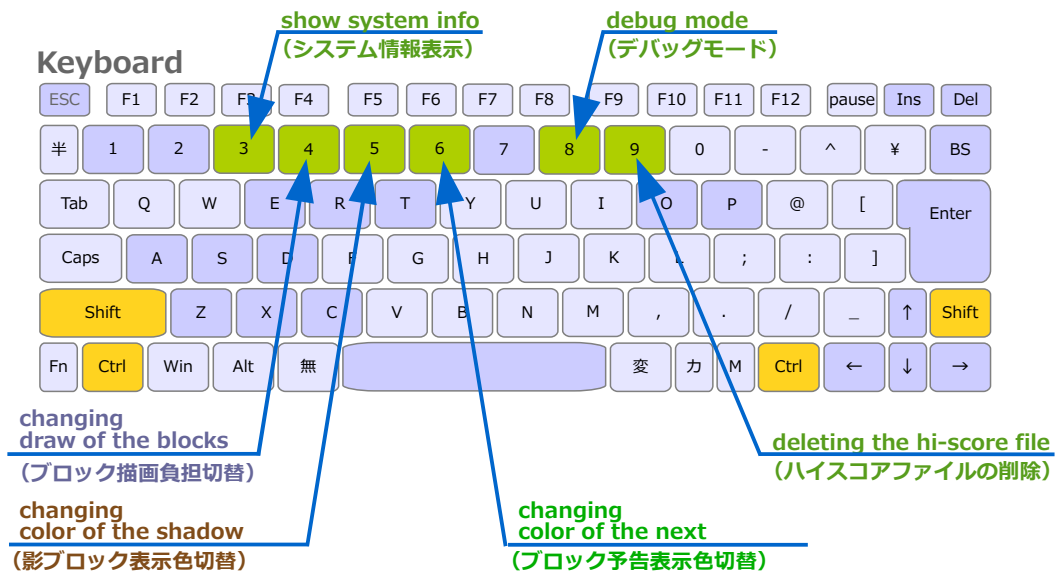
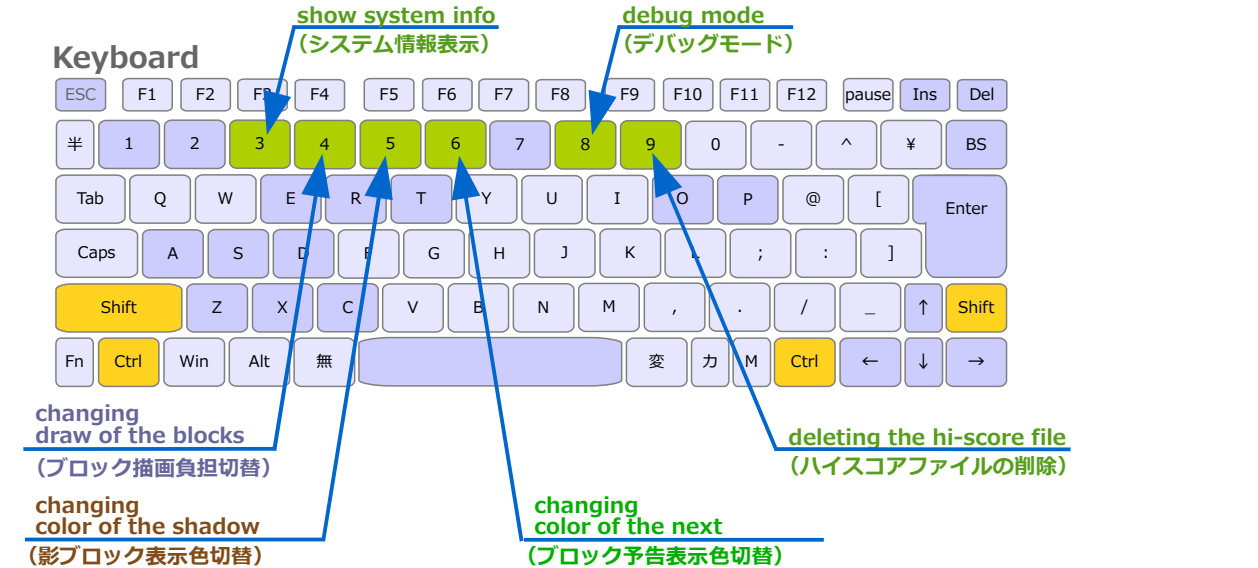


## Pause (一時停止) ||



## Quit (終了) ☒





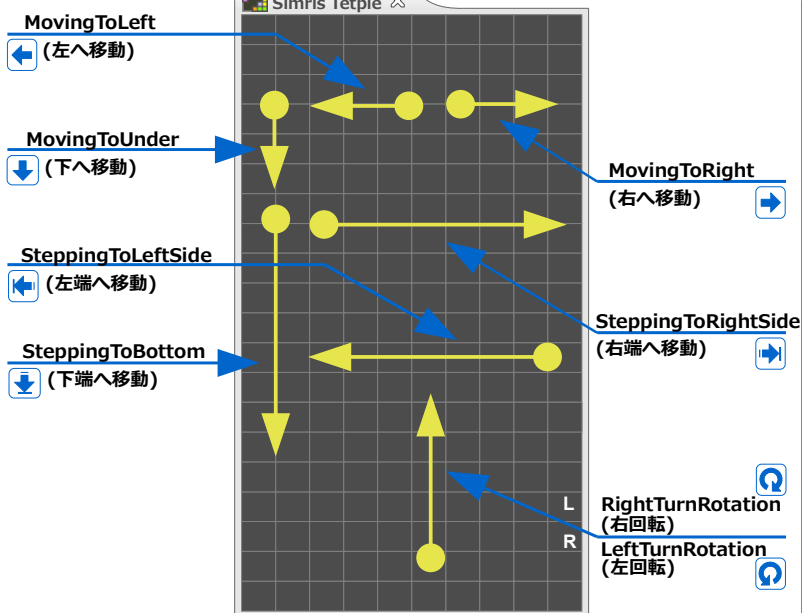
# Quick Reference (操作一覧)

## 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

