

[-ÚŽŸ]

[—V,Ñ•û]

[f□fjf...□□]

[fc□[f<fo□□]

[fXfRfAfo□□]

[Short Cut Key]

['~ □] Ⓒ “™]

[—V,Ñ•û]

—V,Ñ•û,Íf}fEfXfj□[f\<δ“@,©,·,Æ,QCEÂ^È□ã,Â,È,ª,Á,½fRf},ì□F(CE`)
,ª•İ,í,è,Û,·(□ufAfjff□□[fVf#f“ ,³,β,ª,β□vf,□[fh,Â,ÍfRf},ªfAfjff□□[fVf#f“ ; ,é,Í, ,Á,·),ì,Â□AfRf}
,ì□F(CE`),ª•İ,í,Á,½,Æ,« ,É□¶fNfŠfbfN,μ,Ä,-
,¾,³,ç□B□u,³,β,ª,β□vf,□[fh□A□ufAfjff□□[fVf#f“ ,³,β,ª,β□vf,□[fh,Â,Í“~ ,¶□F,ÍfRf}□A□u,Ý,¿,ª,β□vf,
□[fh,Â,í□g“¹□h,ª,Â,È,ª,Á,½fRf},ª,·, x, ÄŽæ,è□œ,©,ê,Û,·□BŽæ,è□œ,©,ê,½CEã,Í,» ,ì□ã,É, ,Á,½
fRf},ª%º,É<l,β,ç,ê,Û,·□B—ñ,É, ,éfRf},ª,·, x, Ä,È, ,È,é,Æ%ºE,ì—
ñ,ª¶¶,É<l,β,ç,ê,Ä□s,« ,Û,·□B,Â,È,ª,Á,½fRf},ª,·, x, Ä,È, ,È,è□A,±,ê^È□ã,Æ,ê,éfRf},ª,È,-
,È,é,ÆfQ□[f€ ,Í□l,í,è,Â,·□B“ _□” ,Í,ŽCEÂŽæ,é,½,Ñ,É□i,Ž□
,Q□j,ì,Q□æ,ì“ _ª“ü,è,Û,·□B^ê“x,É,QCEÂŽæ,Á,Ä,à“ _□” ,Í“□,Ï,Û,¹,ñ,ª□C,P,QCEÂŽæ,ê,Î,P,O“ _‘
□,Ï,Û,·□B□,“¾“ _ ,δ-ÚŽw,μ,Ä□A, ,é,ç,ÍŽc,èfRf}□” ,O,δ-ÚŽw,μ,Ä,Đ,½,·,çfNfŠfbfN,μ,Ä%º,³,ç□B
Option f□fjf...□[.lTfuf□fjf...□[.Á, ,éScore
Option,đf`fFfbfN,·,é,ÆŽc,è,ÍfRf}□” ,đ“¾“ _ ,©,çCE,ŽZ,μ,½'l,ªScore,Æ,È,è,Û,·□Bf`fFfbfN,μ,
È, ,ê,Í“¾“ _ªScore,» ,ì,à,ì,Æ,È,è,Û,·□B□u,±,É,³,β□v,ì“¾“ _CEvŽZ•û-@,Á—V,Ô,Æ,« ,Í,±
,ìScore Option,đf`fFfbfN,μ,Ä,¾,³,ç□B

[f f j f ...]

[File]

V<K A-ÊfZ [fu Af [fh, ù, © AfRf}, ì•ï X A“ ® ì, É'í, ·, é%°¹, ì Y'è, ð•ï X, µ, Ü, · B

[Size]

-Ê, ÆfRf}, ì'â, «, ³ AŽg—p, ·, éfRf}, ìŽí—p, ð'í'ð, µ, Ü, · B

[Command]

-Ê, ì "Žš, É, æ, é'í'ð A'Ê ìf, [fh, ÆfLfff“fy [f“f, [fh, ì'í'ð A A %°, ©, ç, â, è'¼, µ A ^ êŽè-
ß, µ AŽè ð, ì ÄŒ»», ð s, ç, Ü, · B

[Option]

f c [f <fo [AfXfRfAfo [, ì • \Ž' " ñ • \Ž' ; A “ _ “ ŒvŽZ • ûŽ ® , ì • ì X, ð'í'ð, µ, Ü, · B

[High Score]


, ±, ê, Ü, Å, ì, “¾” _ <L ~ ^, ð • \Ž' , µ, Ü, · B


[Help]


Help, ÅHelpftf@fCf < AVersion, Åfo [fWf#f“ ì'í'ð, ð • \Ž' , µ, Ü, · B

[fc][f<fo[]


 [V, ½, ÉfRf}, ð•À, x'Ö, i□A□V%œ-Ê, ÅŠŽn, Æ, È, è, Ü, ·□Bf□fjf... □[, ÌNew, Æ“~, ¶, Å, ·□B

 , ±, è, Ü, Å, Ì□, “¾“_<L~^, ð•\Ž!, μ, Ü, ·□Bf□fjf... □[, ÌHigh Score, Æ“~, ¶, Å, ·□B

 □Å□%□, Ì%œ-Ê, È-ß, μ, Ü, ·□Bf□fjf... □[, ÌAgain, Æ“~, ¶, Å, ·□B

 □¶fNfŠfbfN, Å^êŽè, , ÅŽè□‡, ð-ß, μ, Ü, ·□Bf□fjf... □[, ÌUndo, Æ“~, ¶, Å, ·□B

fQ□[f€”Öã, Å%EfNfŠfbfN, ·, é, Æ^êŽè, , Å, ÌUndo, ð, Å, «, Ü, ·□B

 ▶ ^É‘O, É□i, ß, ½Žè□‡, Å^êŽè, , Å□ÄCE», μ, Ü, ·□BŽg—p, Å, «, é, Æ, «, Ì, Ý•\Ž!, ¾, è, Ü, ·□Bf□fjf... □[, ÌRedo, Æ“~, ¶, Å, ·□B, ±, ÌfAfCfRf“, ð

%EfNfŠfbfN, ·, é, Æ”C^Ó, ÌŽè□‡, Ü, ÅUndo□ARedo, ð, Å, «, Ü, ·□B

Click

Redo, Å□ÄCE», ¾, è, ½Žè□‡□□□AƒjfbfR“à, ðAgain□AUndo, ðfNfŠfbfN, μ, ½ŽŽ“_ , ÌŽè□‡□□”, ðŽ!, μ, Å, ç, Ü, ·□B

fc[f<fo[]ã, Å

%EfNfŠfbfN, ·, é, ÆŽè□‡‘I’ðfEfBf“fhfE, ðoCE», μ, Ü, ·□BfXfNf□□[f<fo[] , ð“® , ©, μ□A”C^Ó, ÌŽè□‡, Ü, ÅUndo□ARedo, ð, Å, «, Ü, ·□B0, ©, çfc[f<fo[] , ÉŽ!, ¾, è, Å, ç, éjfbfR“à, ÌŽè□‡, Ü, Å”C^Ó, ÌŽè□‡, È-

ß, ·, ±, Æ, ð%Å“\, Å, ·□B

[fXfRfAfo[]]

¶, ©, ç-Ê, ÉŽc, Á, Ä, ç, é, » , ê, ¼, ê, ðfRf}, ð" , ðŽ!, µ, Ü, ·BŽw, ³, µfAfCfRf" , íE»¶Ý'í'ð, µ, Ä, ç, éfRf}
, ð" , ðŽ!, µ, Ü, ·BScore, É, » , ê, Ü, Å, í"¾" _ , ¢•\Ž!, ³, ê, Ü, ·B

[f f f...]-[File]

New

V, 1/2, ÉfRf}, ð•À, x'Ö, !A V%œ-Ê, ÅŠJŽn, Æ, È, è, Ü, ·B

Open

-Éff[f^, ðTextftf@fCf<CE`Ž® , Å<L~^, μ, 1/2smwftf@fCf<(Save, Å<L~^, μ, 1/2ftf@fCf<)
, ð“Ç, ÝÏž, ÝA<L~^, μ, 1/2, Æ, «, ì-Ê, ìó'Ô, É, μ, Ü, ·B

Save

Textftf@fCf<CE`Ž® , ÅCE»Ï, ì-Ê, ìff[f^, ð<L~^, μ, Ü, ·B“K“-Èftf@fCf<-¼, ð, Å, -, Ä•Û'¶, μ, Ä
%º, ¸, çBŠg'£Žq, Ísmw, Å, ·B

Bitmap

fRf}, ì%œ'œff[f^ (Windows BitmapCE`Ž®), ð“Ç, ÝÏž, Ý, Ü, ·B u, x
, É, ¸, ßv, ìu, ¸, ß, ¸, ßvA u, Ý, ç, ¸, ßvftf@fCf<A ufAfjff[fVf#f“ , ¸, ß, ¸, ßv, ìBitmapftf@fCf<, É'Î
%ºž, μ, Ä, ç, Ü, ·B“Ç, ÝÏž, p
%œ'œff[f^, É, æ, èŽ©“®“l, Éu, ¸, ß, ¸, ßvf, [fhA u, Ý, ç, ¸, ßvf, [fhA ufAfjff[fVf#f“ , ¸, ß, ¸
, ßvf, [fh, É•İ, í, è, Ü, ·B

BGM

BGM, Æ, ·, éMIDIf tf@fCf<, ðÏ'è, μ, Ü, ·B BGMf f f f...
[. , æ` fFfbfN, ¸, è, Ä, È, çó'Ô, ÅBGM, ðfNfŠfbfN, ·, é, Æftf@fCf<'l'ðf_fCfAf fO, ¸CE», è, Ü, ·B“K“-
, ÈMIDIf tf@fCf<, ð'l'ð, μ, Ä%º, ¸, çB, », ìMIDIf tf@fCf<, æQ[f€'tABGM, Æ, μ, Ä%º
%º't, ¸, è, Ü, ·BBGMf f f f... [, æ` fFfbfN, ¸, è, Ä, ç, é, Æ, «, É, ±, ±, ðfNfŠfbfN, ·, é, ÆBGM, ì%º
%º't, ð, â, ß, Ü, ·B
MIDIf tf@fCf<, ¸Ä¶%ºÄ"\, Å, È, çVfXfef€, Å, ÍÏ'è, μ, È, ç, æ, x, É, μ, Ä%º, ¸, çB

Sound

, ±, ±, ðf` fFfbfN, ·, é, Æ, ç, , Å, ©, ì“®i, É'í, μ, ÄA Select Sound, ÅÏ'è, μ, 1/2Sound(Waveftf@fCf<)
, ¸Ä¶, ¸, è, Ü, ·B
Waveftf@fCf<, ¸Ä¶%ºÄ"\, Å, È, çVfXfef€, Å, Íf` fFfbfN, μ, È, ç, æ, x, É, μ, Ä%º, ¸, çB

Select Sound

“®i, É'í, ·, éWaveftf@fCf<, ìŠ,, è•t, -, ðÏ'è, μ, Ü, ·B

Exit

fQ[f€, ði-¹, μ, Ü, ·B

[f f j f... [] - [Command]

Select Game

-Ê, ì % Š ú % » , ð Ć ^ ` è , : , é " , ð " ü , ê , Ü , · B " Ž š ' l ' ð f R f " f { f { f b f N f X , É " K " - , È " Ž š , ð , ç , ê , é , Æ " - , ¶ -
Ê , ¢ Ä Ć » , ¢ , ê , Ü , · B , Ü , ½ , » , ì " Ô ð † , ì • Ú ' ¶ , à s , † , Ü , · B

Campaign

, ± , ì f l f v f V f † " , ð f ` f f b f N , : , é , Æ f l f f f " f y [f " f , [f h , Æ , È , è , Ü , · B

Again

-Ê, ì ó ' Ô , ð Ä % , É - ß , µ , Ü , · B

Undo

1 Ž è A - ß , µ , Ü , · B f R f } , ì " , ¢ ½ , A 1 Ž è † - Ú , © , ç Undo , ð , : , é , Ü , Å Ž è † , ¢ ½ , , © , Â A CPU , ¢ x , ç
, Æ , µ Ž Ž Š Ô , ¢ , © , © , é , © , à , µ , ê , Ü , ½ , ñ B - Ê , ð % E f N f Š f b f N , µ , Ä , à Undo , ¢ , Å , « , Ü , · B

Redo

Again A Undo Ć ä , É , » , ê , Ü , Å , ì Ž è † , ð 1 Ž è , , Â Ä Ć » , µ , Ü , · B Redo ' † , É f R f }

, ð f N f Š f b f N , : , é , Æ Redo , í , Å , « , È , -

, È , è A V , ½ , È Ž è † , ì Š Ž n , Æ , È , è , Ü , · B f c [f : f o [' † , ì Click , ì ¶ , ì ' , ¢ Ć » [Ý , ì Ž è † " , ð A f j f b f R " à , ì ' l
, ¢ Ä Ć » % Â " \ , È Ä ' å Ž è † " , ð Ž | , µ , Ä , ç , Ü , · B

[fjf...]-[Size]

Sheet Size

-É,ì'å,«,³,ðSmall(8x6)□AMedium(16x12)□ALarge(24x18)□ACustomize(8-25x6-20)
,©,ç'ì'ð,μ,Ü,·□B,±,ìf}fgfŠfbfNfXfTfCfY,ìfRf},ì'å,«,³,ªNormal Size,ìŽž,ì'ì,Å,·□B

Cell Size

fRf},ì'å,«,³,ðNormal(32x32fhfbfg)□ASmall(16x16fhfbfg)□AVery
Small(8x8fhfbfg)□AMicro(4x4fhfbfg),©,ç'ì'ð,μ,Ü,·□B□ufAjjf□□[fVf+f“³,β,ª,β□vf,□[fh,Å,ìfRf}
,ì'å,«,³,ì32x32fhfbfgCEÅ'è,Å,·□B

Number

fQ□[f€'†Žg—p,·,éRf},ìŽí—p,ð'ì'ð,μ,Ü,·□B□Å□—3Ží—p,©,ç□Å'å5Ží—p,Ü,Å'ì'ð,Å,«,Ü,·□BŽg—
p,·,éŽí—p,ª□,È,ç,Ù,çfQ□[f€,í—e^Õ,É,È,è,Ü,·□B□u,Ý,¿,ª,β□vf,□[fh,ìŽž,ì'ì'è,Å,«,Ü,¹,ñ□B

[f f j f...]-[Option]

Tool Bar

, ±, òOption, ðf` fFfbfN, ·, é, Æfc [f<fo [[, ð•\Ž! , μ, Ü, ·□B

Score Bar

, ±, òOption, ðf` fFfbfN, ·, é, ÆfXfRfAfo [[, ð•\Ž! , μ, Ü, ·□B

Score Option

, ±, òOption, ðf` fFfbfN, ·, é, Æ'□“¾”_ , æ, èŽc, èfRf}□” , æ^ø, ©, ê, ½”_ , æ“¾”_ , Æ, È, è, Ü, ·□B□u, x
, É, ³, ß□v, Æ“^ê, ì”_□”CEvŽZ, ð, μ, ½, ç, Æ, «, Í, ±, òOption, ðf` fFfbfN, μ, Ä%º, ³, ç□B

Bar Option

Tool Bar, , é, ç, ÍScore Bar, ð”ñ•\Ž! , É, ·, é, Æ, ±, òOption, æŽg—p%ºÄ”\ , É, È, è, Ü, ·□B, ±, òTfuf□ffj...
□ [, É, ÍAuto, ÆShift, æ, , è□A, » , ì<@”\ , Í^È%º, Ì'È, è, Å, ·□B

Auto, ðf` fFfbfN, ·, é, Æ□Af}fEfXfj□ [\f< , ðfQ□ [f€”Ö-Ê, ì□ä' [□A%º' [, ì, ç, , , é, ©, É”® , © , · , ÆTool
Bar(□ä) , , é, ç, ÍScore Bar(%º) , æ•\Ž! , ³, ê, Ü, ·□B

Shift, ðf` fFfbfN, ·, é, Æ□AfVftfgfL□ [, ð%ºÿ, μ, Äf}fEfX, ð”® , © , · , ±, Æ, ÅTool Bar, , é, ç, ÍScore
Bar, æ•\Ž! , ³, ê, Ü, ·□B

fm□ [fgfp\vfRf“™” , ì640x480fhfbfg, ì%ºð'œ“x, ÅTool Bar, , é, ç, ÍScore Bar, ç, , , é, ©, ð”ñ•\
Ž! , É, ·, é•K—v, æ , , é, Æ, «, É□Ý'è, μ, Ä, , ¾, ³, ç□B

[fRf]}ff[f^,ìBitmapftf@fCf<]

□u,³,ß,ª,ß□v,ìfRf},ìff□[f^,ìĀ`Ž®,ìfyfCf“fgfuf
%ofV,È,Ç,Å□ì□¬,Å,«,éBitmapftf@fCf<,Å,·□B32x32fhfbfg,ª1fRf},ìTfCfY,Å,·□B%o;ì^ê—ñ-
Ú,É”wĀei,Æ,È,éff□[f^,ª“ü,è,Û,·□B2—ñ-Ú^È□~,ÉŽÀ□Ú,ìfRf},ð□Å’á3fRf},©,ç□Å□,5fRf}
,Û,Å“ü,è,Ä%oº,³,ç□B□c,ì□ã’i,ÉfRf},ª•□’Ê,ìó’Ô,ìŽž,ìfCf□□[fW□A%oº’i,ÉfRf}
,ª,Æ,è,éŽž,ìfCf□□[fW,ª“ü,è,Û,·□BBitmapftf@fCf<,ìTfCfY,ª%o;128,160,192(32,~4,5, or
6)fhfbfg□A□c64fhfbfg,Å, ,è,î,Ç,ì,æ,æ,ÈBitmapftf@fCf<,Å,àŽg—p%oÅ”\,Å,·□B
□u,Ý,ž,ª,ß□v,ìfRf},ìff□[f^,ì%o;W—ñ(256fhfbfg)□A□c4□s(128fhfbfg)
,Å□ã,ì2□s,ª•□’Ê,ìó’Ô□A%oº2□s,ª,Æ,è,é□ó’Ô,ðĀ»„μ,Û,·□B
Bitmapff□[f^,ª□c352(32 x 11)fhfbfg□A%o;ª32,ì”{□”(32x16^È%oº)
,Å, ,è,î□ufAjjf□□[fVf†f“,³,ß,ª,ß□v,ìff□[f^,Æ,μ,Ä”FŽ˘,³,è,Û,·□B
,ç, ,è,à□Ú□×,ìŽÀ□Ú,ì%oæ’œff□[f^ (Bitmapftf@fCf<),ðMSfyfCf“fg□AfyfCf“fgfuf
%ofV,È,Ç,ÅĀ©,Ä,Ý,Ä%oº,³,ç□B

[fTfEf“fhftf@fCf<,iŠ,,è“-,-,Ä]

f[]fj...[][,iSound Select,ðfNfŠfbfN,·,é,ÆfTfEf“fhftf@fCf<[]Ý’è,ìftfH[][f€,^²Æ»^²,è,Ü,·[]B[]¶,ì
—“,ì“ @[]-¼,ðfNfŠfbfN,·,é,Æ[]A,»^²,ì“ @[]-¼,^²‘‘ð,^³è,½[]ó‘Ó,É,È,è,Ü,·[]B,»^²,ì[]ó‘Ó,Ä
%oE,ìfŠfXfg,©,çWaveftf@fCf<,ð‘‘ð,μ[]AfNfŠfbfN,·,é,Æ,»^²,ìWaveftf@fCf<,^²,»^²,ì“ @[]^²,É‘í,μŠ,,è“
-,Ä,ç,è,Ü,·[]B“ @[]^²,É‘í,·,éWaveftf@fCf<,ì[]Ý’è,^²,·,x,Ä[]^²,í,è,î[]A[]Ý’è[]—
½f{f^f“,ð,“;·,ÆWaveftf@fCf<,ì[]Ý’è,ð·ï[]X,μ[]AfQ[][f€
,É·œ<A,μ,Ü,·[]BCancel{f^f“,ðfNfŠfbfN,·,é,ÆWaveftf@fCf<,ì·ï[]X,ð‘ž~·,μ[]AfQ[][f€
,É·œ<A,μ,Ü,·[]B
[]Ý’è‘t[]ATestf{f^f“,ð%öÿ,·,Æ‘‘ð,μ,½Waveftf@fCf<,ð·,·,±,Æ,^²Ä,«^²,Ü,·[]B
Waveftf@fCf<,ðDefault,ì[]Ý’è,Ä,·,éPuSame32.exe,ì‘¶[]Ý,·,éftfHf<f_,ìfTfuftfHf<f_,Ä,·,éSoundft
fHf<f_^ÈŠO,É[]Ý’è,μ,½,ç,Æ,«^²,ÍChange Folder,ðfNfŠfbfN,μ,Ä,-
,¾,^³,ç[]BftfHf<f_ŠfXfg‘‘ðfEfBf“fhfE,^²·ž|,^³è,Ü,·[]B“K“-
,ÈftfHf<f_,ð[]Ý’èÈã[]AOKf{f^f“,ðfNfŠfbfN,·,é,Æ,»^²,ìftfHf<f_,É·ï[]X,^³è,Ü,·[]B
,Ü,½[]Ý’è,μ,½ftfHf<f_,ÉWaveftf@fCf<,^²¶[]Ý,μ,È,-,è,îWindows95,^²fCf“fXfg[][f<,^³è,½ftfHf<f_,ìf
TfuftfHf<f_,Ä,·,éMediaftfHf<f_,ÉWaveftf@fCf<,ð‘T,μ,É[]s,«^²,Ü,·[]B

[f f j f... [] - [Command] - [Select Game]

Select Game, đfNfŠfbfN, ·, é, Æ "Žš'í'đ%œ-Ê, ð, Ä, Ü, ·BfRf" f{f{fbfNfX, É, í, Å, V, ì, Å, å10-
Ê, Ü, Å, ð, ©, ì, Ú, Á, ½%ŠúY'è, ì" , ð"ü, Á, Ä, ç, Ü, ·B5%ñ'O, É—V, ñ, ¾-Ê, đ, Ä, Ñ—
V, Ñ, ½, -, ê, î5, Á'O, ì"Žš, đ'í'đ, µAOKf{f^f" , đ%ÿ, µ, Ä%º, ð, çB
"Žš"o~^f{f^f" , đfNfŠfbfN, ·, é, Æ'í'đ, ð, ê, Ä, ç, é"Žš, ð%º, ìfŠfXfg, É'Ç%Á, ð, ê, Ü, ·B<t, ÉSpecial
NumbersfŠfXfgf{fbfNfX, É"o~^, ð, ê, ½"Žš, đ_fuf<fNfŠfbfN, ·, é, Æ"Žš'í'đfRf" f{f{fbfNfX, É, » , ì
"Žš, ðfRfs [, ð, ê, Ü, ·B"Á, É, "¾" _ , ì, Å, â, ·, ç"Žš, È, Ç, đ"o~^, µ, Ä, ", -, ìAPuSame.iniftf@fCf<, É<
L~^, ð, êAŽY%ñ, à" -, ¶đCE, Å%½"x, Å, àfQ [f€, Å, «, Ü, ·B, ±, ì'Special
Number'"Á"Ô, í, Å, å10CEÁ"o~^, Å, «, Ü, ·BŽg—p, ·, éfRf}, ì"Å-Ê, ì'å, «, ð, ð•ï, ì, é, ÆA'S, ^Ù, È, é-
Ê, Æ, È, è, Ü, ·, ì, Å"~^è, ìđCE, É, µ, Ä—V, ñ, Å%º, ð, çB
"Á"Ô, đ'í'đ, µ, ½ó'Ô, Å"o~^"Žšíœ, đfNfŠfbfN, ·, é, Æ, » , ì"Ô†, ðíœ, Å, «, Ü, ·B

[f f j f... [] - [Command] - [Campaign]

Campaign, ðf`fFfbfN, ·, é, Æ□Ý'èf{fbfNfX, aCE» , ê, Ü, ·□B-ÊfNfŠfA□[, Æ, ·, é□Å□, Žc, èfRf}□" , Æ-
Ê□"(Stage, í5-Ê, ©, ç□Å□, 150-Ê), ðCE^'è, μ, Ü, ·□B—□□" , ìf^fi, a""^ê, Å, , ê, î"" , ¶-
Êfpf^□[f" , a□ÄCE» , ³, ê, Ü, ·□B—□□" , ìf^fi, ð•ï□X, ·, é, ±
, Æ, Åfpf^□[f" , ð•ï□X, Å, «, Ü, ·□BDefault, ì□Ý'è, íŽc, èfRf}□" , a5CEÂ□A-Ê□" , a10-Ê□A—
□□" , ìf^fi, í0, Å, ·□B□|—¹Žž□ACampaign't, ìŽc, èfRf}□" □A'□"¾" _ , a%oÁŽZ, ³, ê□A^ê-Ê, , ½, è, ì•½<
ï, Å□-□Ñ, a•]‰o¿, ³, ê, Ü, ·□B, » , ìCE<%oÊ, a□D<L~^ , Å, , ê, ìfnfCfXfRfA□[, Æ, μ, Ä<L~^ , ³, ê, Ü, ·□B

[Short Cut Key]

^È%º,ìShort Cut Key,Žg—p,Å,«,Ü,·B

CTRL-N @ @New @ @ @ @ CTRL-G @ @ @Select Game

CTRL-O @ @ @Open @ @ @ @ CTRL-A @ @ @Again

CTRL-S @ @ @Save @ @ @ @ CTRL-U @ @ @Undo

CTRL-B @ @ @BGM @ @ @ @ @ CTRL-R @ @ @Redo

CTRL-M @ @ @Sound

CTRL-X @ @ @Exit

