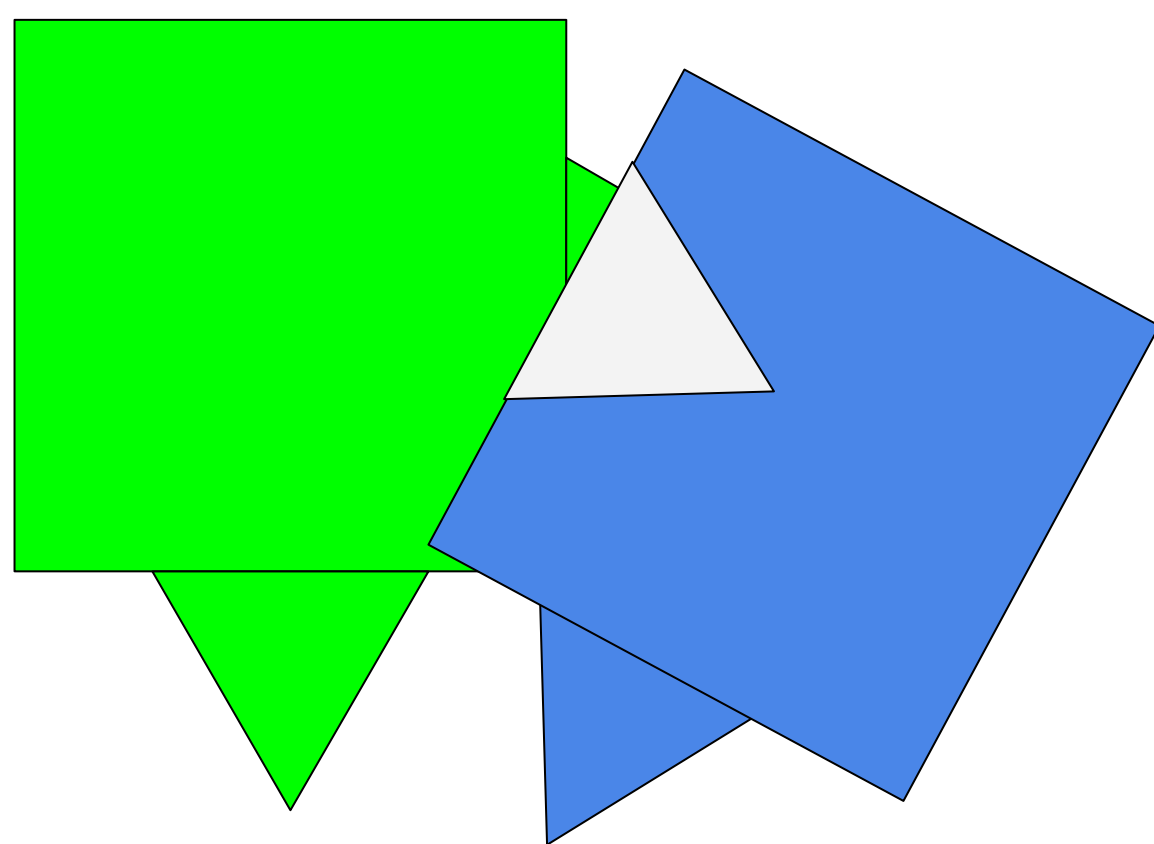
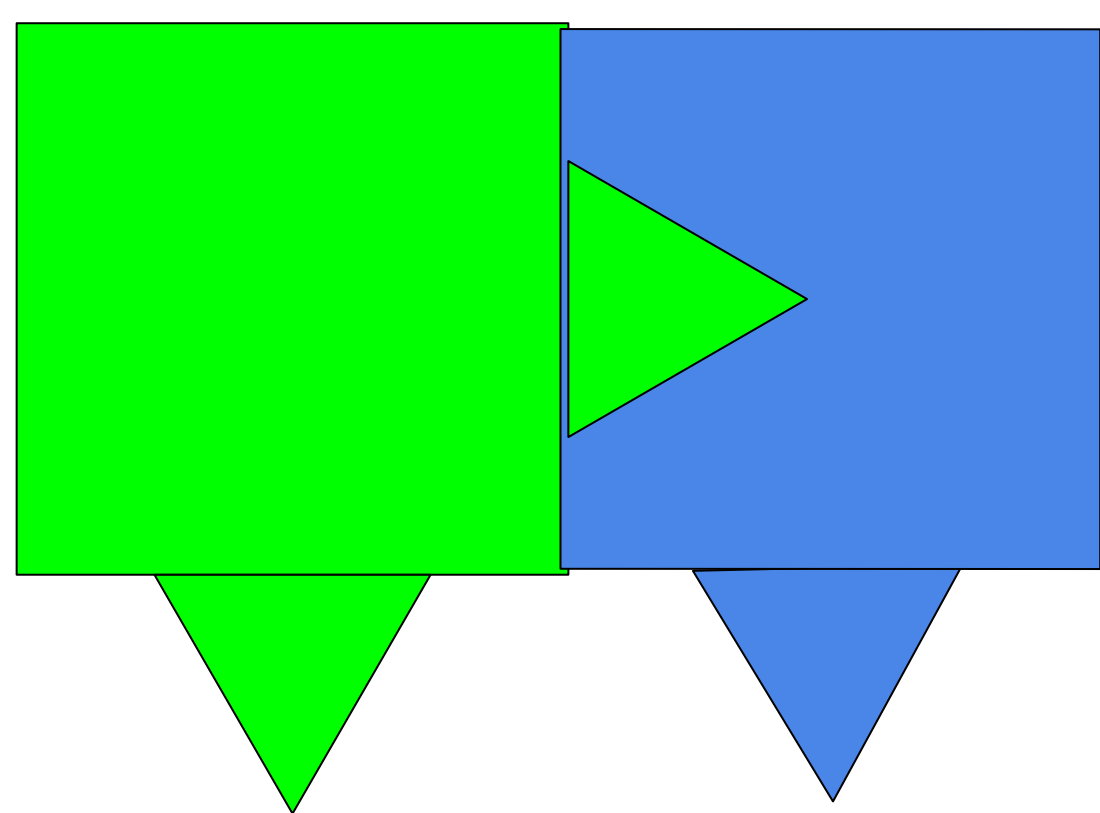


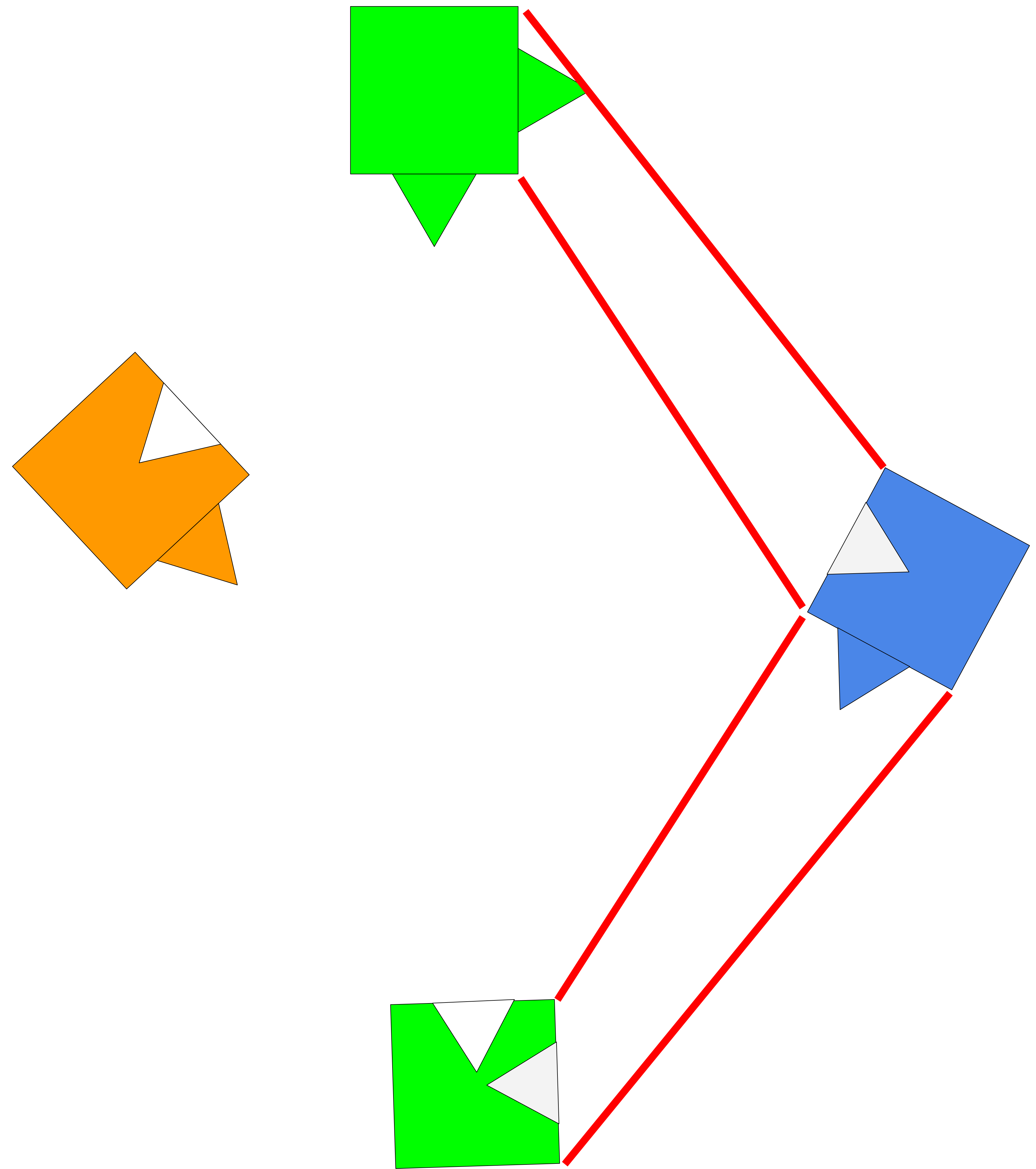
1. Piece corners are checked with neighbours when piece (blue) is placed back on board



2. If two pieces are close enough, they snap together to be beside each other



3. The blue piece saves the rotation of its neighbour (green)



The blue piece checks only its neighbour's (green), and no other piece (orange)