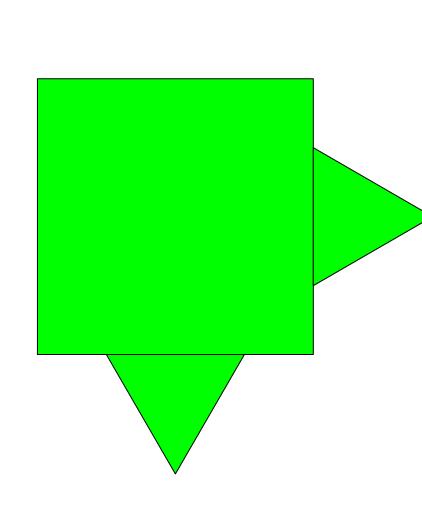
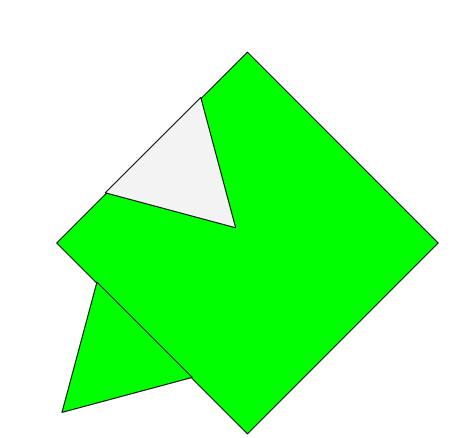
## Game Board x-axis

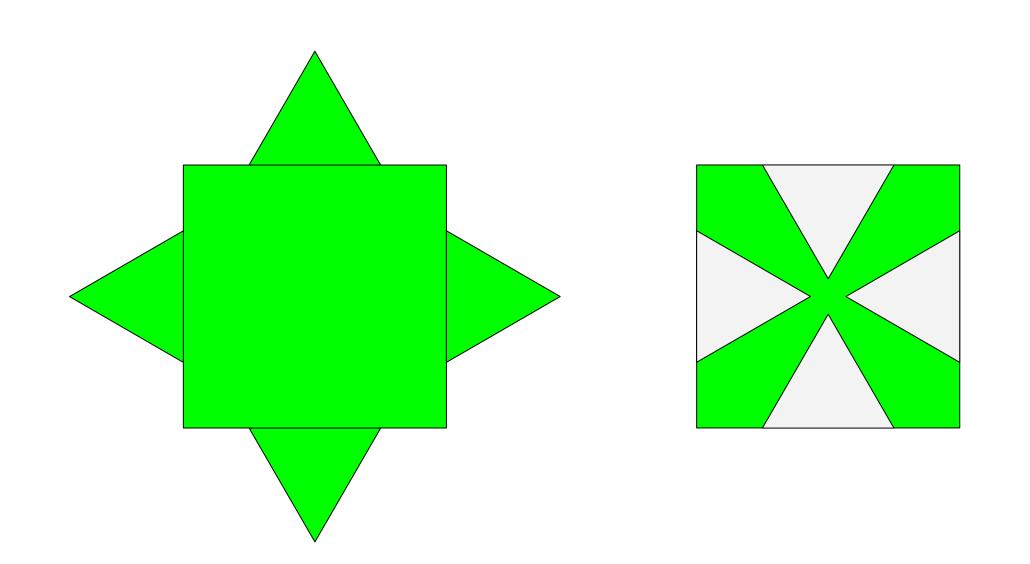


x,y coordinate determines piece position

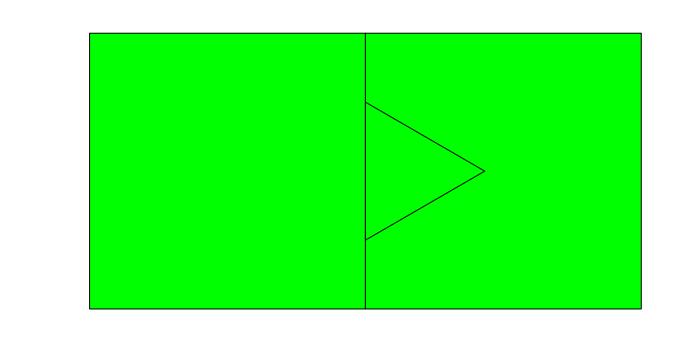


rotation determines piece orientation

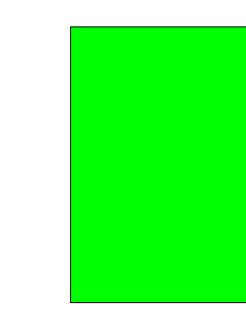




Open Edge, pieces not joined



Closed Edge, pieces joined



Unjoinable Edges, piece cannot join another

Max Length