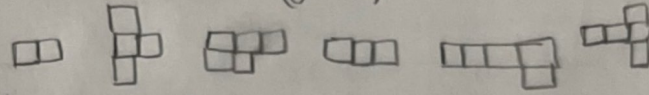


Take a Turn

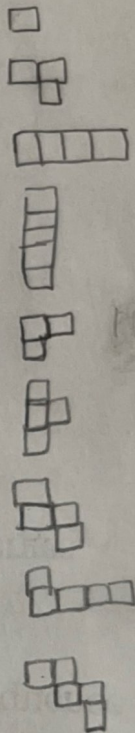
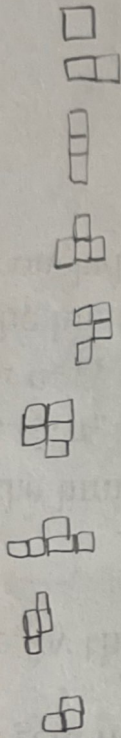
Hint: Place a piece touching a corner [✓]

TIME Count

Player 3
(Green)



Player 4
(Blue)



Player 2
(Yellow)

Player 1 (Red)

Rotate ↻

Turn: Play 1's first turn

Help Me

PASS

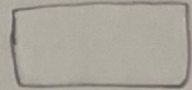
EXIT

* for first turn, player has to place it to a corner, move will not be accepted until piece put on the highlighted box [✓]. Hint: will keep showing the msg "Place a piece touching a corner".

Take a Turn

Hint: Place a piece touching a corner

TIME REMAINING



Player 3 (green)

Player 4 (Blue)

Player 1 (red)

Player 2 (yellow)

Rotate

Help Me

PASS

EXIT

Turn: Move accepted from play 1,
now Player 4's first turn

player 4 tries and put it in wrong space then

Turn: Move not accepted, see hint
Play 4's first turn

Then Player 4 clicks then clicks **Rotate** Hint: click rotate once for a 90° clockwise rotation

Turn: Move accepted from player 4

Player 3's turn

Same flow for Player 3, Player 2

After first turn: Play 1 selects already selected space on board: →

Turn: Move not accepted, see hint
Player 1's turn

Hint: Space already Selected, find free ones

Player Clicks **Help Me** ^{3 options}

Game Rules

* System shows list of rules

Hint: Next Move?

* System suggests where to put

Change Color?

* Systems lets user change colors/difficulty

Change Difficulty?

Player clicks **PASS** → Play moves to the next player

Turn: Player X passed,
Player X's turn

Player clicks **Exit** → **Save and Exit?**

Reload?

Reset?

Exit?

TIME REMAINING:

00:20 → **00:19**

For higher difficulty if player doesn't make a move, system passes the game

Turn: Timed out for player X
Player X's turn