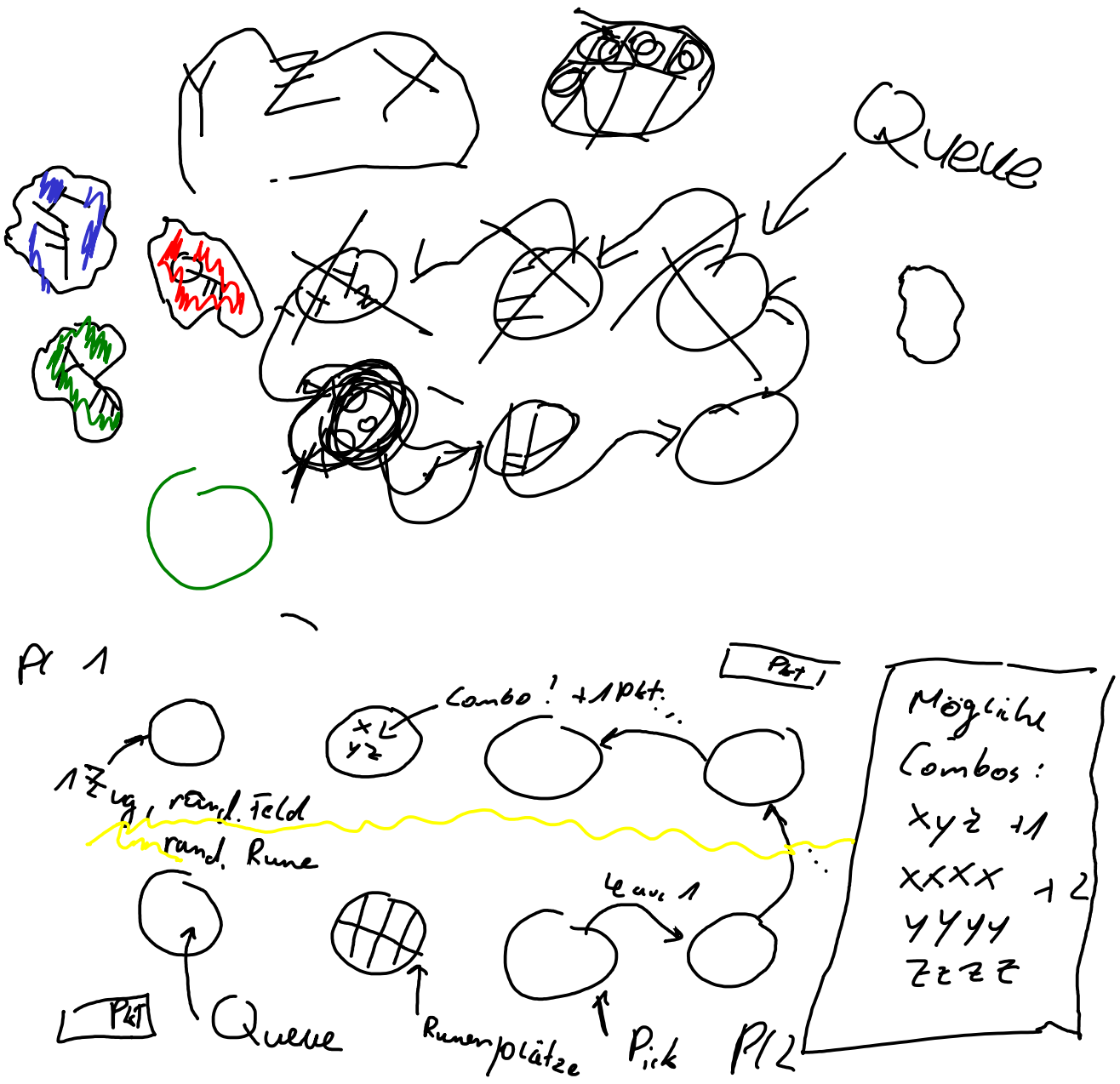
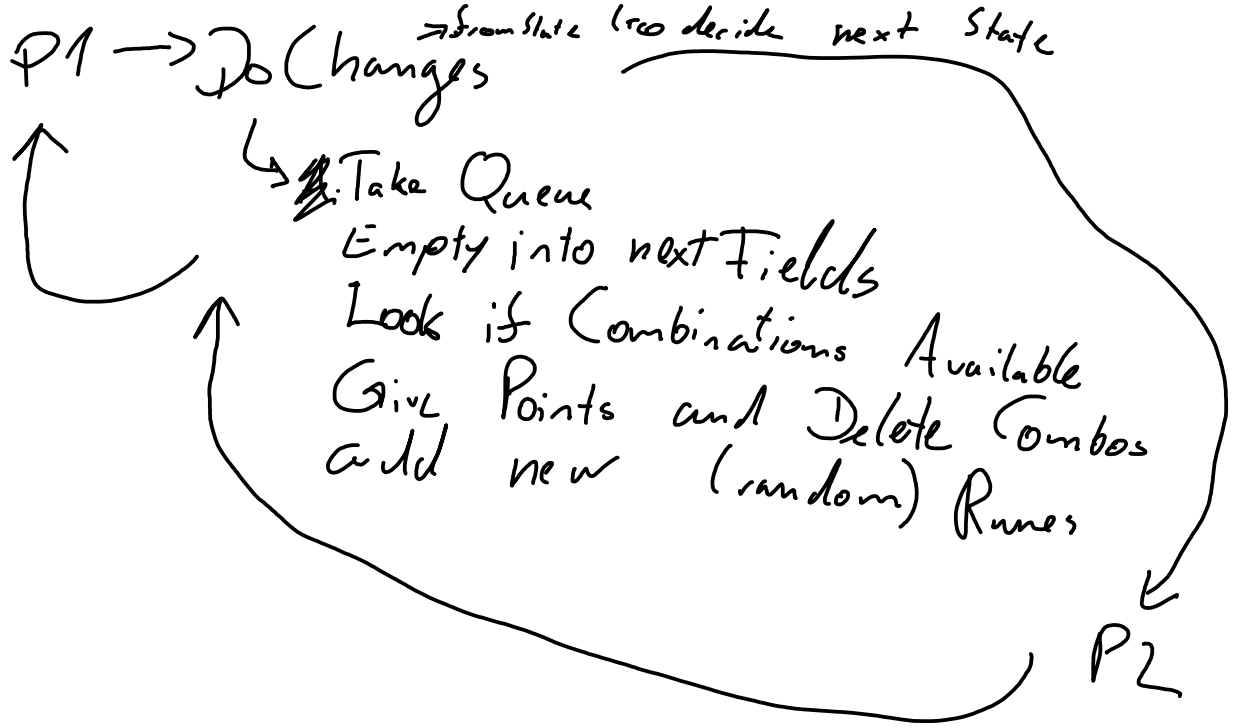

Queue
Pl 1
Combo! +1 Pkt.
Pkt
Mögliche Combos:
xyz +1
xxxx +2
yyyy
zzzz
1 Zug, rand. Feld
rand. Rune
Leave 1
Pkt
Queue
Runenplätze
Pick
Pl 2


P1 → DoChanges
→ from State (rec decide next State
Take Queue
Empty into nextFields
Look if Combinations Available
Give Points and Delete Combos
add new (random) Runes
P2

Game Field | (Circles, Interface, Graphics, Runes)