

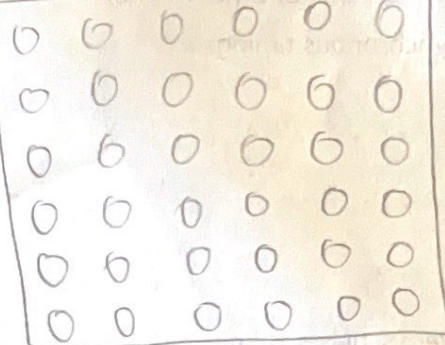
CONNECT F=D-U-R

OVERALL
Game

PLAYER 1

||||

TIMER



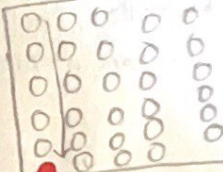
PLAYER 2

|||

When its
Player 1
turn

Players
turns

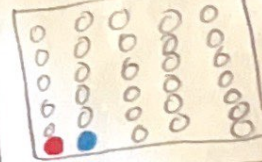
0:05



PLAYER 1

Player 2
turn

0:03



PL2

Player WON

TIE GAME

OUTCOME

Player 1 won

RESET

IT'S A TIE

RESET

Player 1

||||

Keeping
Score