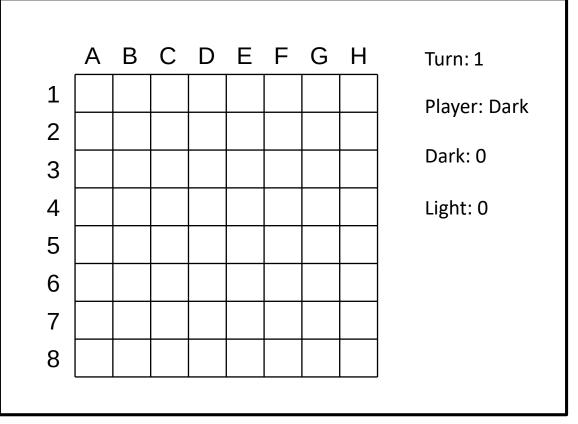
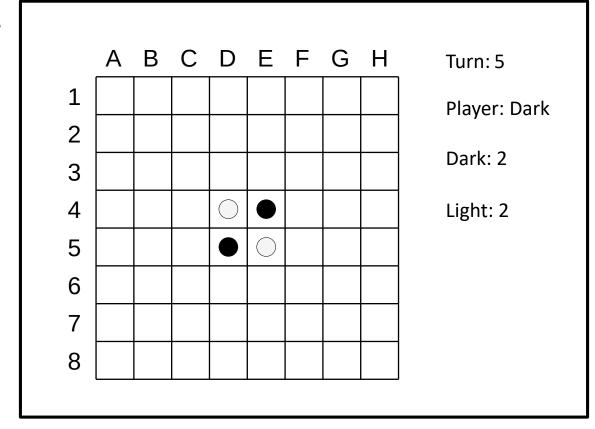
1.



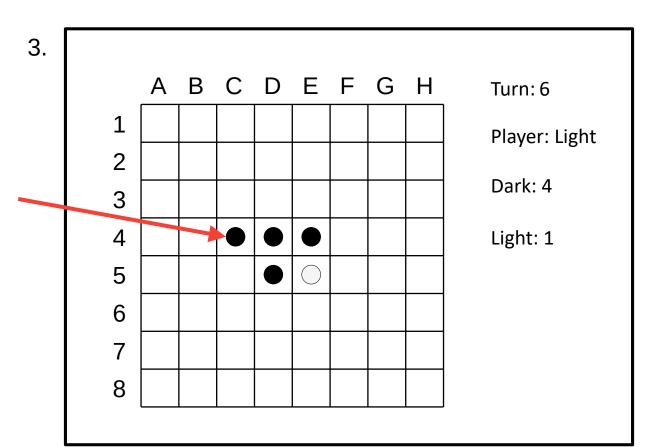
Begin with an empty board.

2.



During the first four turns, players must place their discs in the centre four squares.

The HUD on the right is updated to display the turn number, current player, and the count of discs for both players.

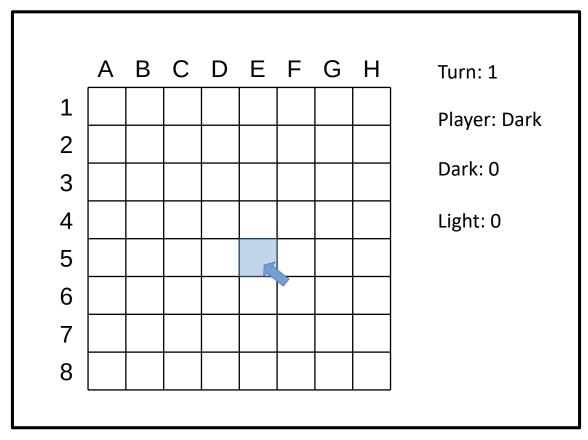


The player places their disc to create a line with their colour on the ends and the opposing player's colour in the middle. All opposing discs caught in the line are flipped to the player's colour.

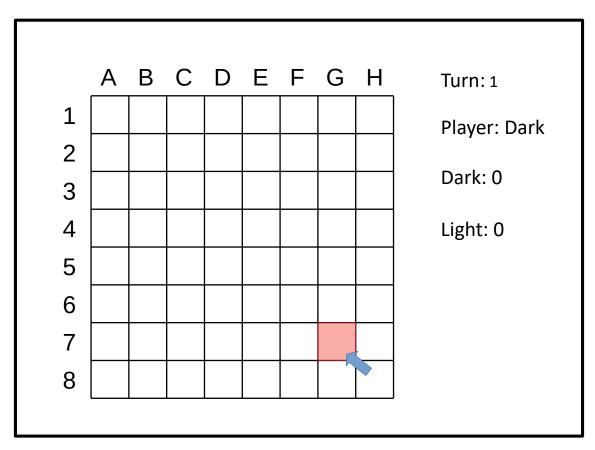
A player cannot make a move when they have no legal moves available.



The game ends when neither player can make a legal move. A message is displayed to convey this information.



The tile that is currently hovered over will be indicated by tinting the tile blue.



If the player tries to make an illegal move, the tile will flash red.