

1.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

Turn: 1

Player: Dark

Dark: 0

Light: 0

Begin with an empty board.

2.

	A	B	C	D	E	F	G	H
1								
2								
3								
4				○	●			
5				●	○			
6								
7								
8								

Turn: 5

Player: Dark

Dark: 2

Light: 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.

3.

	A	B	C	D	E	F	G	H
1								
2								
3								
4			●	●	●			
5				●	○			
6								
7								
8								

Turn: 6
Player: Light
Dark: 4
Light: 1

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.

4.

	A	B	C	D	E	F	G	H
1					○			
2					○	○		
3	○	○	○	○	○	○	○	●
4			○	○	○	○		●
5			○	○	○			●
6								
7								
8								

Turn:
Player:
Dark: 3
Light: 17

Light Wins!

Dark: 3
Light: 17

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


	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

Turn: 1

Player: Dark

Dark: 0

Light: 0



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


	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

Turn: 1

Player: Dark

Dark: 0

Light: 0



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