General layout

Back captured cubes

White captured cubes

16

legend

Turn flag

Credit

Toggle menu

(hamburger button)



Inactive turn

Pijersi

Running mode

game over

Reviewing mode

Editing mode

stop

new

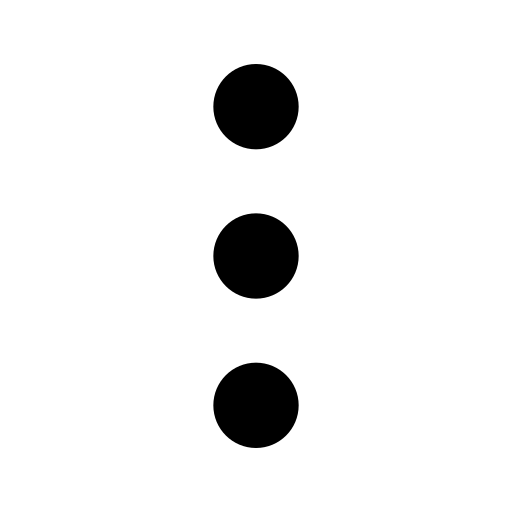
edit

resume



Note: the button “kebab” is reserved for either contextual or secondary menus

Hexagons



Captured cubes layout

Captured cubes

1

2

4

1

1

2

1

By black player

By white player

Setting mode layout

Hexagons

Back cleared cubes

White cleared cubes

16

legend

Radio buttons

Credit spin box



Cleared cube zones in setting mode

Reset/Clear buttons

1

2

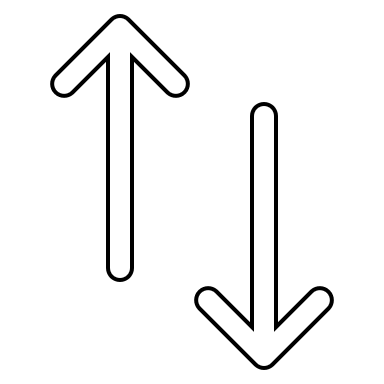
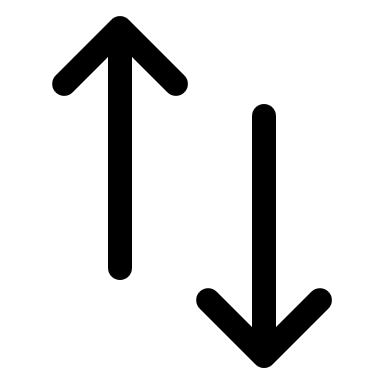
4

1

1

2

1



Clickable zones (as destination)

Realistic layout (running mode): up and bottom capture zones



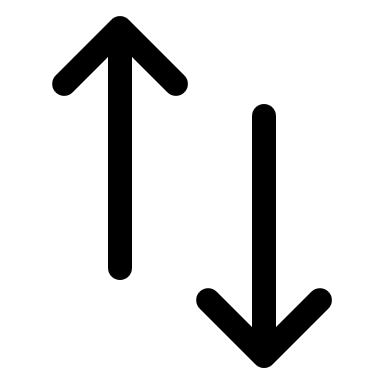
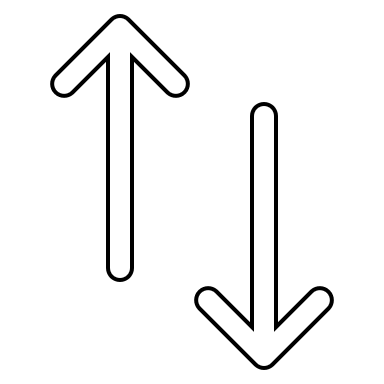
16



Realistic layout (editing mode): up and bottom capture zones



16



Realistic layout (running mode): bottom capture zones



**16**



**Pijersi** [running]



Realistic layout (reviewing mode): bottom capture zones



**16**



**Pijersi** [reviewing]



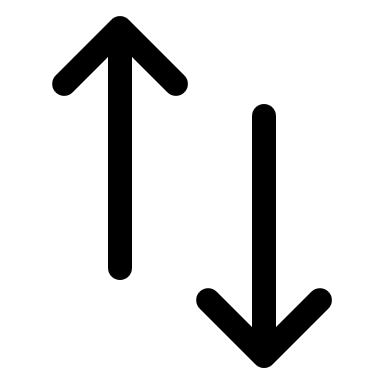
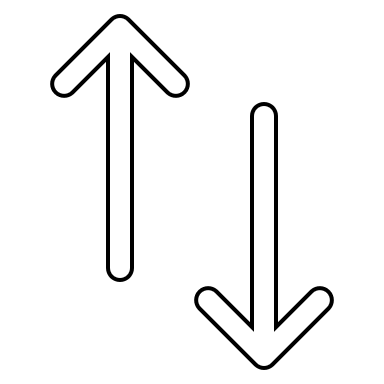
Realistic layout (editing mode): bottom capture zones



**16**



**Pijersi** [editing]



Realistic layout (running mode): compact capture zones



**16**



**Pijersi** [running]

1

2

4

2

1

2

4

2



Realistic layout (reviewing mode): compact capture zones



**16**



**Pijersi** [reviewing]

1

2

4

2

1

2

4

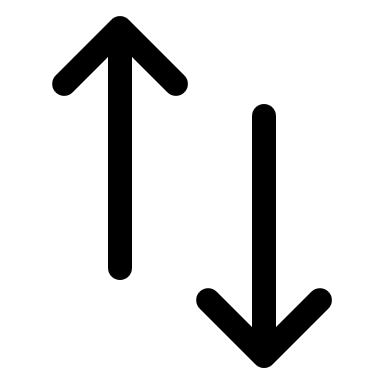
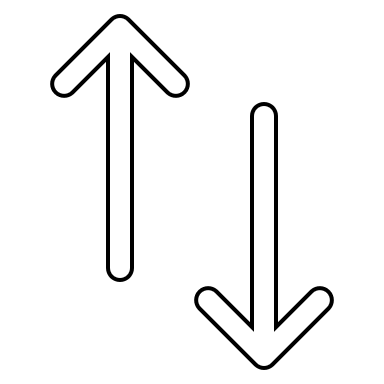
2



Realistic layout (editing mode): compact capture zones



**16**



**Pijersi** [editing]



1

2

4

2

1

2

4

2

