General layout

White captured cubes

Pijersi

Toggle menu
(hamburger button)

Turn flag

Inactive turn

legend | 16 | **Credit**

Back captured cubes

Running mode
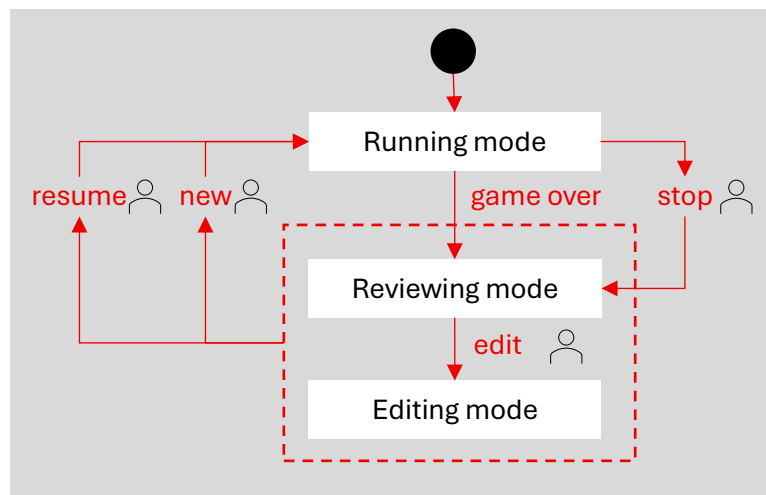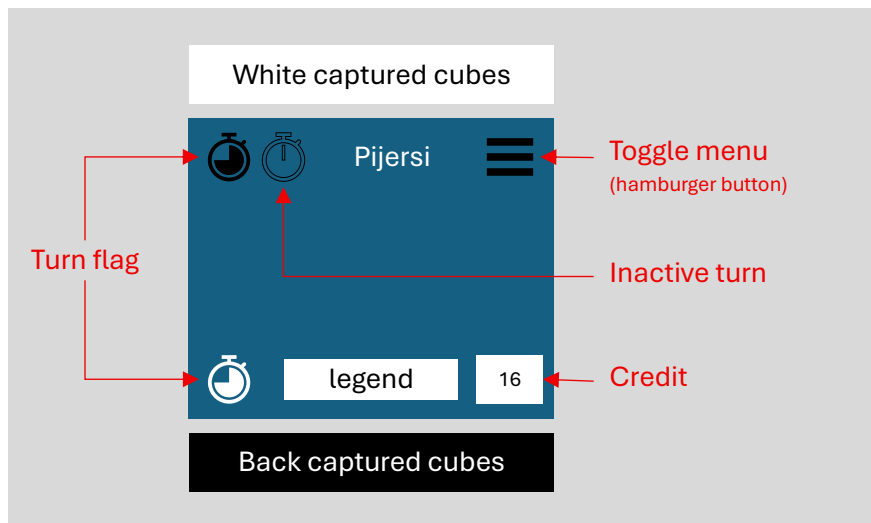
resume | new

game over

stop

Reviewing mode

edit

Editing mode

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

Hexagons

Captured cubes layout

By black player

Captured cubes

By white player

Setting mode layout

White cleared cubes

Hexagons

Radio buttons

legend   16

Credit spin box
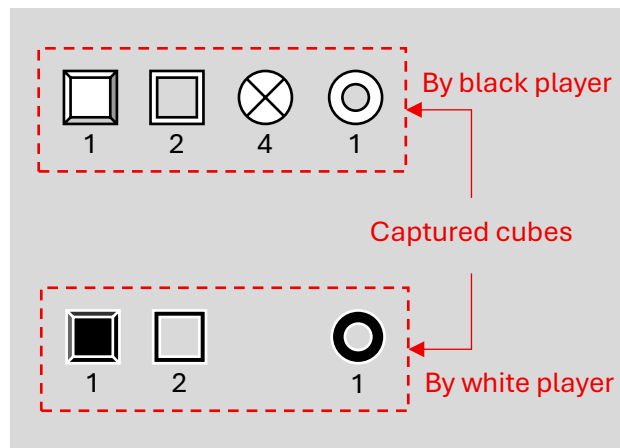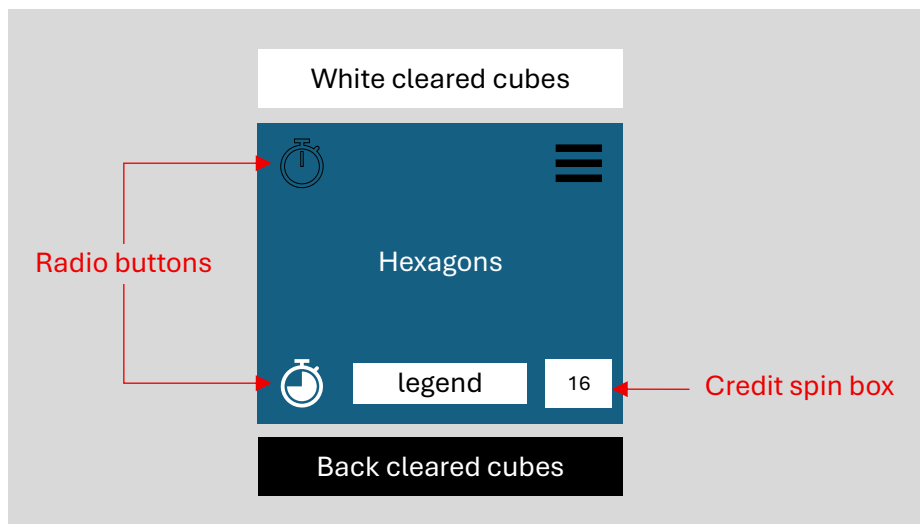
Back cleared cubes

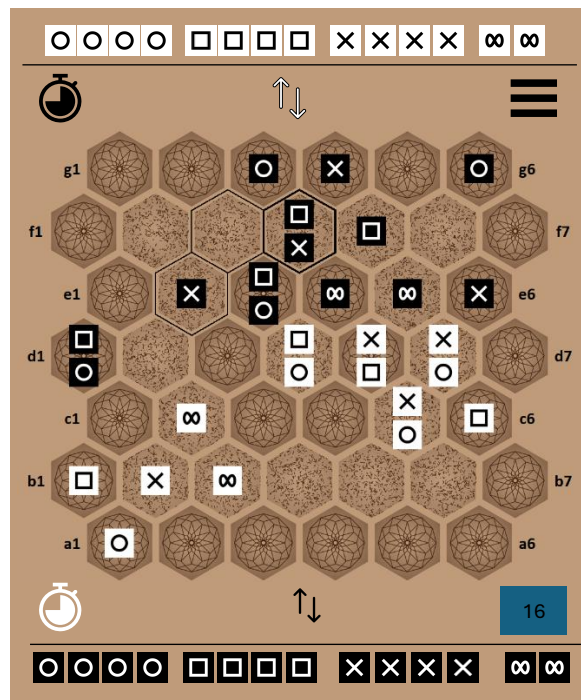## Cleared cube zones in setting mode

Clickable zones (as destination)
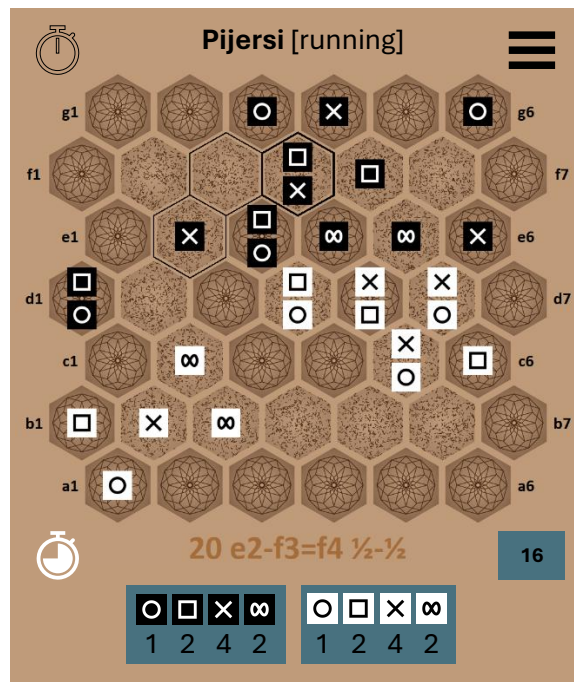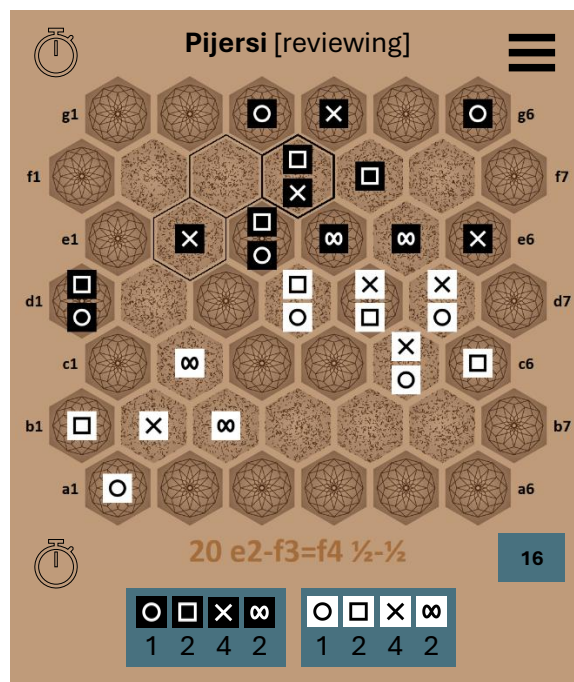
Reset/Clear buttons
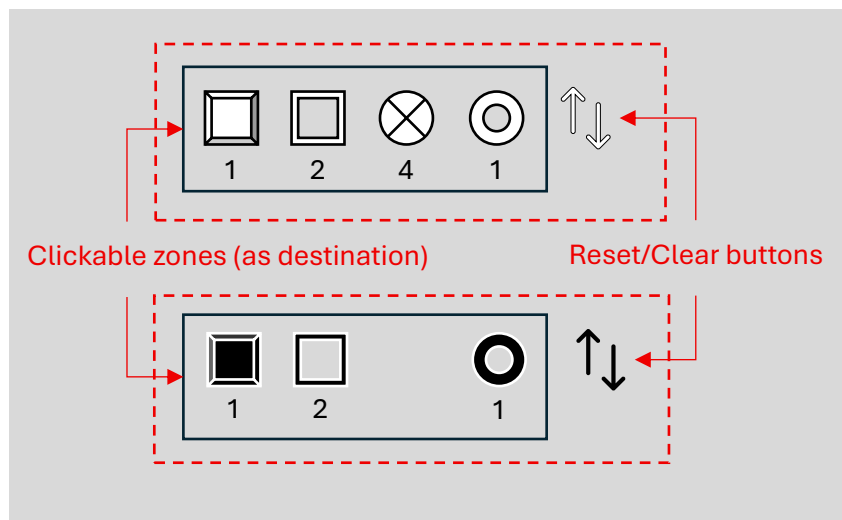
Realistic layout (running mode): up and bottom capture zones

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

Realistic layout (running mode): compact capture zones

Pijersi [running]

g1		◯	✕		◯ g6
f1		☐✕	☐		f7
e1	✕	☐◯	∞	∞	✕ e6
d1	☐◯		☐◯	✕☐	✕◯ d7
c1	∞			✕◯	☐ c6
b1	☐	✕	∞		b7
a1	◯				a6

20 e2-f3=f4 ½-½

16

◯	☐	✕	∞
1	2	4	2

◯	☐	✕	∞
1	2	4	2

Realistic layout (reviewing mode): compact capture zones

Pijersi [reviewing]

g1		◯	✕		◯ g6
f1		☐✕	☐		f7
e1	✕	☐◯	∞	∞	✕ e6
d1	☐◯		☐◯	✕☐	✕◯ d7
c1	∞			✕◯	☐ c6
b1	☐	✕	∞		b7
a1	◯				a6

20 e2-f3=f4 ½-½

16

◯	☐	✕	∞
1	2	4	2

◯	☐	✕	∞
1	2	4	2

Realistic layout (editing mode): compact capture zones

Pijersi [editing]

16

○	□	✕	∞
1	2	4	2

○	□	✕	∞
1	2	4	2