General layout

Back captured cubes

White captured cubes

16

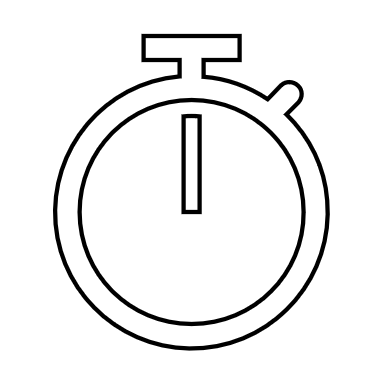
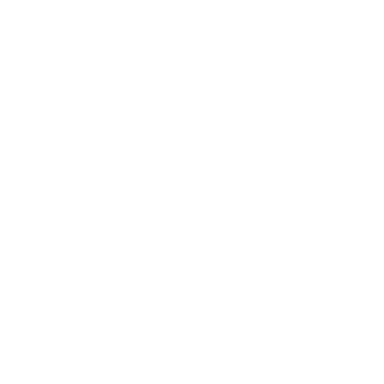
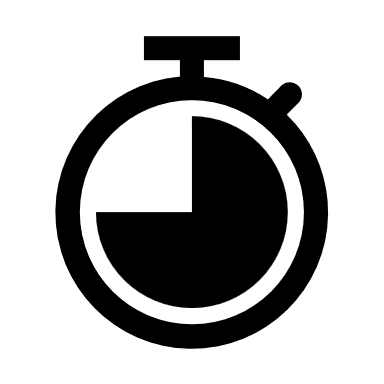
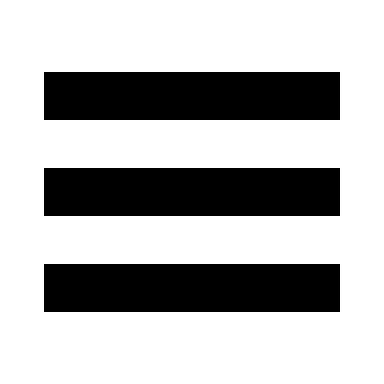
legend

Turn flag

Credit

Toggle menu

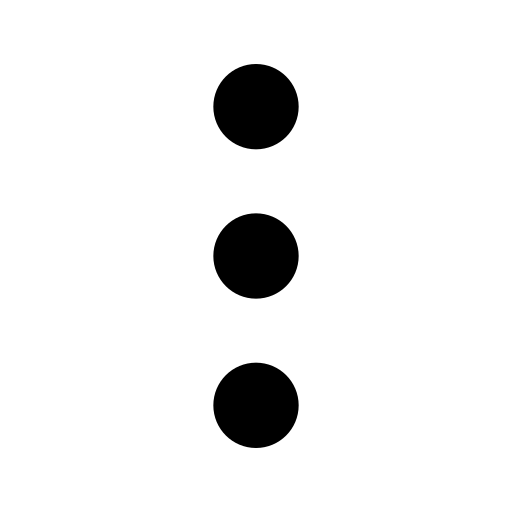
(hamburger button)



Inactive turn

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

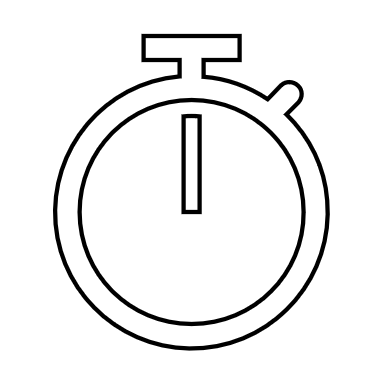
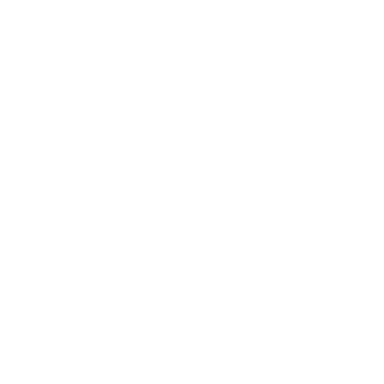
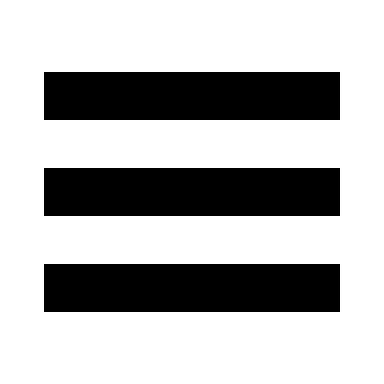
White cleared cubes

16

legend

Radio buttons

Credit spin box



Cleared cube zones in setting mode

Reset/Clear buttons

1

2

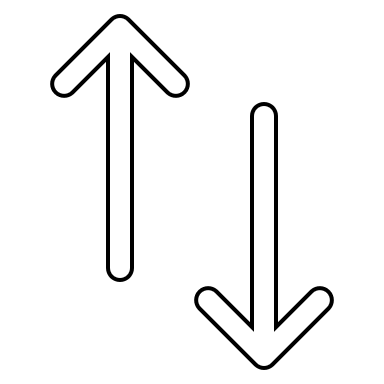
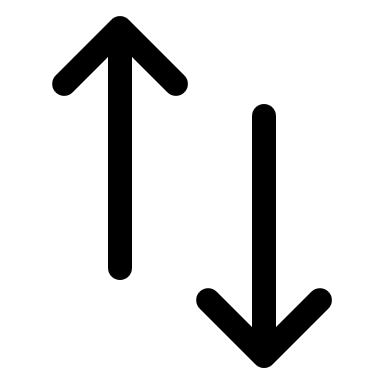
4

1

1

2

1



Clickable zones (as destination)