

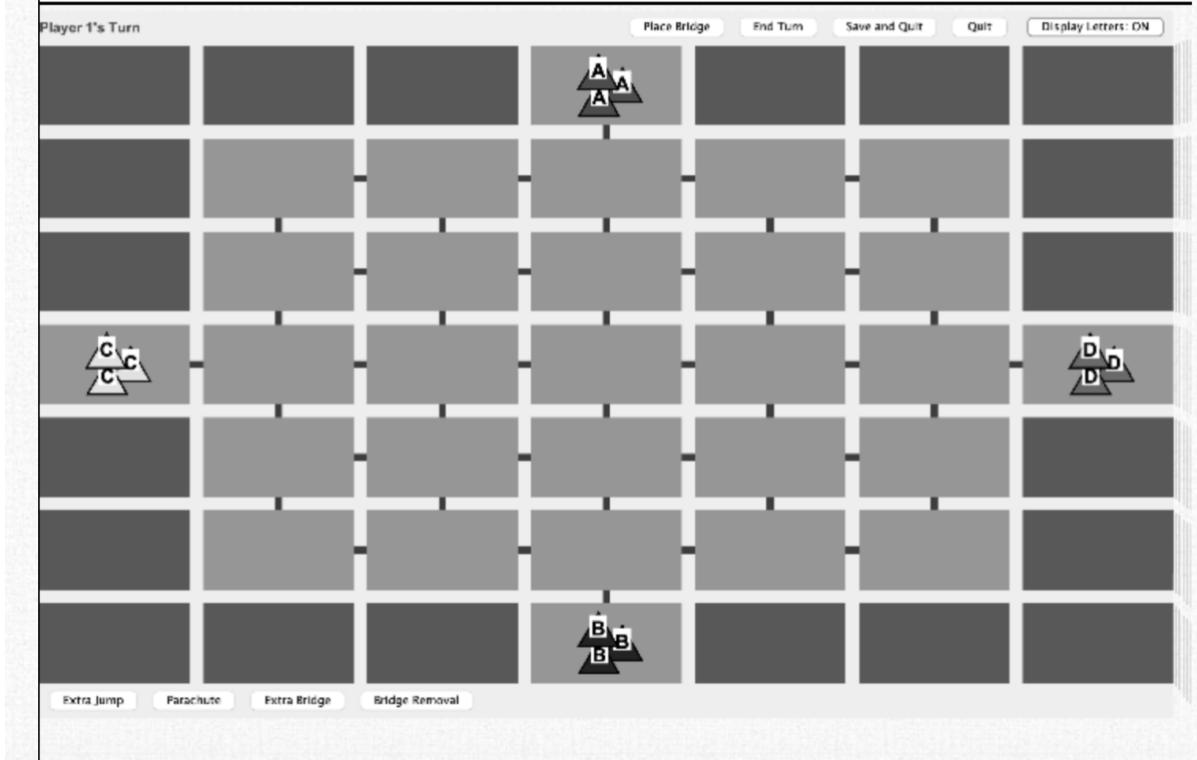
This is the default colour for the board at the start of a new game.

The remaining images below are how the Gameboard looks to people with colour vision deficiency. We obtained these images by inserting a photo of the original screenshot of the board into this website: <https://www.color-blindness.com/coblis-color-blindness-simulator/> and we got back the following results.

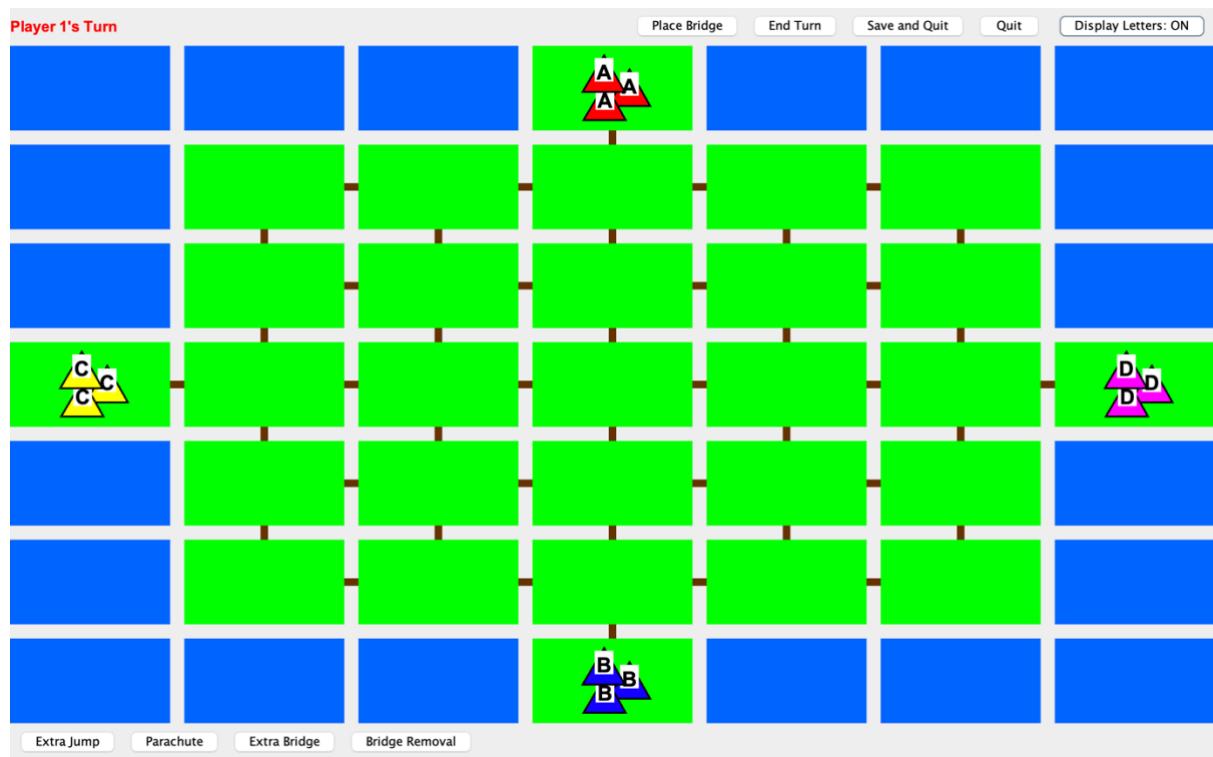
- Normal
- Red-Weak/Protanomaly
- Red-Blind/Protanopia
- Monochromacy/Achromatic
- Green-Weak/Deutanomaly
- Green-Blind/Deutanopia
- Blue Cone Monochromacy
- Blue-Weak/Tritanomaly
- Blue-Blind/Tritanopia

Use lens to compare with normal view: No Lens Normal Lens Inverse Lens

[Reset View](#) [Open simulated image in new window](#)



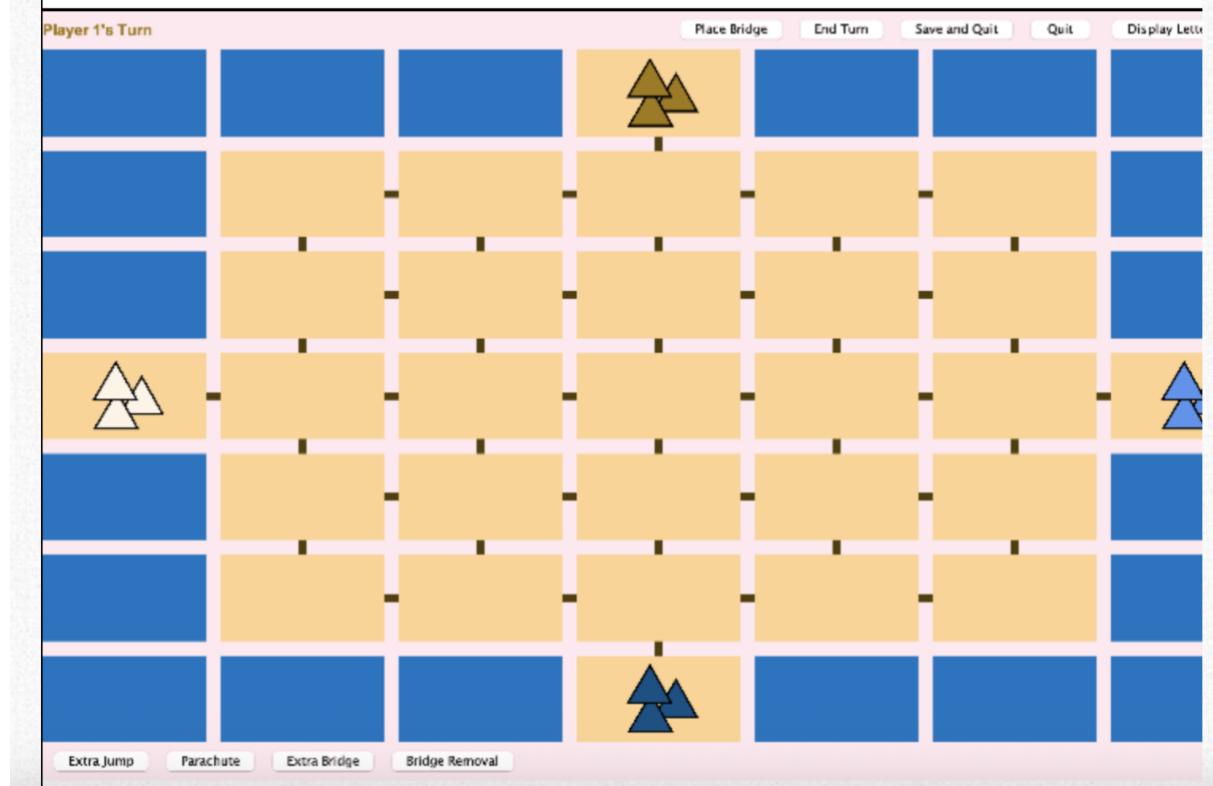
This is a screenshot of the board showing letters to cater to the needs of colour deficient children, allowing them to know whose turn to play it is.



Green-Weak/Deuteranomaly
 Green-Blind/Deutanopia
 Blue Cone Monochromacy
 Blue-Weak/Tritanomaly
 Blue-Blind/Tritanopia

Use lens to compare with normal view: No Lens Normal Lens Inverse Lens

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Blue-Weak/Tritanomaly

Blue-Blind/Tritanopia

Use lens to compare with normal view: No Lens Normal Lens Inverse Lens

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