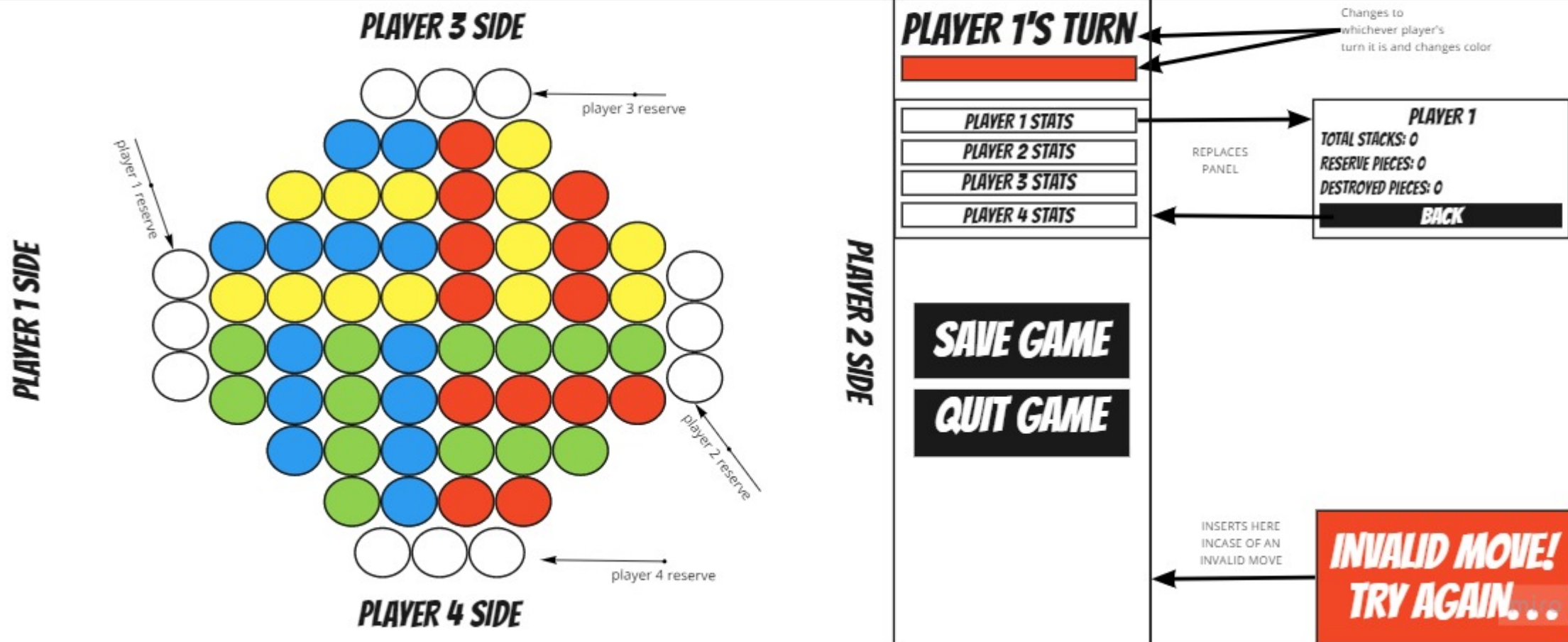
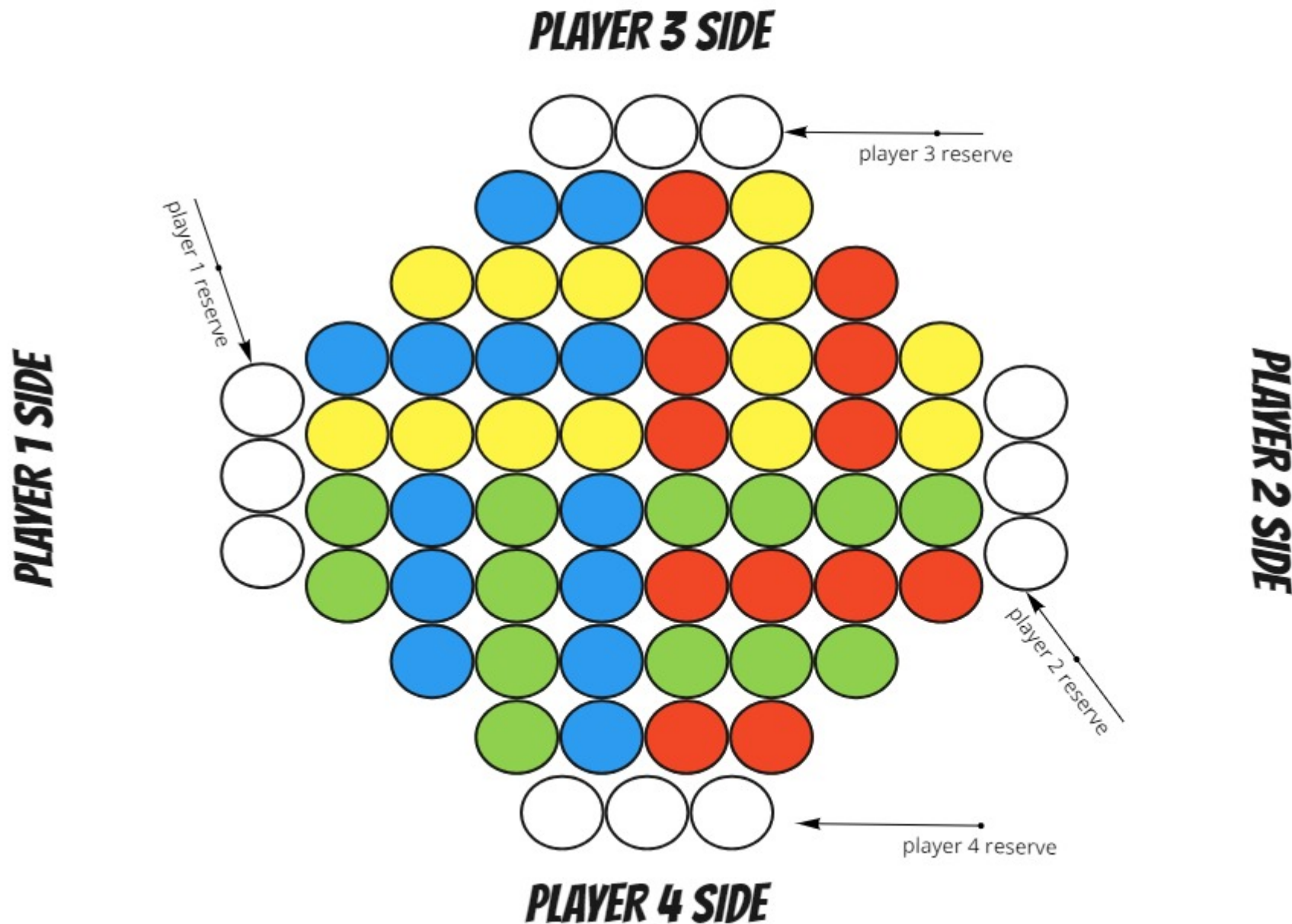


# GAME OF FOCUS



# GAME OF FOCUS



**PLAYER 1'S TURN**



PLAYER 1 STATS

PLAYER 2 STATS

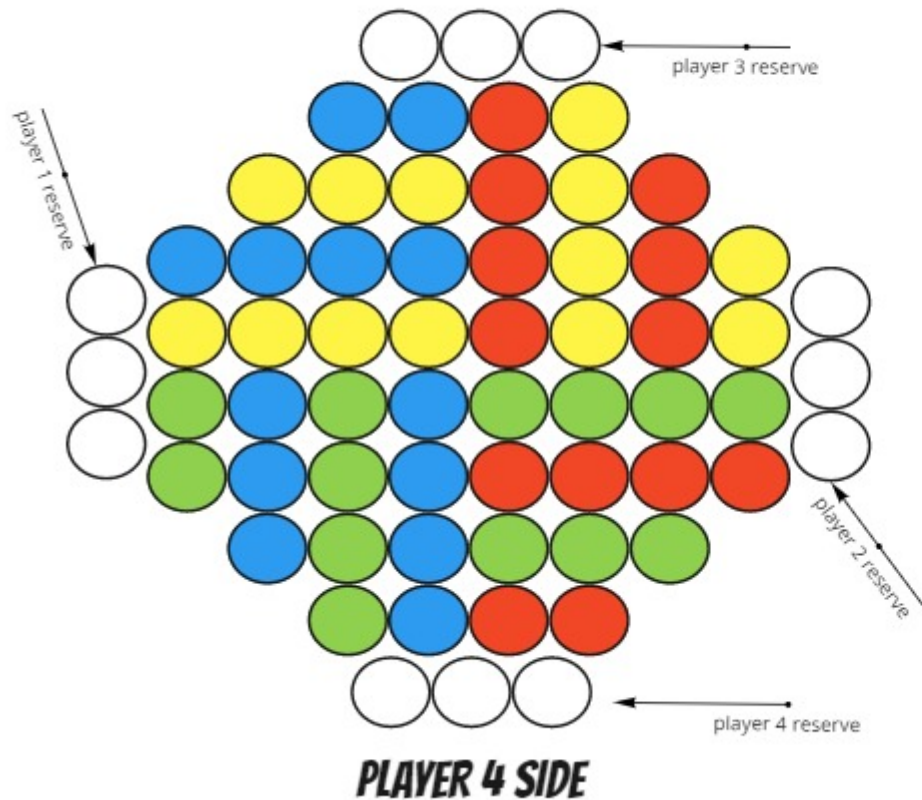
PLAYER 3 STATS

PLAYER 4 STATS

**SAVE GAME**

**QUIT GAME**

**PLAYER 1 SIDE**



**PLAYER 3 SIDE**

**PLAYER 4 SIDE**

**PLAYER 2 SIDE**

**PLAYER 1'S TURN**



Changes to  
whichever player's  
turn it is and changes color

**PLAYER 1 STATS**

**PLAYER 2 STATS**

**PLAYER 3 STATS**

**PLAYER 4 STATS**

REPLACES  
PANEL

**PLAYER 1**

**TOTAL STACKS: 0**

**RESERVE PIECES: 0**

**DESTROYED PIECES: 0**

**BACK**

**SAVE GAME**

**QUIT GAME**

INSERTS HERE  
INCASE OF AN  
INVALID MOVE

**INVALID MOVE!  
TRY AGAIN...**