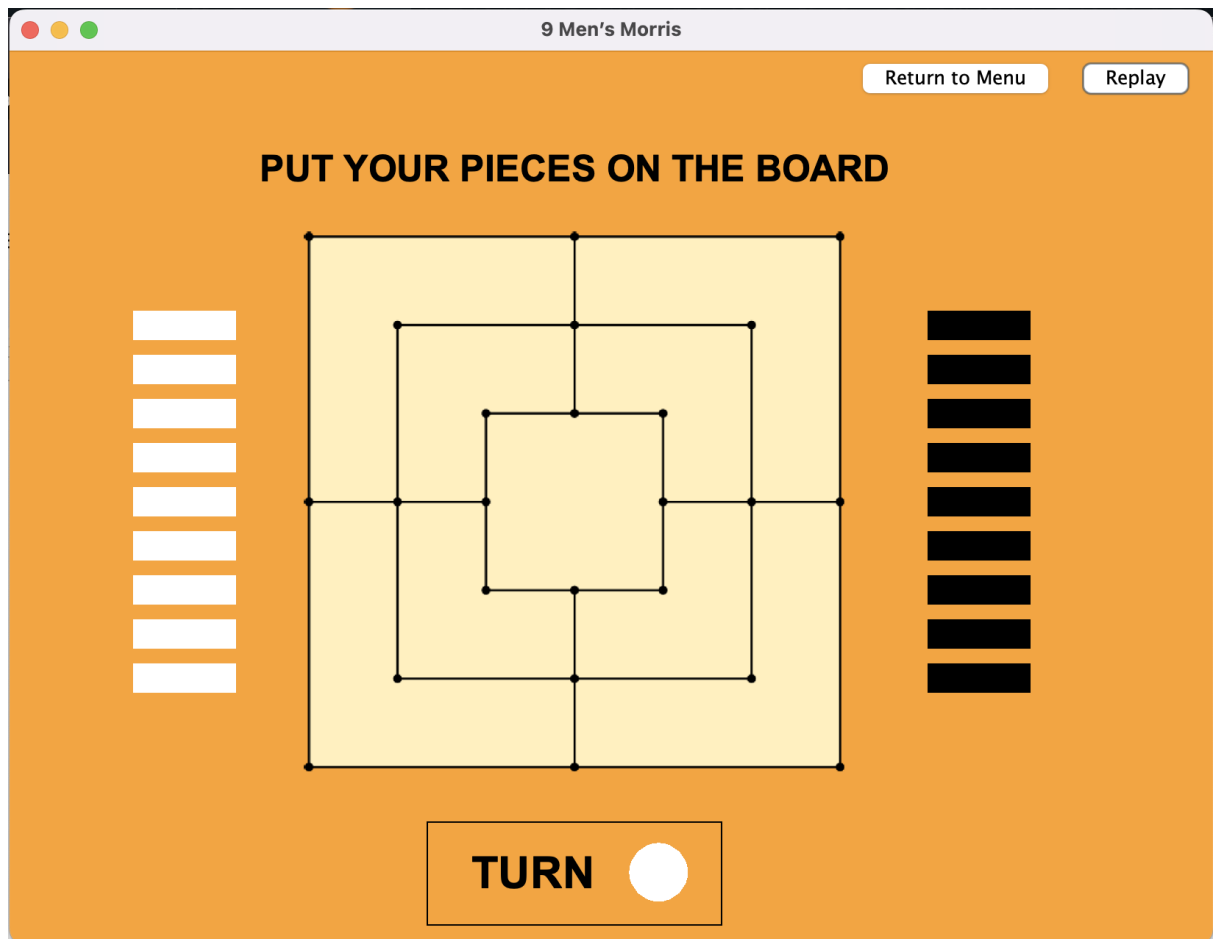


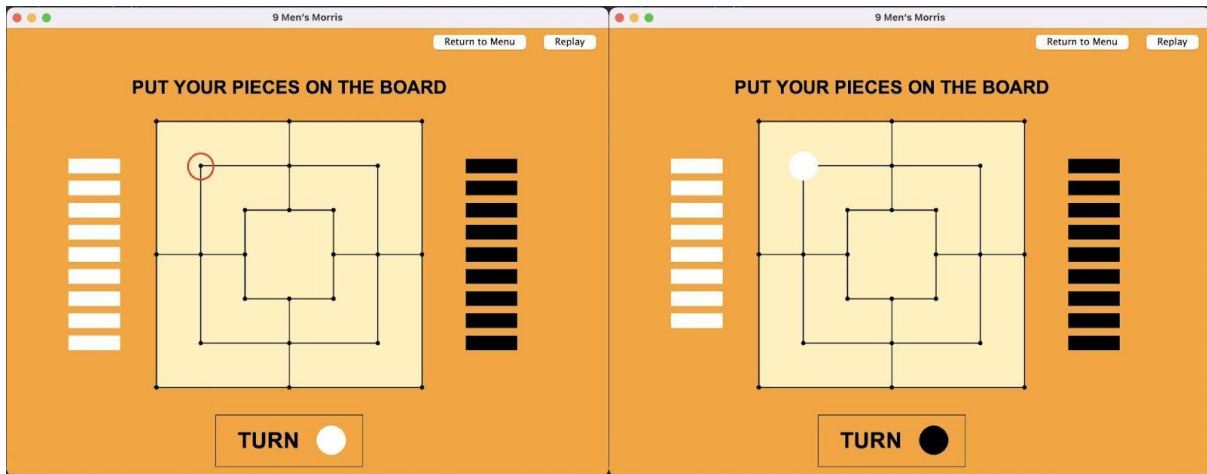
# Gameplay Screenshots

(i) an 'empty' board at the beginning of the game

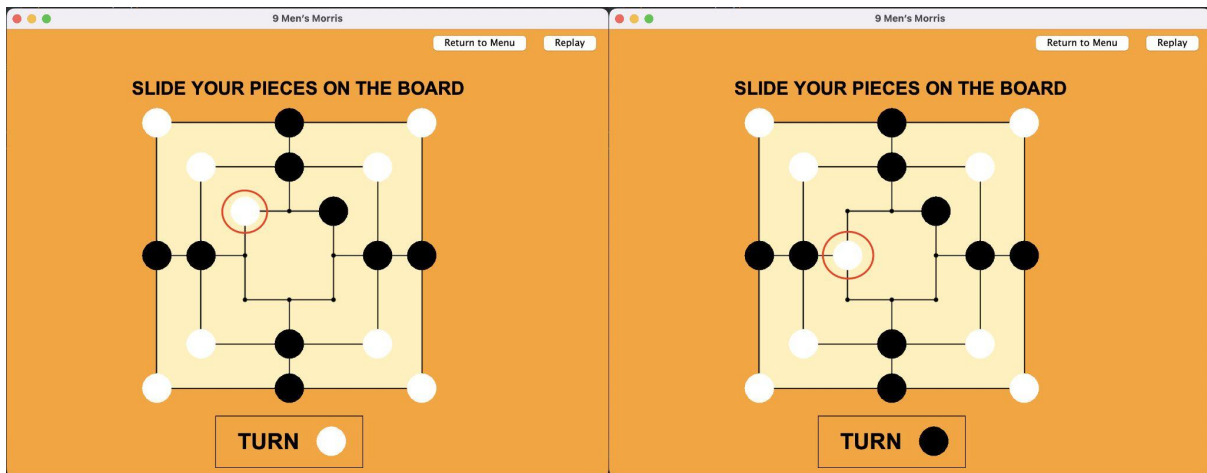


(ii) moves of all three phases of the game - place, slide fly

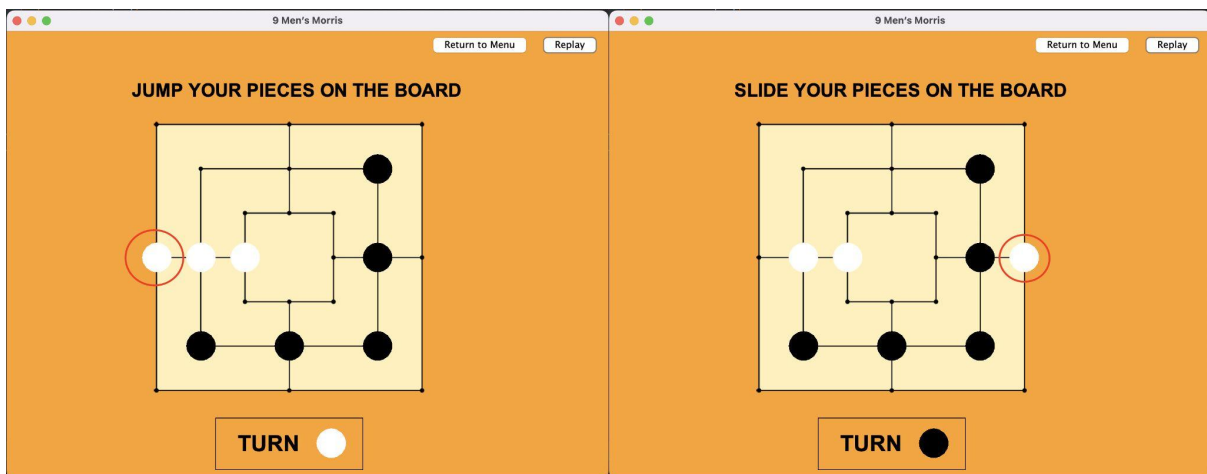
## PLACE



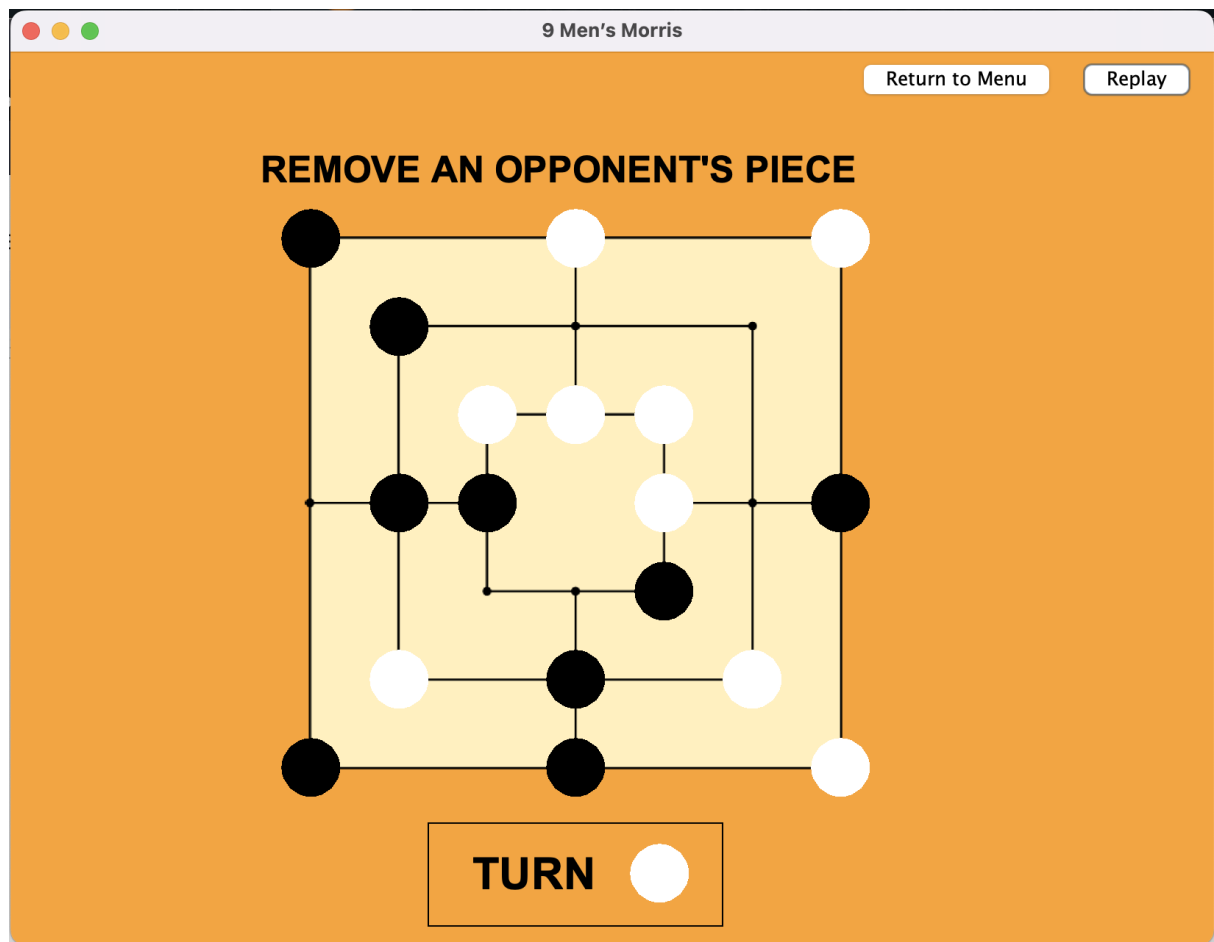
## SLIDE



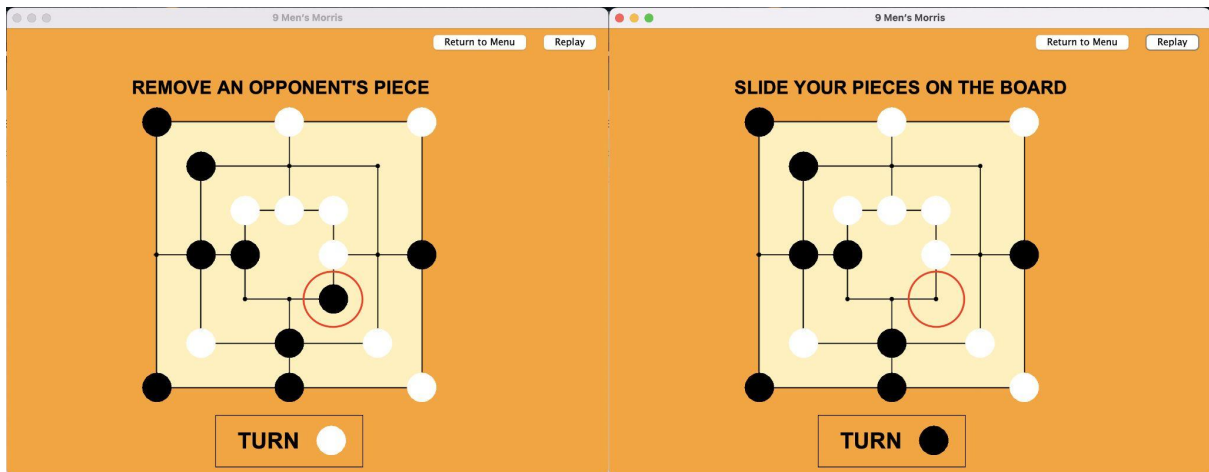
## FLY



(iii) detection of new mills



(iv) correct removal of pieces after a new mill creation



(v) detection of the end of a game - i.e. only two pieces left, or no more valid moves possible

