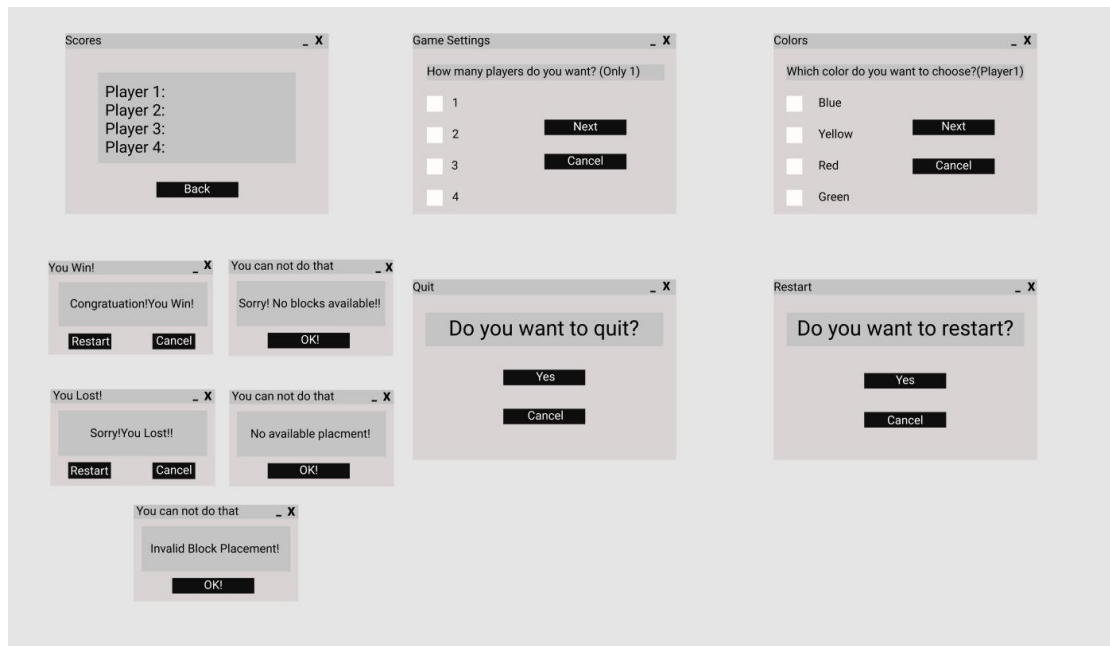
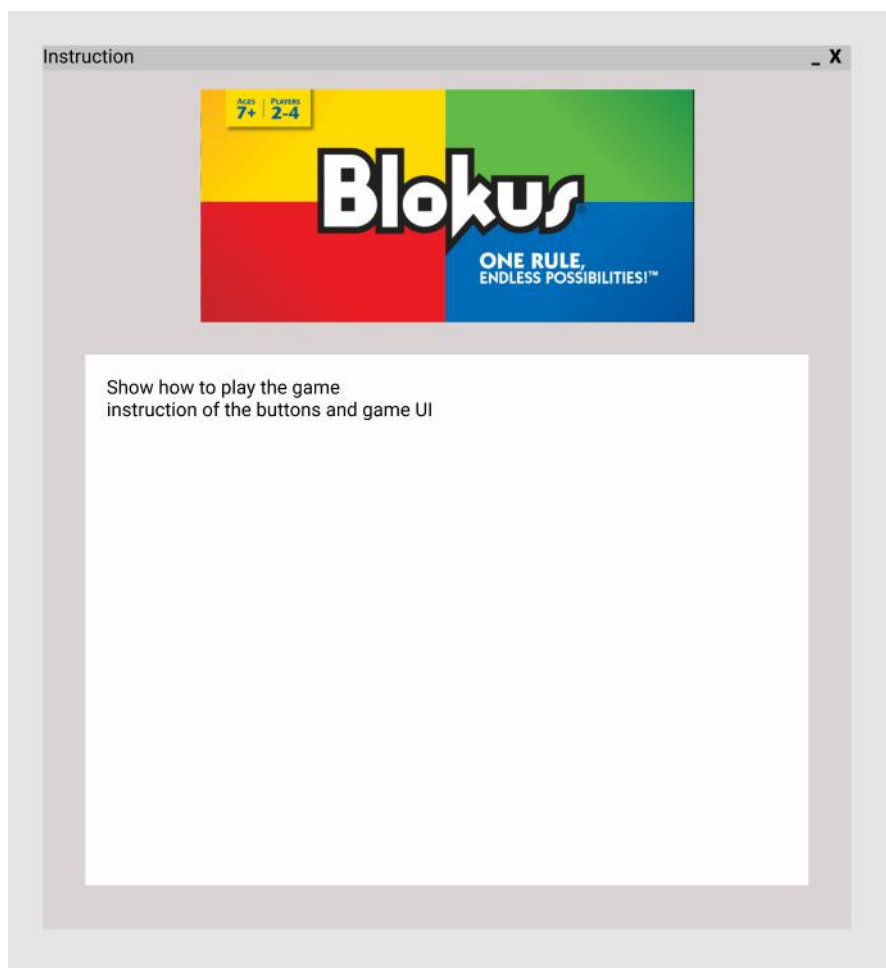


1. All black rectangles are buttons which could be clicked.
2. Red and green SMALL circles mean the status of "Whose turn".
3. All white rectangles mean fields(1 main field and 4 fields for the surplus pieces).
4. All the fields with colors mean the different players. Letters on it could be used for people who has color blindness.
5. Square choice could show the current square that player1 choose.



These are all frames for the case 1 and case 2.



This is the instruction of the game. It will show to users when users click the button.