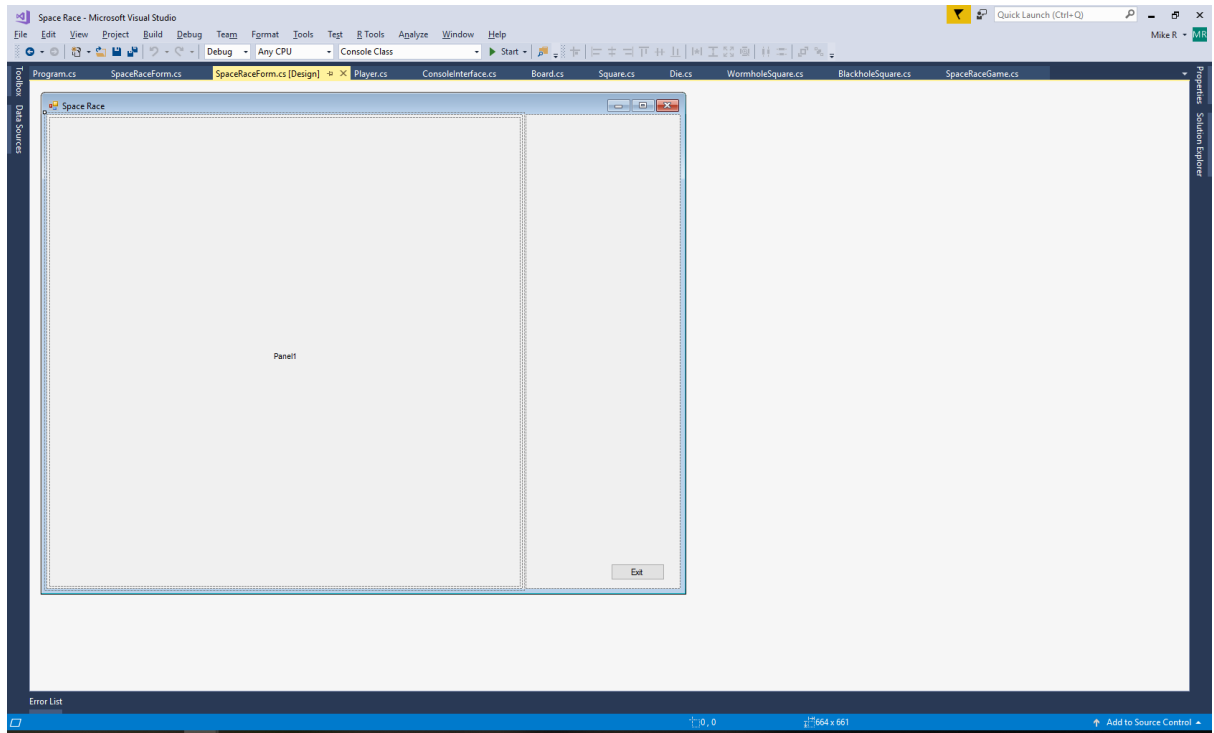# Screenshots of GUI

Fig 1: The form with its two panels of the SplitContainer and a button in the right-hand panel.
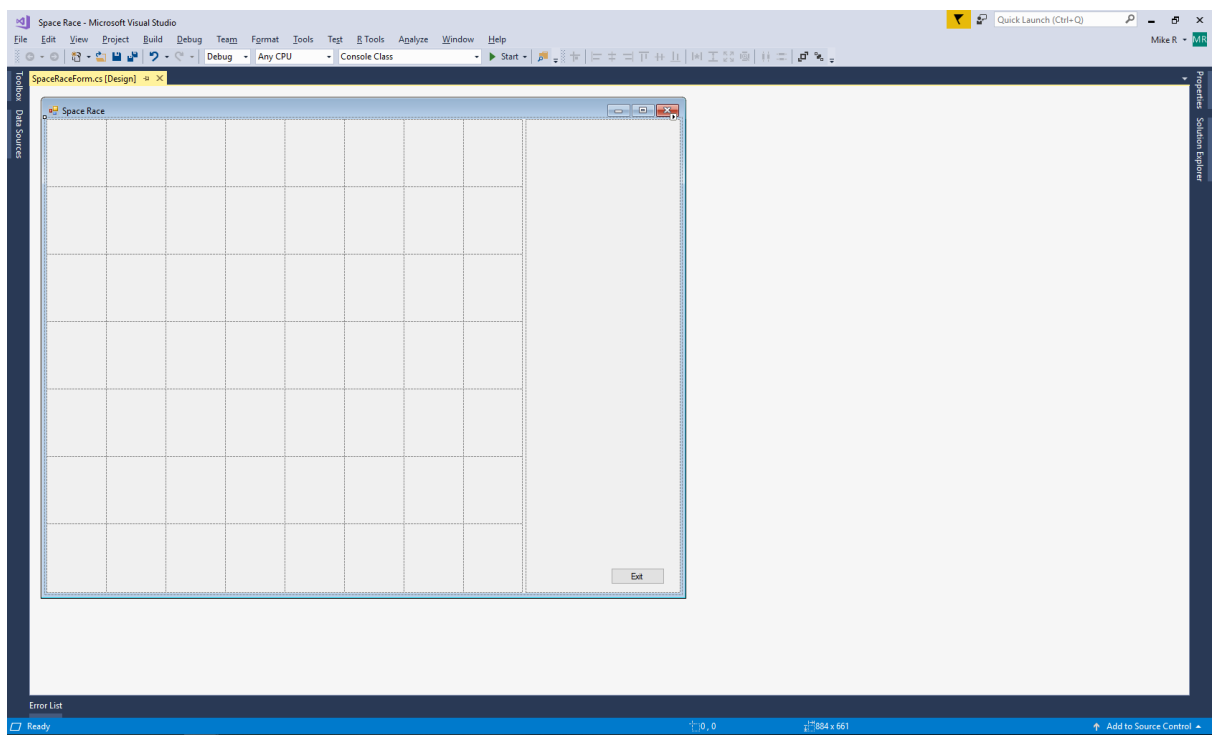

Fig 2: The form with the TableLayoutPanel with 7 rows and 8 columns in the left-hand panel.
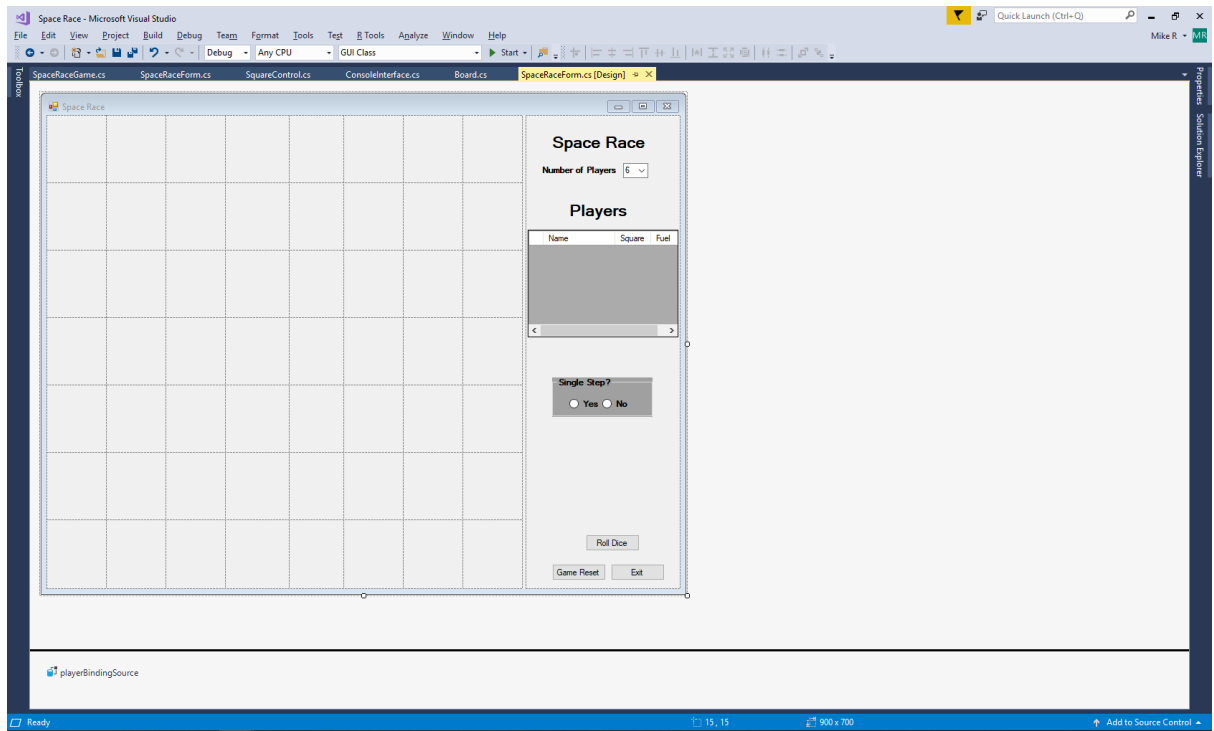
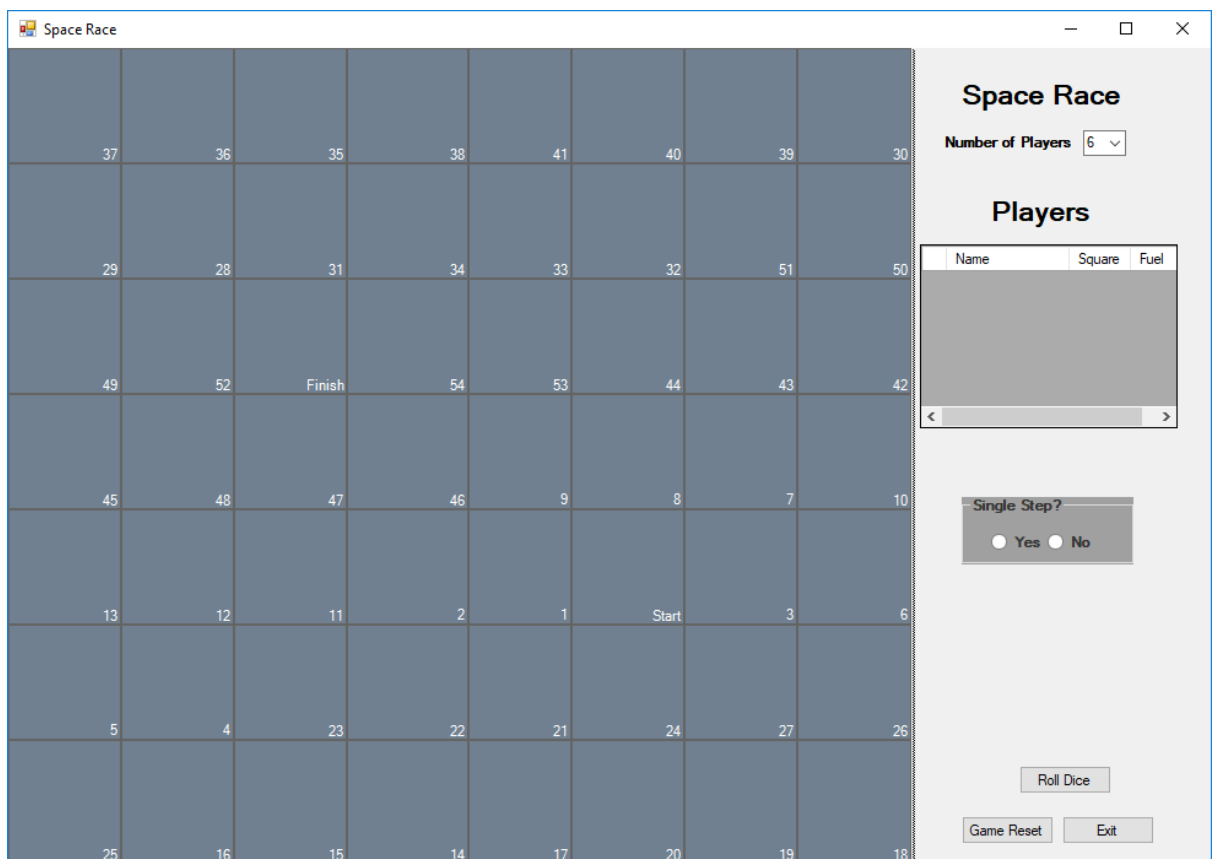**Fig 3**: The form with additional controls in the right-hand panel

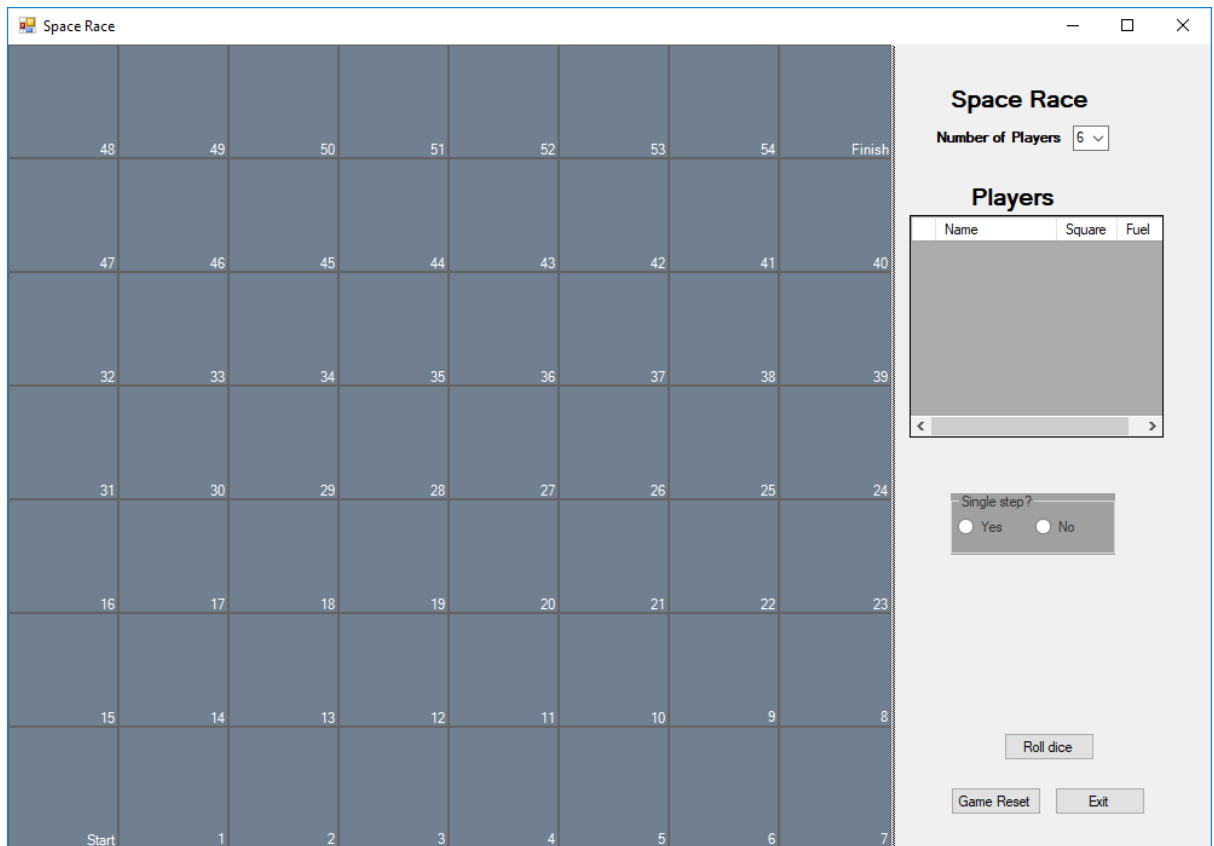**Fig 4**: The form displaying 56 squares, though squares are not in correct position

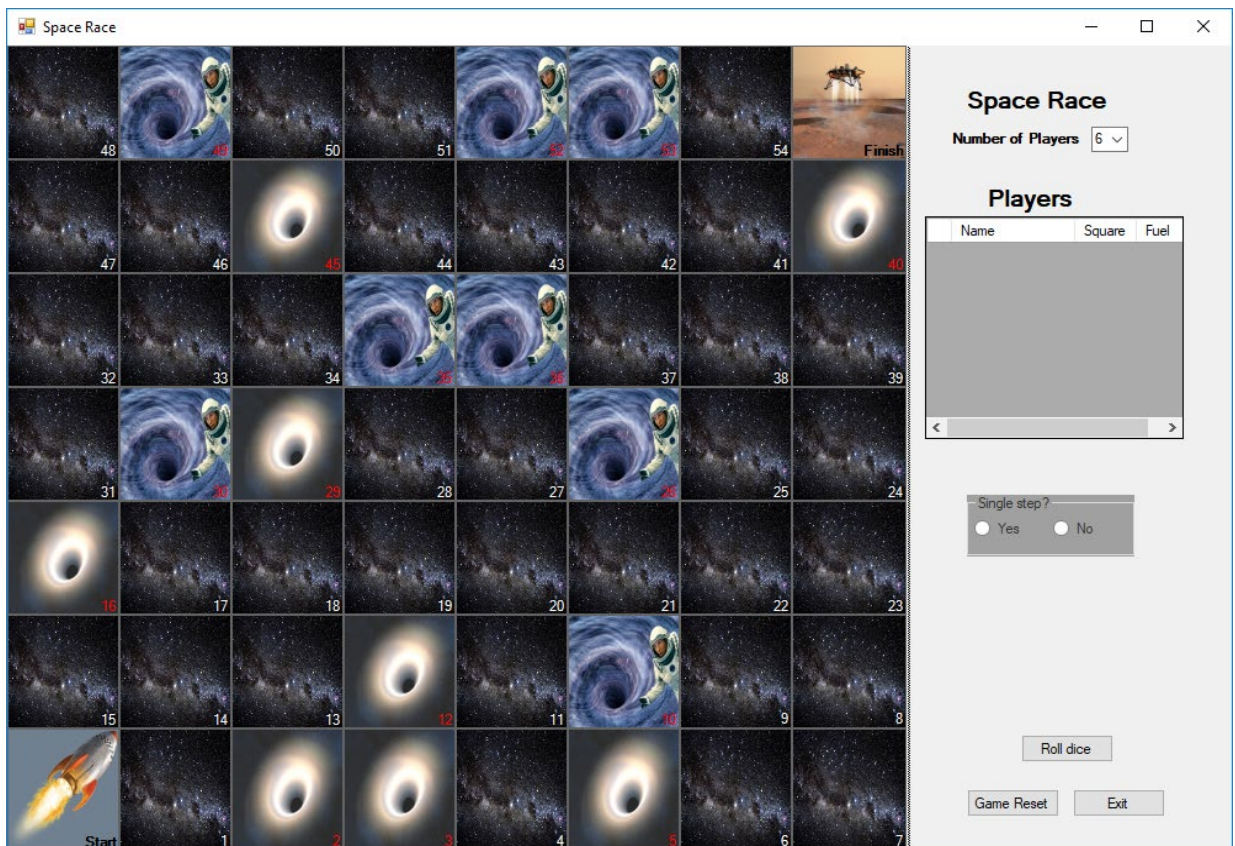**Fig 5**: The form displaying 56 squares in their correct position and alternating sequence.
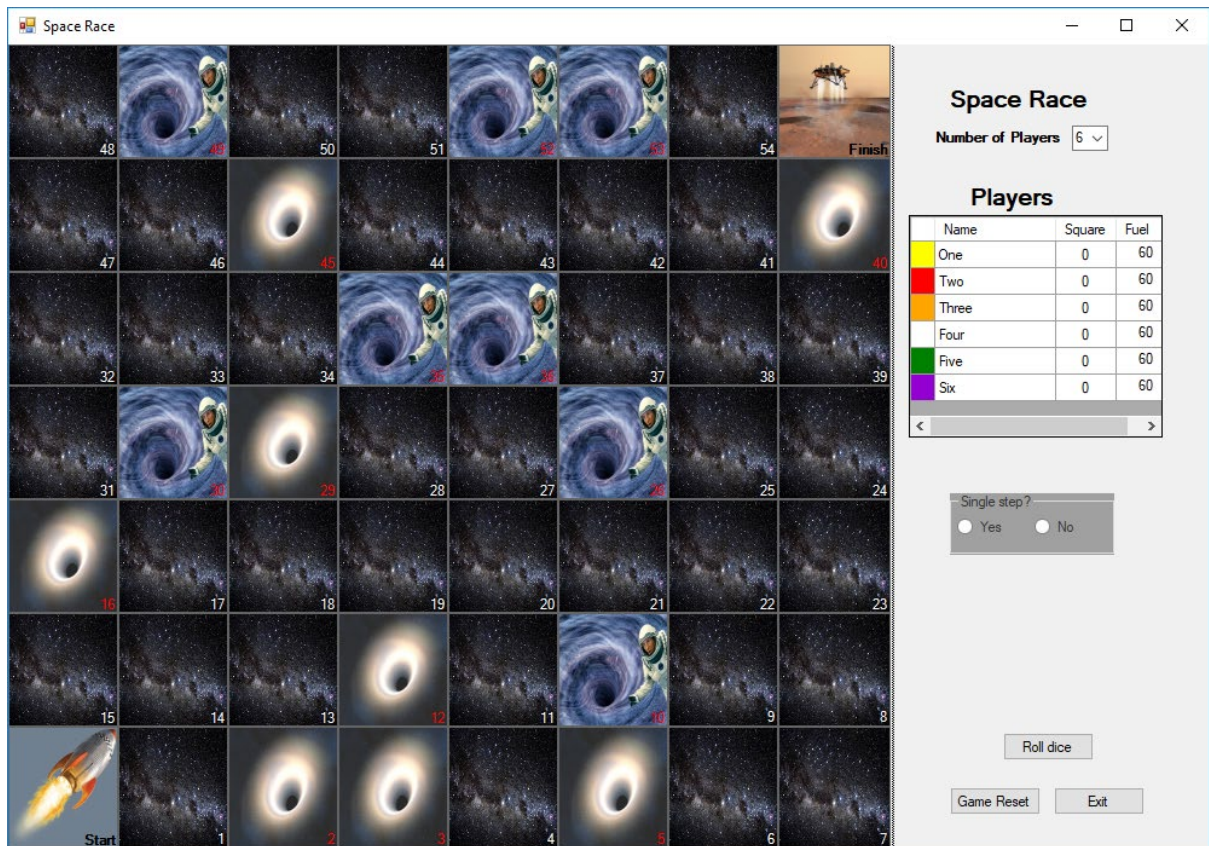

Fig 6: The form displaying images

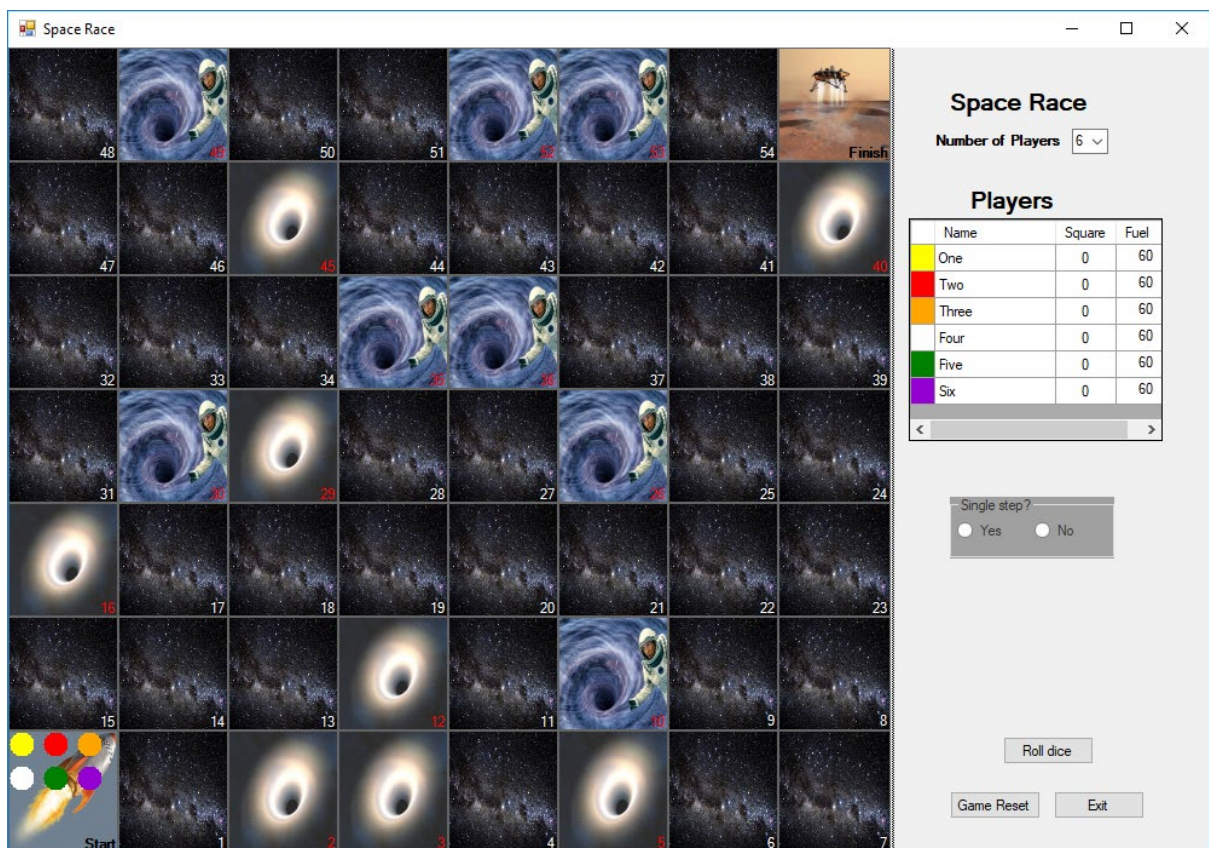**Fig 7**: The form displaying player information in the DataGridView control.

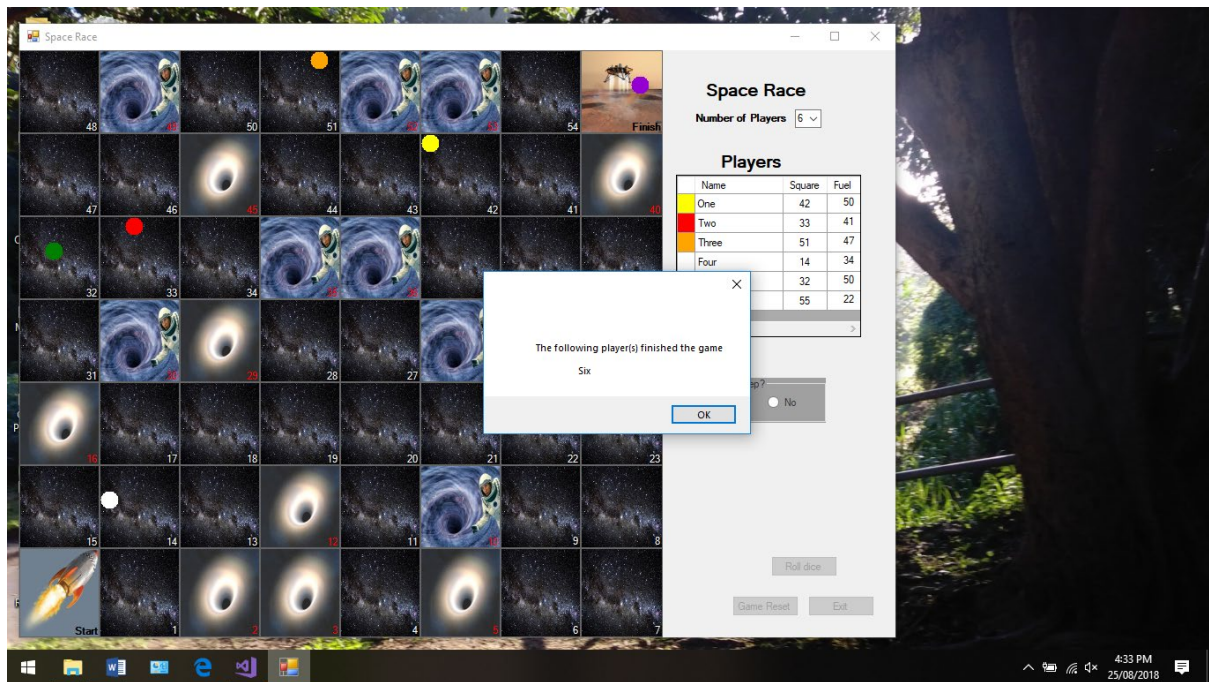**Fig 8**: The form with six players tokens on the **Start square.**
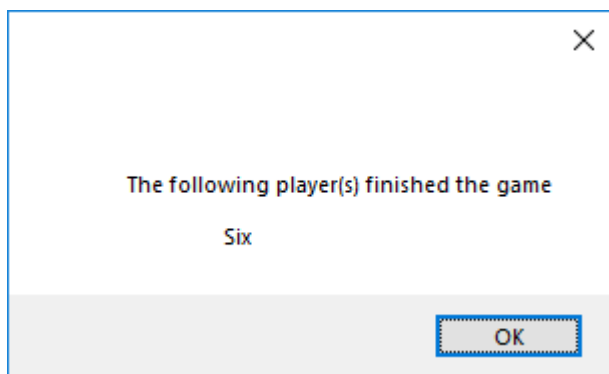
Fig 9: The finish of a game.
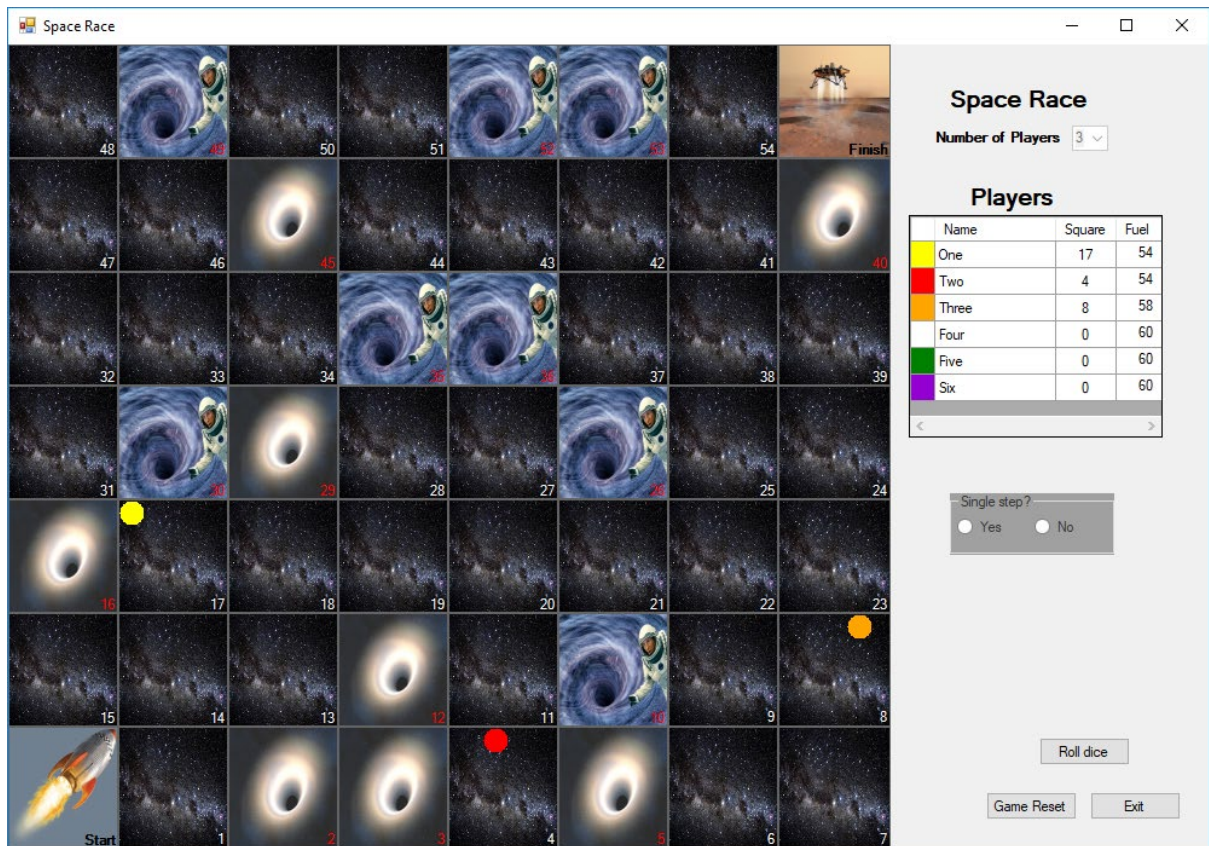

Fig 10: The MessageBox enlarged.

Fig 11: Three player game, DataGridView shows six players but only the values for the first three are updated after each round.
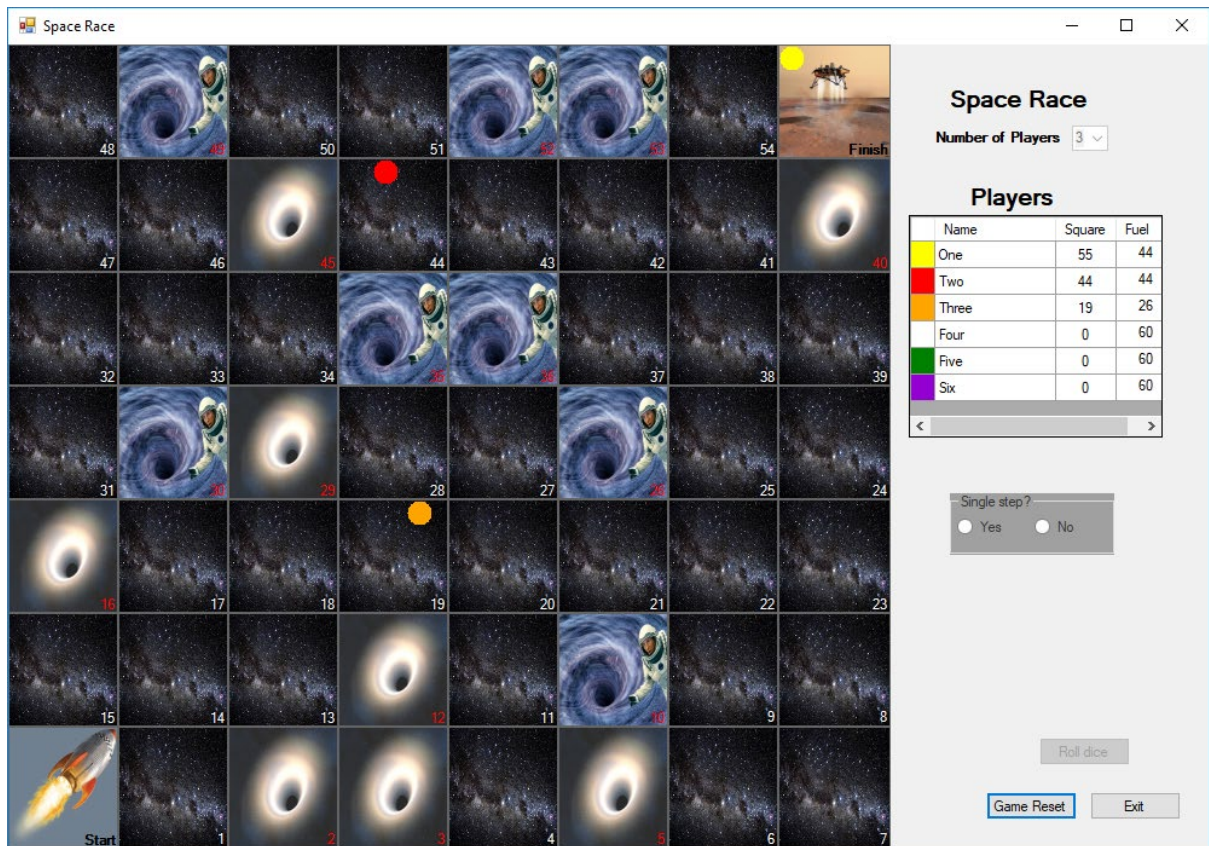
Fig 12: Three player game, DataGridView shows six players but only the values for the first three are updated after another round.
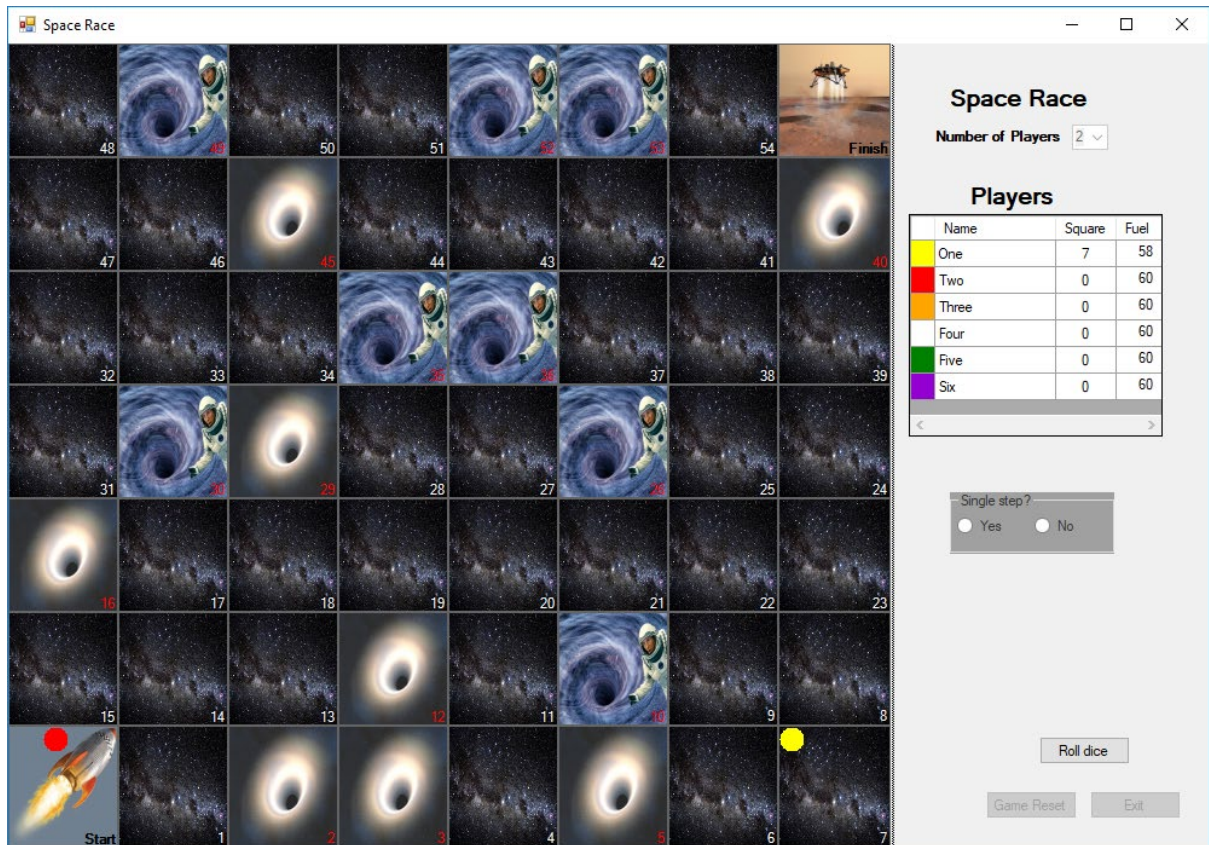

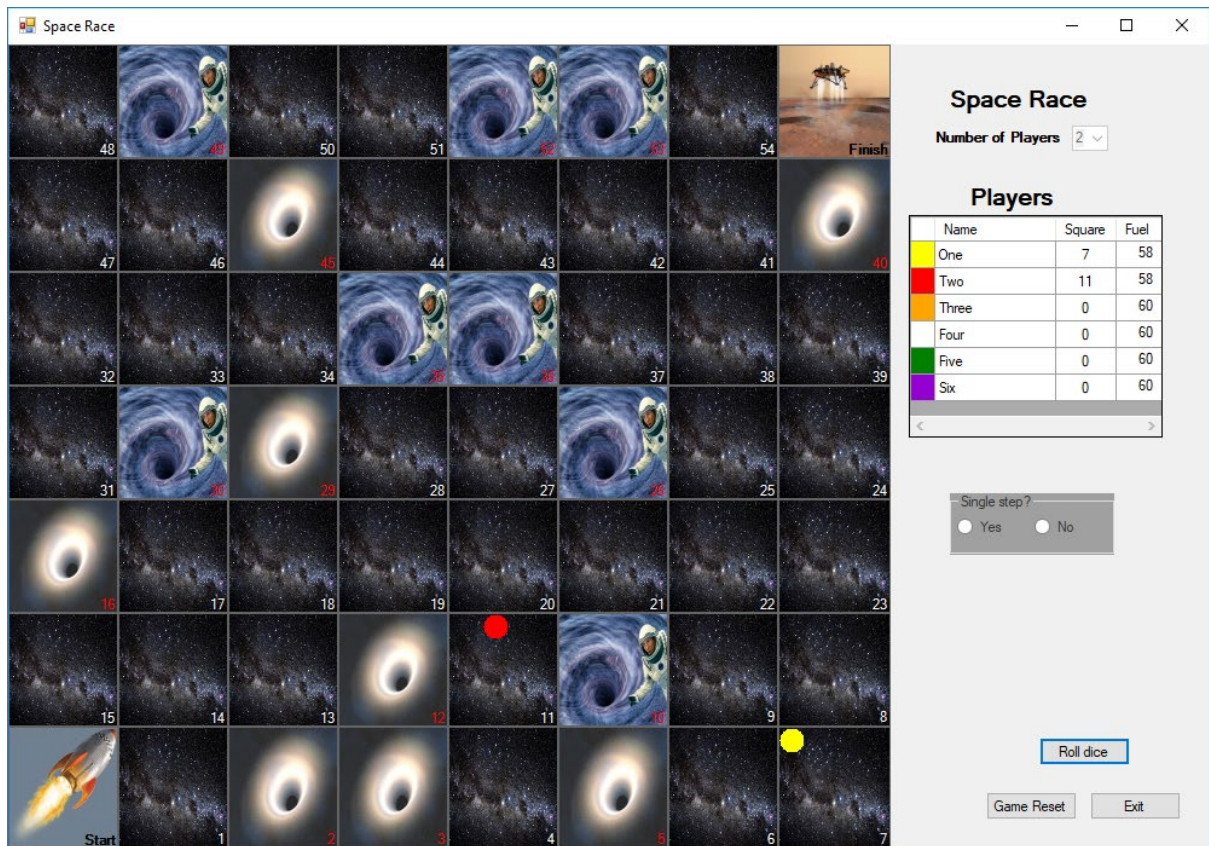**Fig 13**: Two player game in Single Step mode, first player has had their roll of the dice.

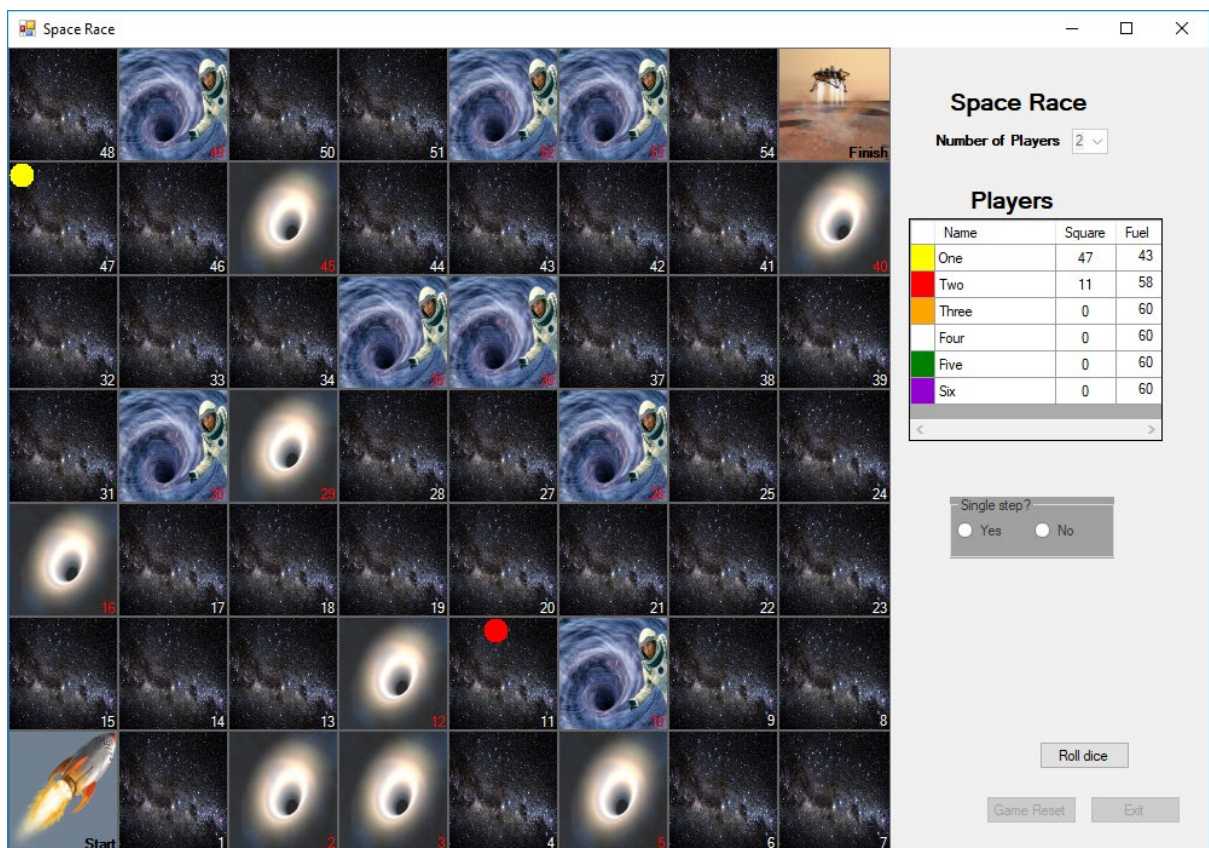**Fig 14:** Two player game in Single Step mode, second player has rolled the dice.

Fig 15: Two player game in Single Step mode, first player's second roll of dice.
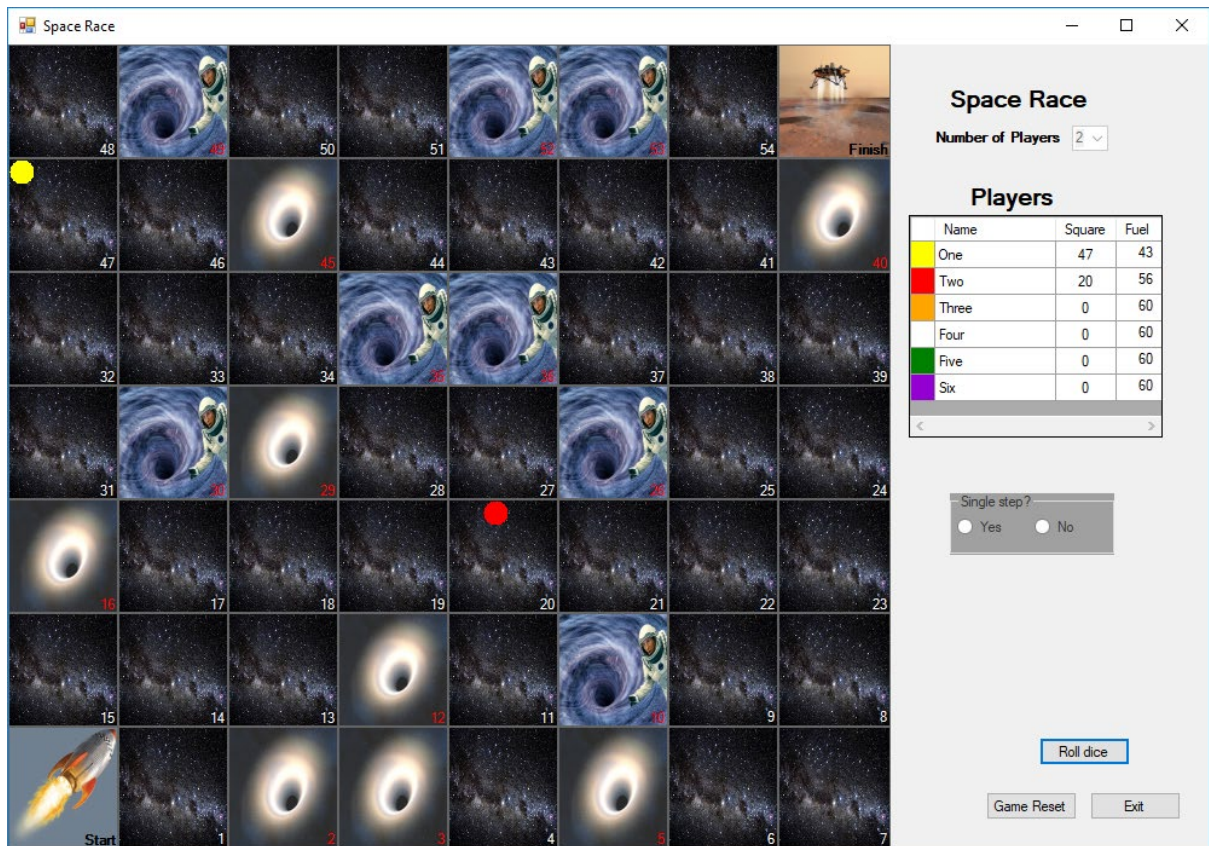
Fig 16: Two player game in Single Step mode, second player's roll of the dice.