

# User Manual

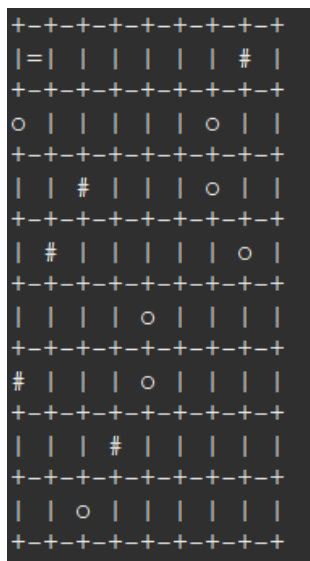
## Ascii version

When you begin you have a choice what list of patches you have for play.

After that you can play.

The program prints the Time board like this.

## Turn Staring



When you see = it is because player 1 and 2 are in the same case else 1 for player 1 and 2 for player 2.

# It is a leather patch that disappears after the first player runs over the leather.

o : it is a button if a player outstrip they give a player a patch egal to button on your quilt board.

Also you can see the next three patches.

```
**
move :1
button :2
*
**
move :1
button :3
**
*
move :3
button :1
Vous avez 10 bouton
```

you can choose between moving or choosing a patch or watching all patches.

## Move

If you choose moving ,you outstrip your opponent and earn the equivalent of your move.

## Patch

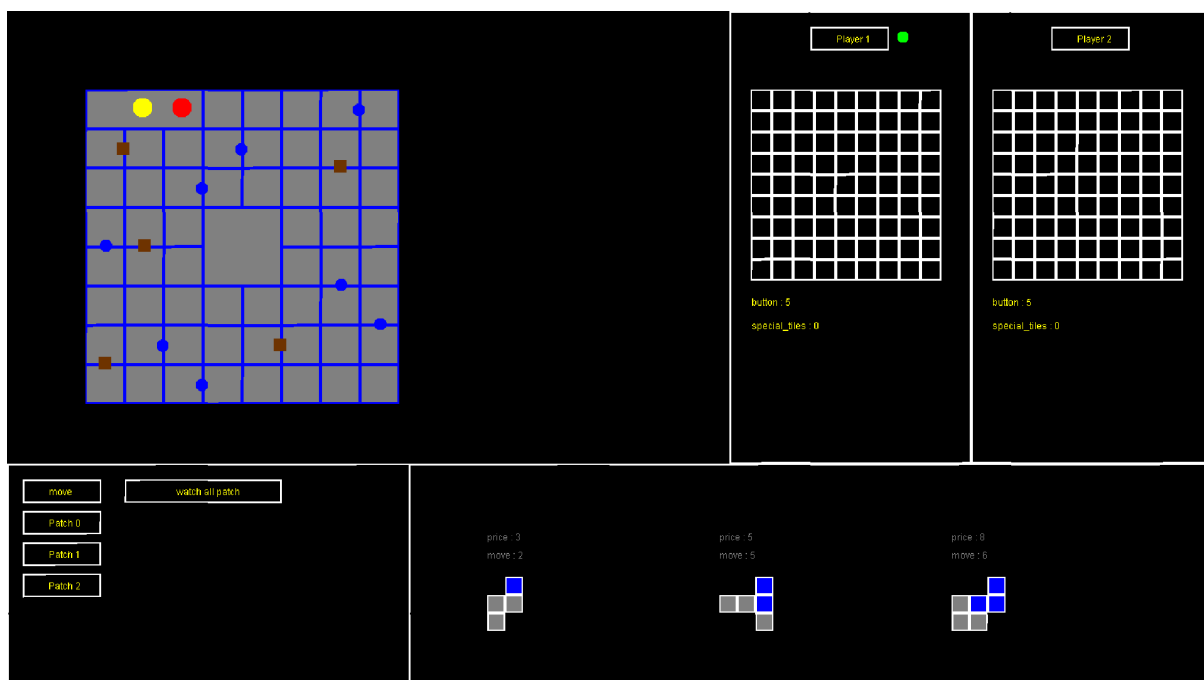
If you choose a patch you see that.

You can see the form of patch the move if you choose patch and the cost(button).

When you have a choice of a patch you can rotate at left or right or reverse if the position of your patch is like you want you can quit.  
Although you can choose the position in your quilt board on x and y.

After that you move if you outstrip the other player if they turn to play.  
But when you run out a leather patch in the Time board you can place a leather patch.

## Graphics version



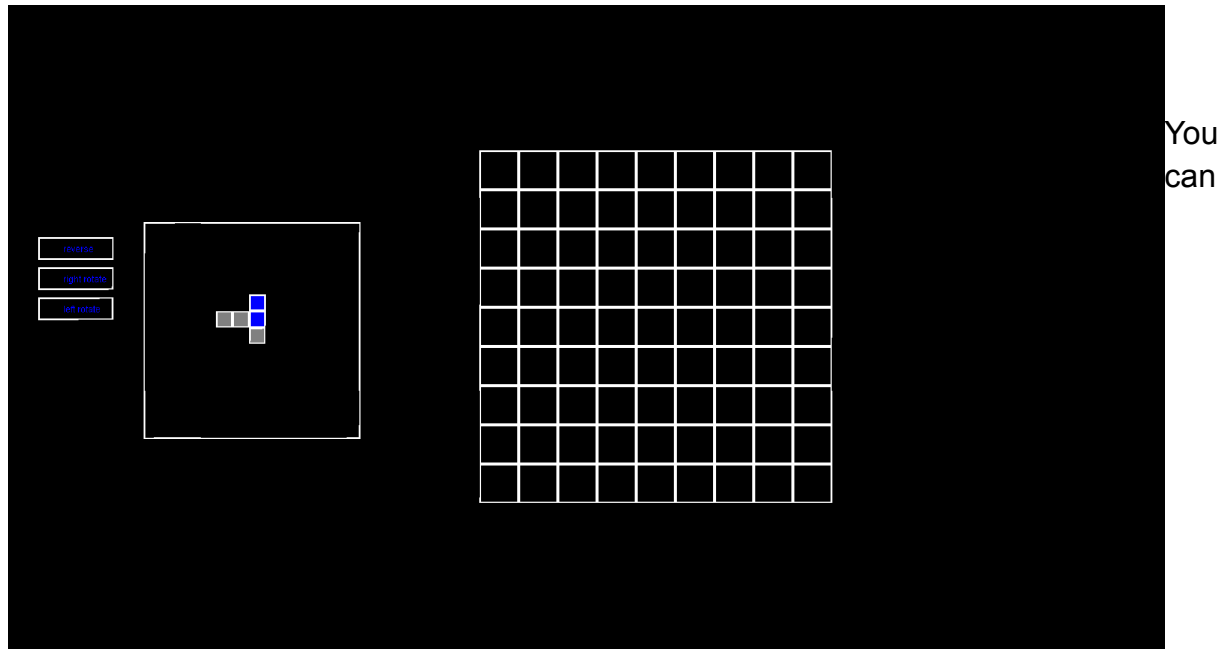
Player 1 is red , player 2 is yellow , left time board ,right information of players  
bottom left is your action and bottom right is patch you can buy.  
The player with the green circle was the actual player playing .

If you choose moving ,you outstrip your opponent and earn the equivalent of your move.

## Patch

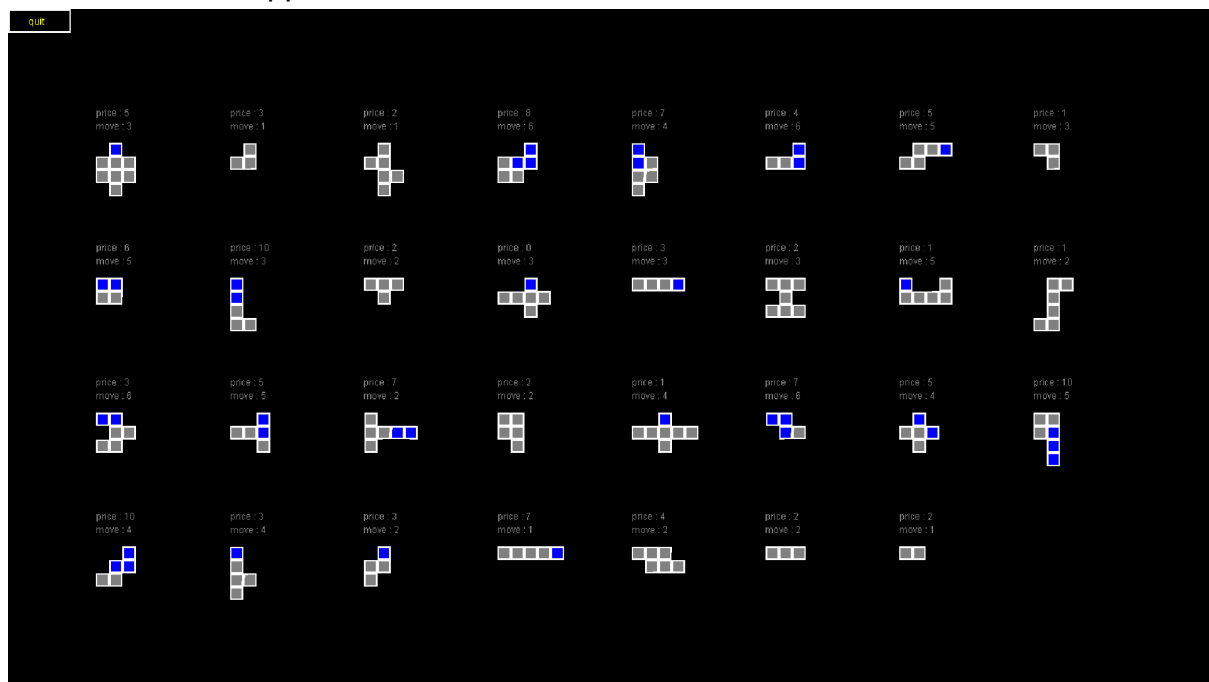
If you choose to buy a patch when you don't have enough money it is written up on the bottom left.

If you have enough money, interface change. To place patch on player quilt board.



rotate and reverse ,when you place a patch at the point on the top corner left of the rectangle even if it is empty.

Else if you choose, watch all patches .  
a New interface appears.



The button to quit is on the top corner left of the rectangle.