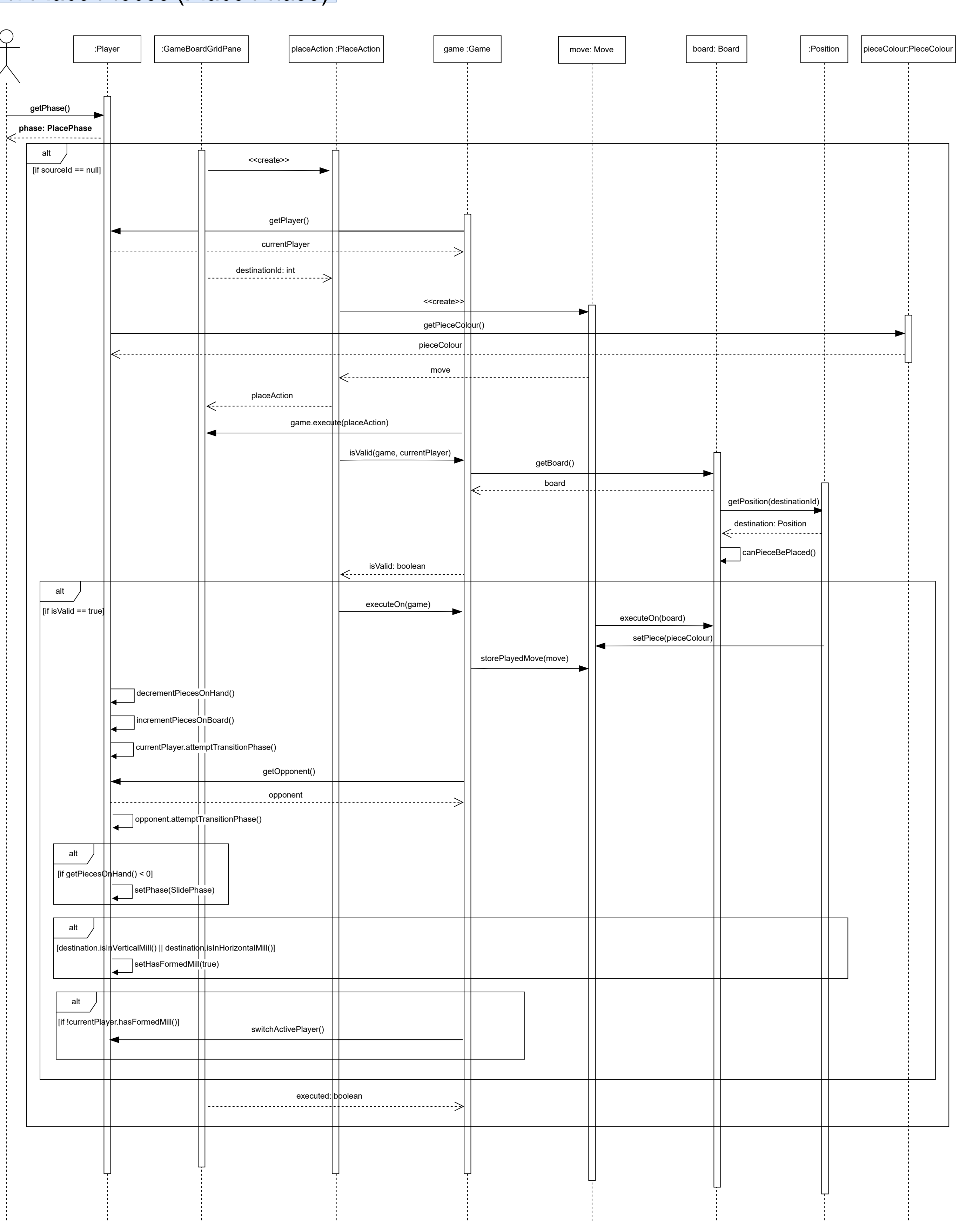
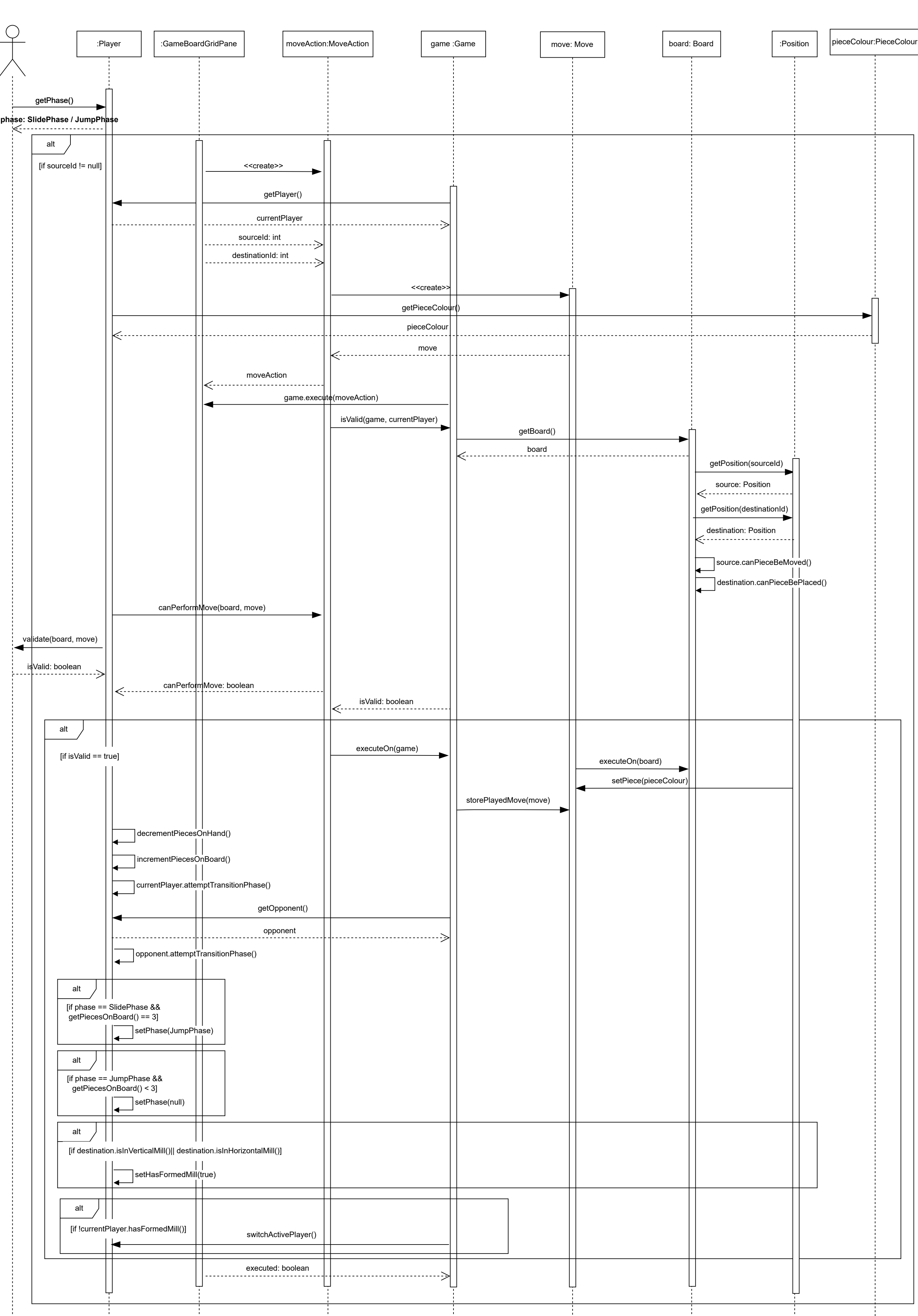


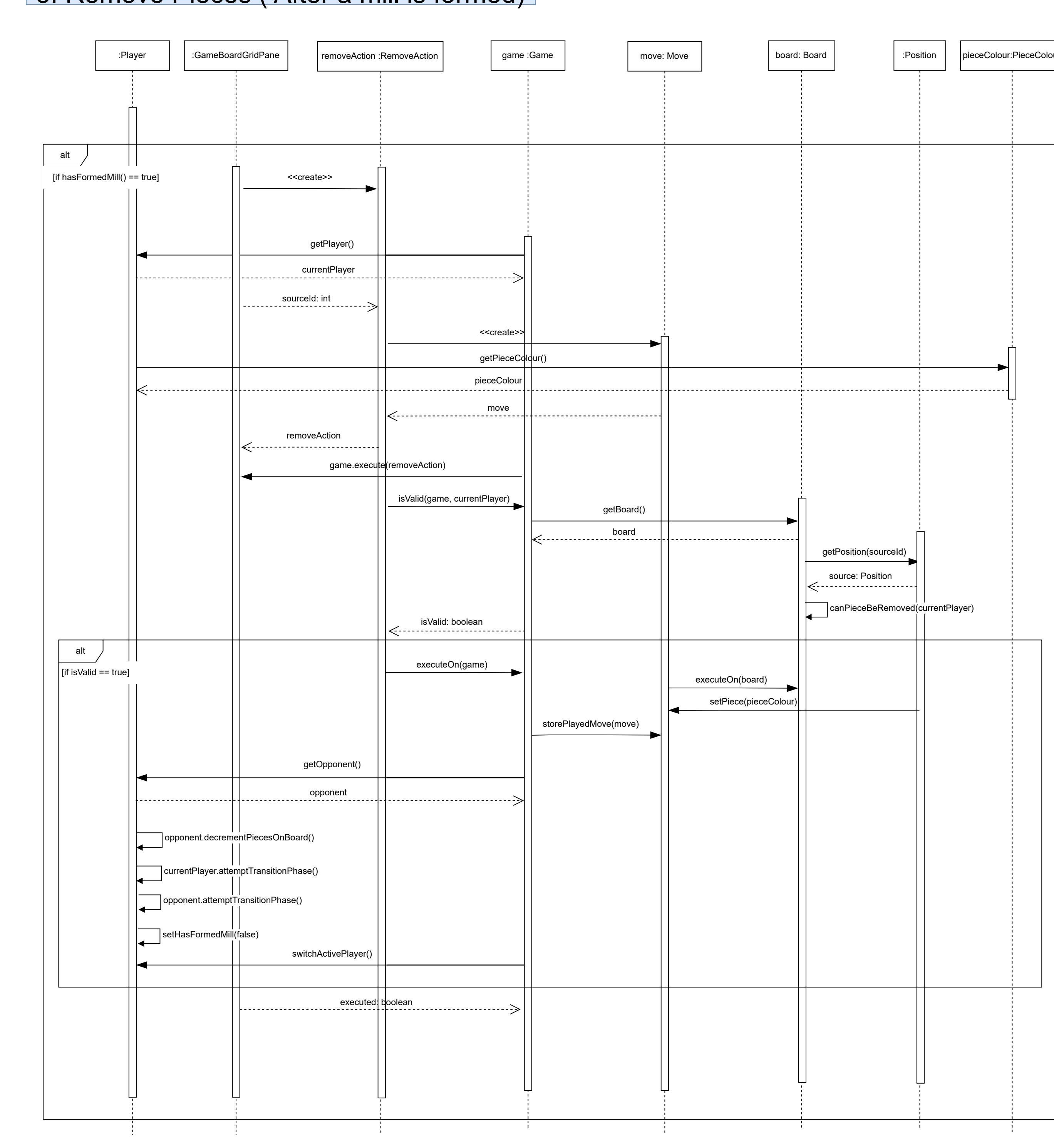
1. Place Pieces (Place Phase)



2. Move Pieces (Slide and Jump Phase)



3. Remove Pieces (After a mill is formed)



4. Detect end game

