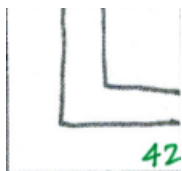
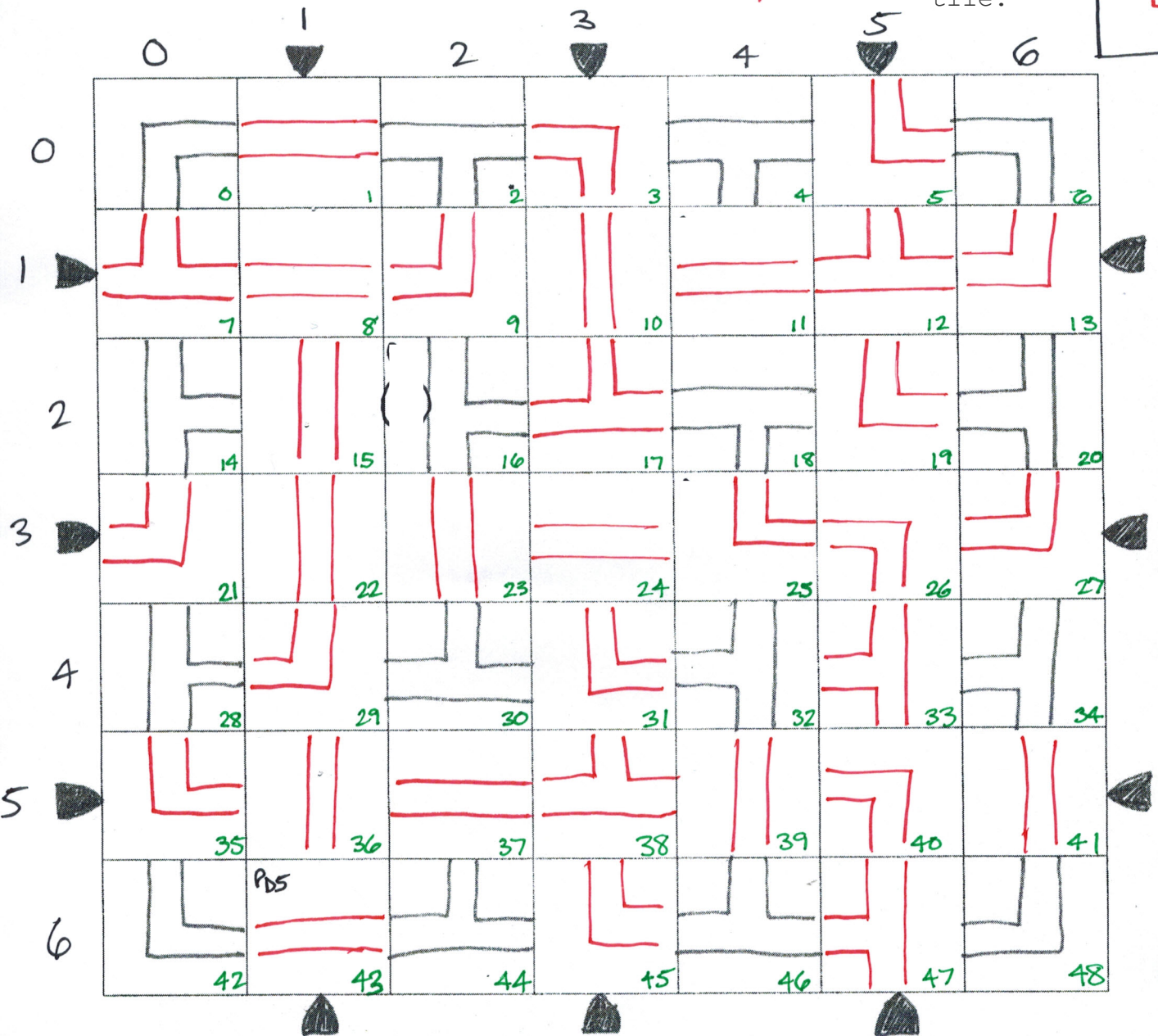
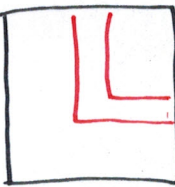


Movable Tiles #: 6 "T", 15 "L", 13 "I"

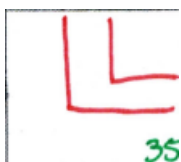
example of
shiftable
tile:



Example of
FIXED TILE / FIXED STARTING & ENDING POSITIONS
(NEVER CHANGE THROUGHOUT GAME)



Correspond to legal insertion points
where the shiftable tile (only tile not on the
board at any given time) may be inserted.



Example of a MovableTile, which do not have a fixed
position during the game (may be shifted upon insertion
of the shiftable tile when in the same row/column as
the shift)

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Example of a "tile number". The row and col of a tile
may be found from a tile number by this method:
row = tileNumber / 7 (integer division /)
col = tileNumber % 7 (where % is mod function)