

Start a Game

The image shows a hand-drawn user interface for a game called "Ricochet Robots". It consists of two main panels. The left panel is titled "Settings" and contains options for four players (Player 1 to Player 4), each with a checkbox. Below this are "Difficulty:" options (Easy, Hard), "Board:" options (Simple, Complex), "Color:" options (Classic, R-G, B-Y), and a "Hint:" section with "Enable" and "Disable" buttons and a dropdown arrow. A "Start" button is at the bottom. The right panel is the main menu, titled "Ricochet Robots", and contains buttons for "New Game", "Load Game", and "Help". An arrow labeled "Replaces Panel" points from the "New Game" button back to the "Settings" panel. A label "check boxes" points to the player checkboxes.

Settings

Player 1 ☐ Player 2 ☐ Player 3 ☐ Player 4 ☐ check boxes

Difficulty:

Easy Hard

Board:

Simple Complex

Color:

Classic R-G B-Y

Hint:

Enable ▼

Disable

Start

Ricochet Robots

New Game

Load Game

Help

Replaces Panel

Notes

- Difficulty is disabled if there are no computer players.
- Some settings are dependent on previously chosen settings
- Help button displays instruction.