

This is the introduction screen that shows up at the start of the game when it is started. A player can either go ahead and play or read the instructions for the game.



Classic

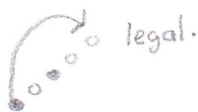
The aim is to race all of one's pieces to the opposite side of the board before opponents do the same. Each player has 10 pieces. Players take turns moving a single piece, either by moving one step in any direction to an adjacent empty space, or by jumping in one or any number of available consecutive hops over other single pieces. A player may not combine hopping with single-step move - a move consists of one or the other. Turns proceed counterclockwise.



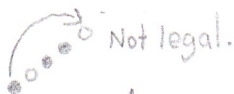
A hop consists of jumping over a single adjacent piece, either one's own or opponent's, to a empty space, directly beyond it in same line of direction.

Super

Instead of regular hopping, this mode's hop consists of jumping over a distant piece to a symmetrical position on the opposite side in the same line of direction. As in classic, a jumping move may consist of any number of a chain of hops. Jumping over two or more pieces in a hop is not allowed. Therefore



legal.



Not legal.

Capture

All sixty game pieces start out in the hexagonal field in the center of the gameboard. The center position is left unoccupied, so pieces form a symmetrical hexagonal pattern. Color is irrelevant, and players take turns hopping any game piece over any other eligible game piece(s) on the board. The hopped over pieces are captured, retired from the game, and added to the players bin. Only jumping moves are allowed. The game ends when no further jumps are possible. The player with the most captured pieces is the winner.

This is the instruction screen that can be brought up from the introduction screen or during gameplay. It tells the player how to play the game.

Player Name:

Number of Players:
1
2
3
4
5
6
any


Gameplay:
classic
super
capture
any

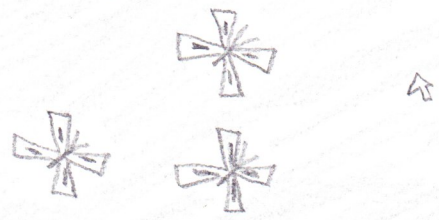
Timed Play:
No
Yes
any

Continue

Back

This is the choice screen after you click play on the in the introduction screen. Here, you type in your player name and decide how many players you want to play with, what rules you want to play with and if you want to play a timed game. Once you continue, the game will look for other players.

 Searching for other players...

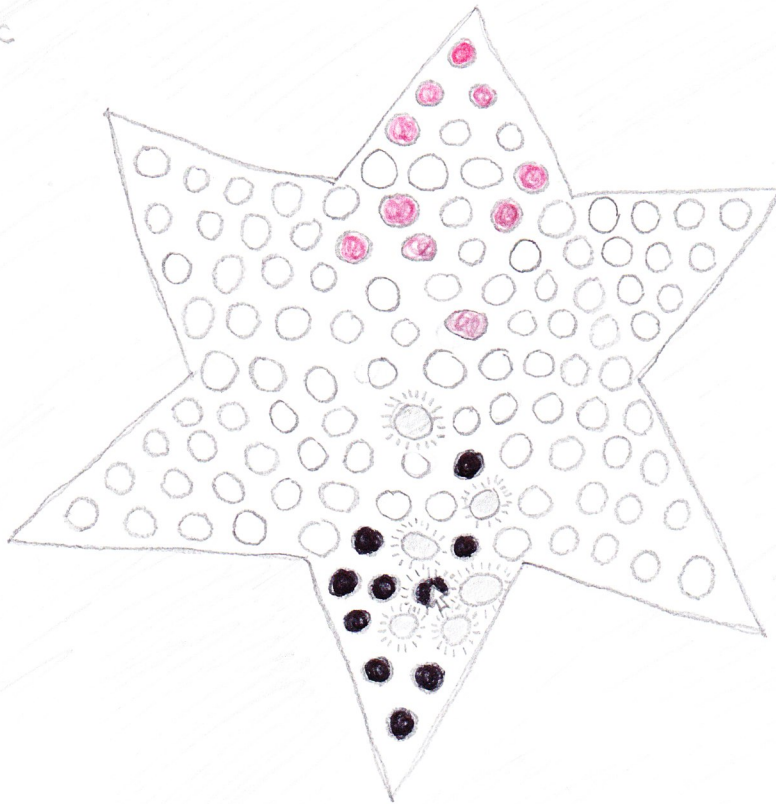


Back

This is the waiting screen after you click continue on the choice screen. This screen will persist until enough players are found who want to play in the same manner that you selected on the choice screen. Use the back button to return to the previous screen.

Player: John Doe
Gameplay: Classic
Timed: OFF

It is your turn. ④
You are playing:
Jane Doe



Your pieces are black.

Time elapsed: 5:04

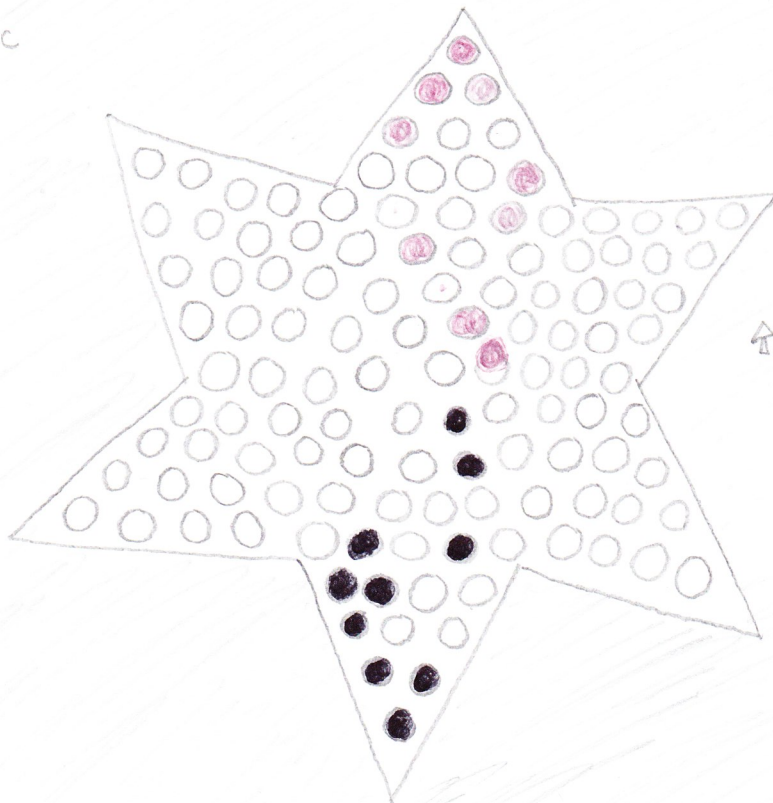
[Instructions](#)

[Quit](#)

Once other players are found, you start the game. You are assigned a color and whoever's pieces are in the lowest triangle goes first, going counterclockwise from there. Click on a piece during your turn to select it. It and the places it can move to will be highlighted. Once you move, your turn is over.

Player: John Doe
Gameplay: Classic
Timed: OFF

It is Jane Doe's turn.
You are playing:
Jane Doe



Your pieces are black.

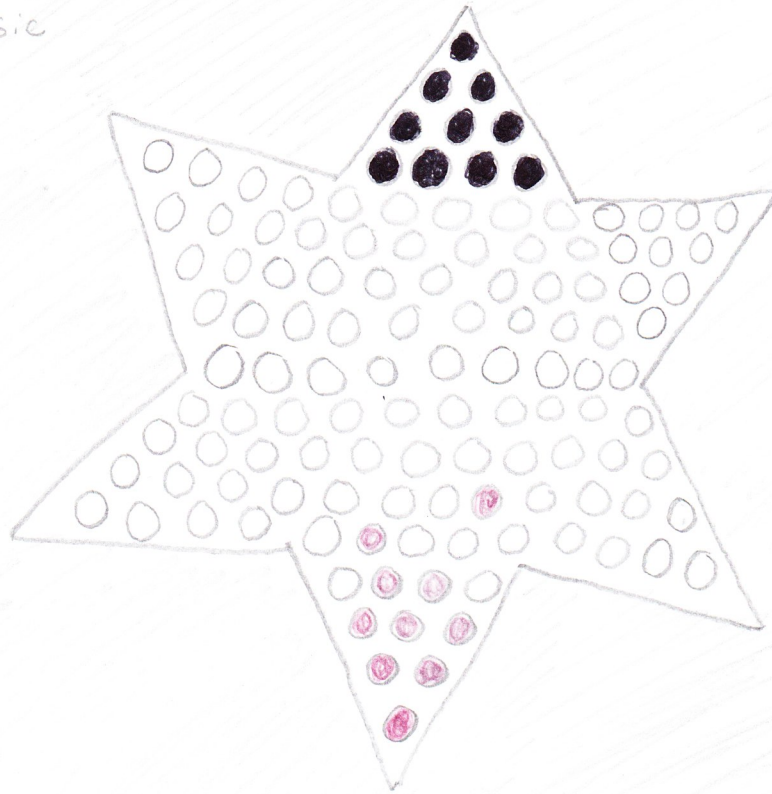
Time elapsed: 5:24

Instructions

Quit

Once your turn is over, your opponent will now move. Once she chooses a piece and moves it, you will also see it move. Then it will go to the next person's turn and the next until it gets back to you. Above shows your opponent's piece moving.

Player : John Doe
Gameplay : Classic
Timed : OFF



⑥
The game is over.
You are playing :
Jane Doe

John Doe won!
Congratulations, that's you!



Your pieces are black.

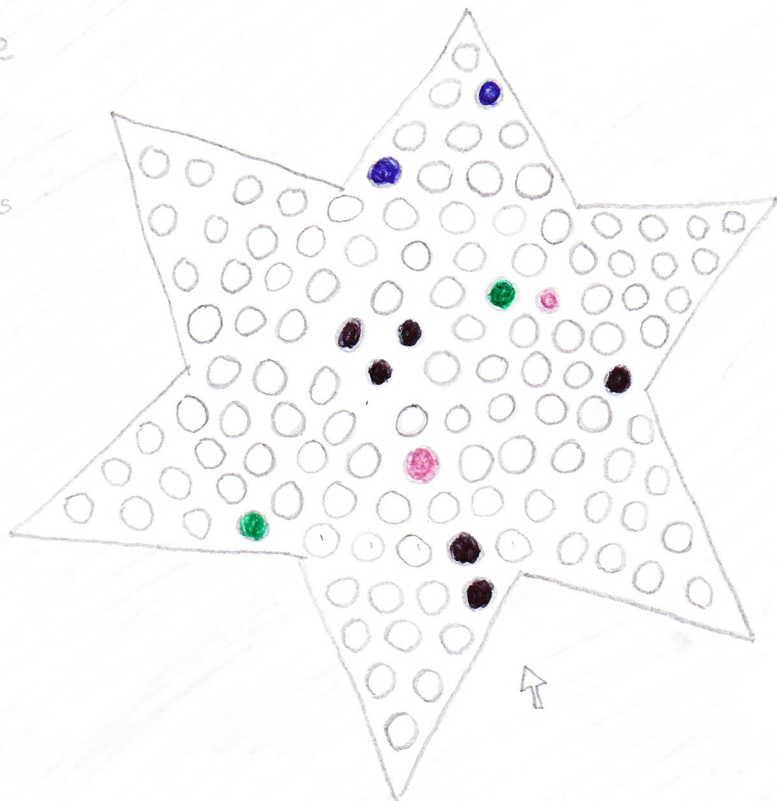
Time elapsed: 30:52

Instructions

Quit

The game ends when one player wins. It will always print 'PlayerName won!', but the second message depends on if you won or not. If you won, the message is 'Congratulations, that's you!'. If you lost, the message is 'You lose, better luck next time.'.

Player : John Doe
Gameplay : Capture
Timed : ON
You have:
2 minute 23 seconds
left to move.



It is your turn. ⑦
You are playing :
Jane Doe [7 pieces]
Mr. Smith [3 pieces]
Bill Glen [8 pieces]

You have captured 10 pieces.

Time elapsed: 32:14

Instructions

Quit

If the timer is on, it appears as seen above. The timer stops when it is not your turn.
If you are playing capture, then the message telling you your color pieces is replaced with your score.
The information in brackets next to your opponents name informs you of their score.