

## Minor-Release User Notes for marker

1. Open the *blokus\_minor\_release\_iter2.jar* file
2. Set the game size, and your player's color, using the drop-down boxes
3. Optionally change the difficulty, score type, or color-blind setting, also using the drop-down boxes
4. Select the start game button
5. Select a piece from the drop-down menu
6. Click on different blocks on the board
  1. This will color in the correct shape, to show that the piece has actually been selected and is now usable.
  2. It will later be fixed so the pieces are not laid initially when clicking, and can be moved/rotated into place. For now it just changes the colors.