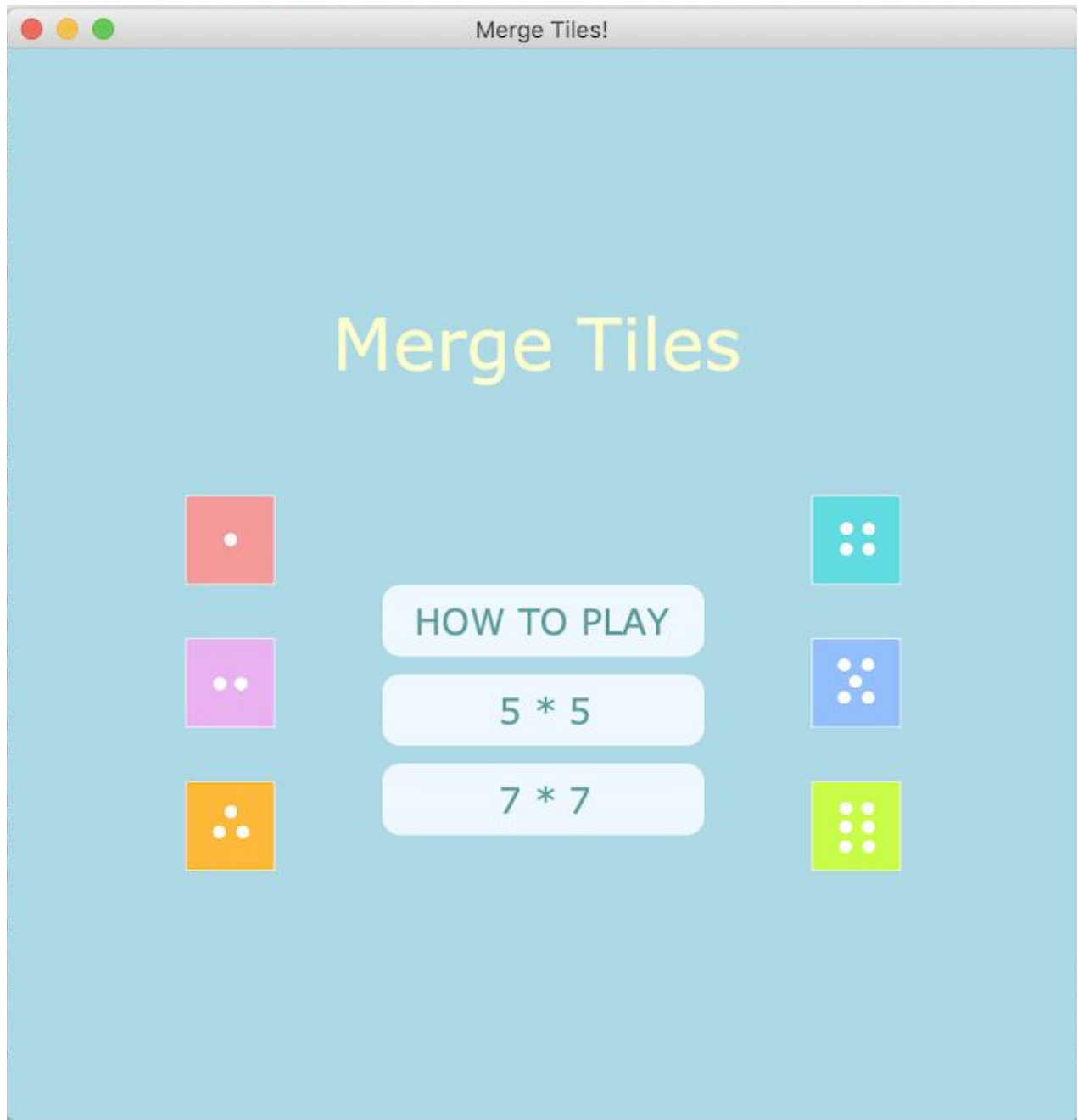When the program is ran, the user will see the following starting window.
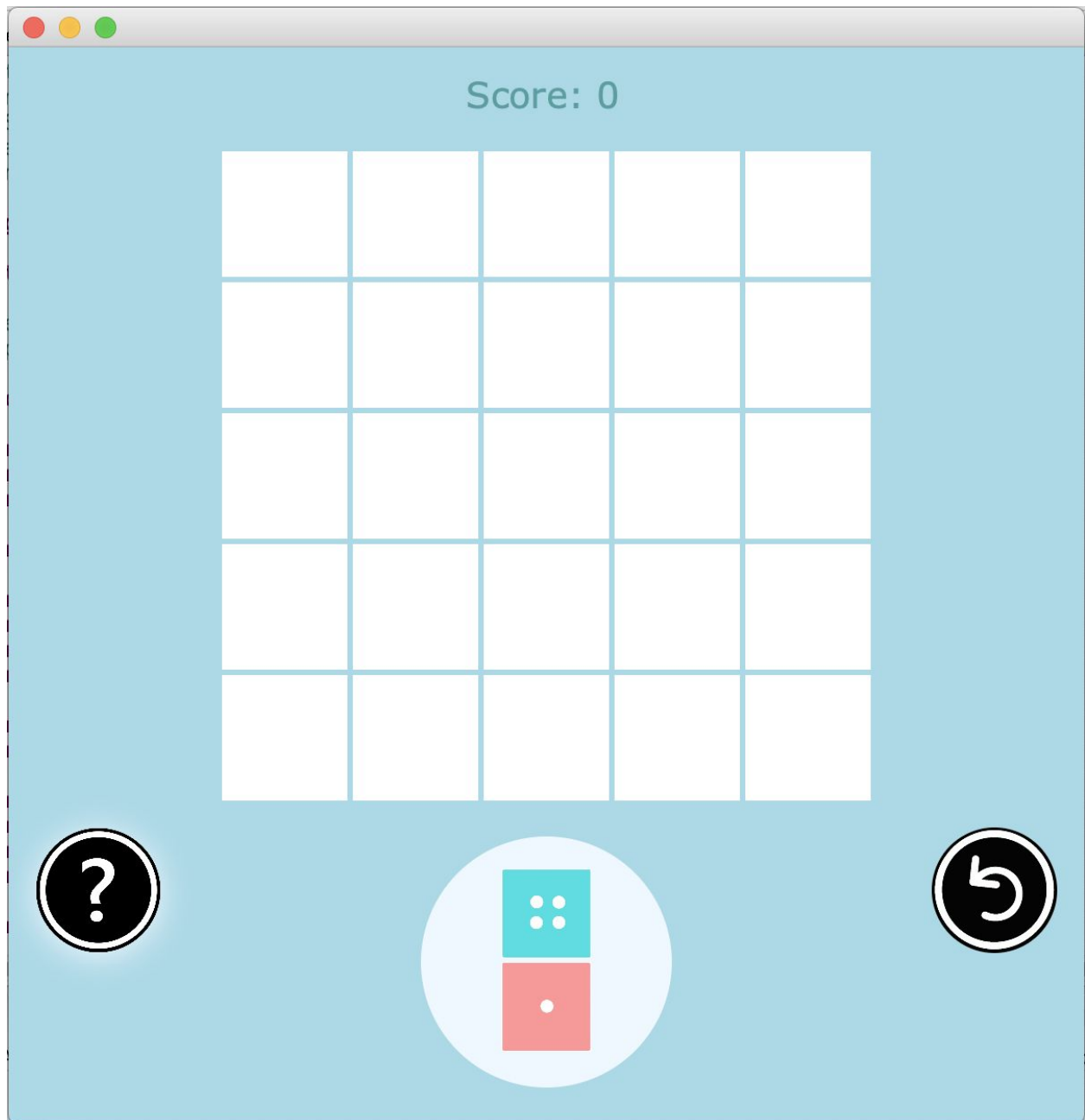

Click on the "HOW TO PLAY" button to see a brief description of the objective of the game as well as how to play the game.

Click on the "5*5" button to open a new game in which the game board will be 5*5.

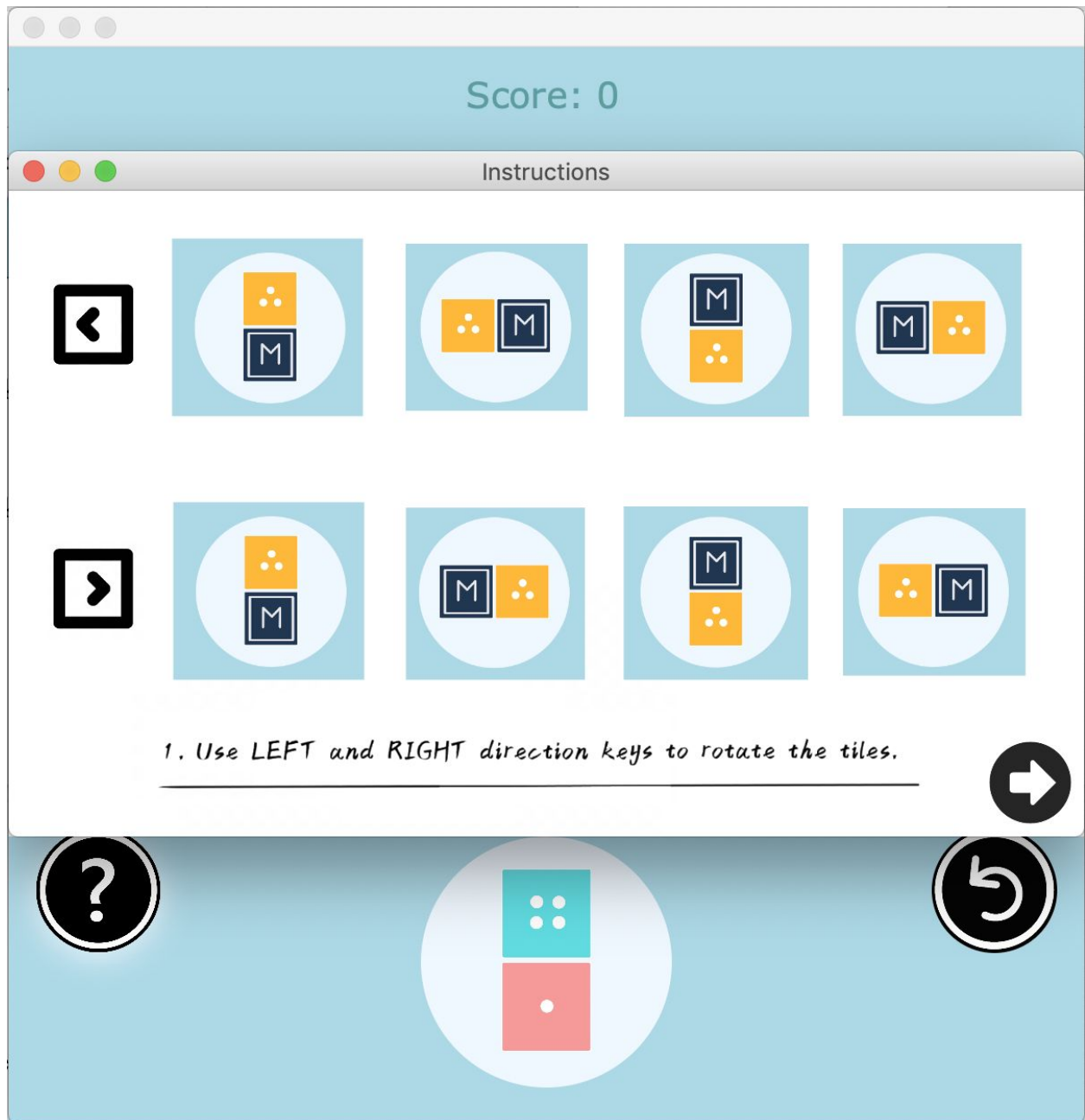Click on the "7*7" button to open a new game in which the game board will be 7*7.

If the user chooses to start a 5*5 game, the following window will pop out.

Click on the button to see the detailed instructions on how to play the game.
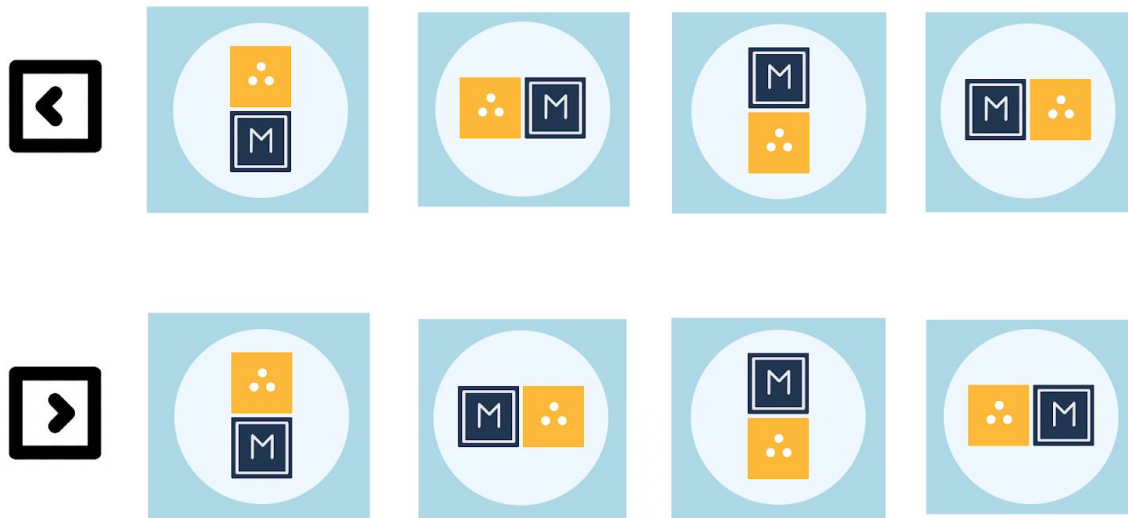
Click on the button to undo the last step. (It is also explained in the detailed instructions.)

When the button is clicked, the first page of the instructions will pop out:
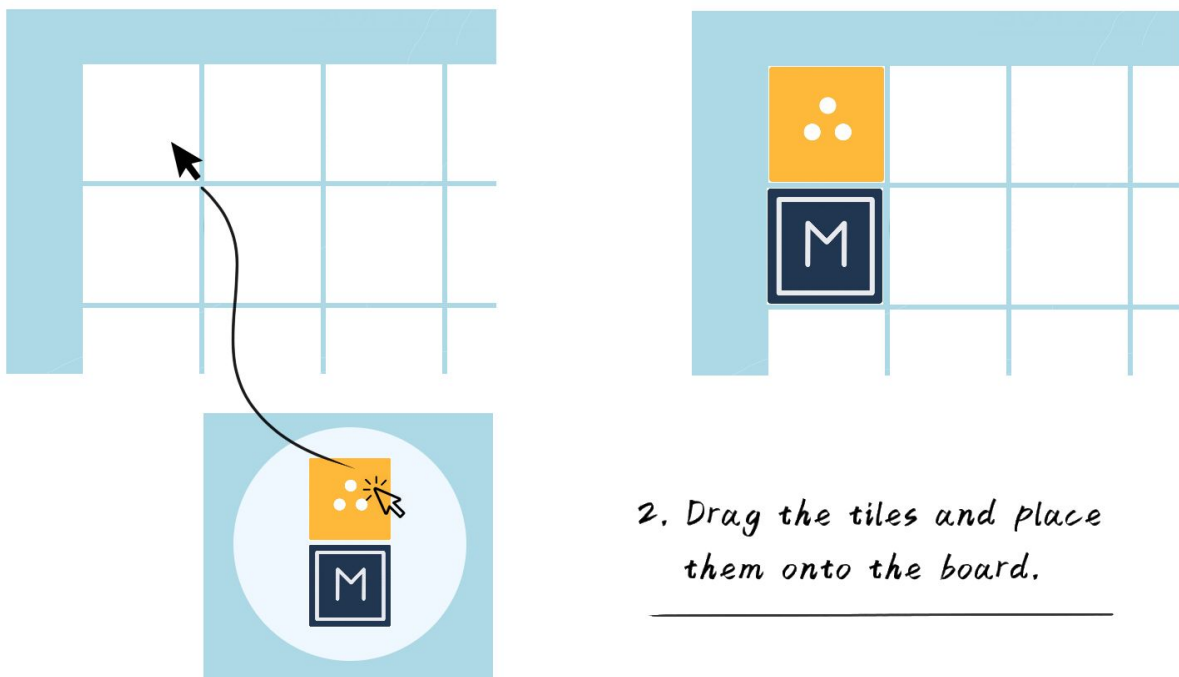

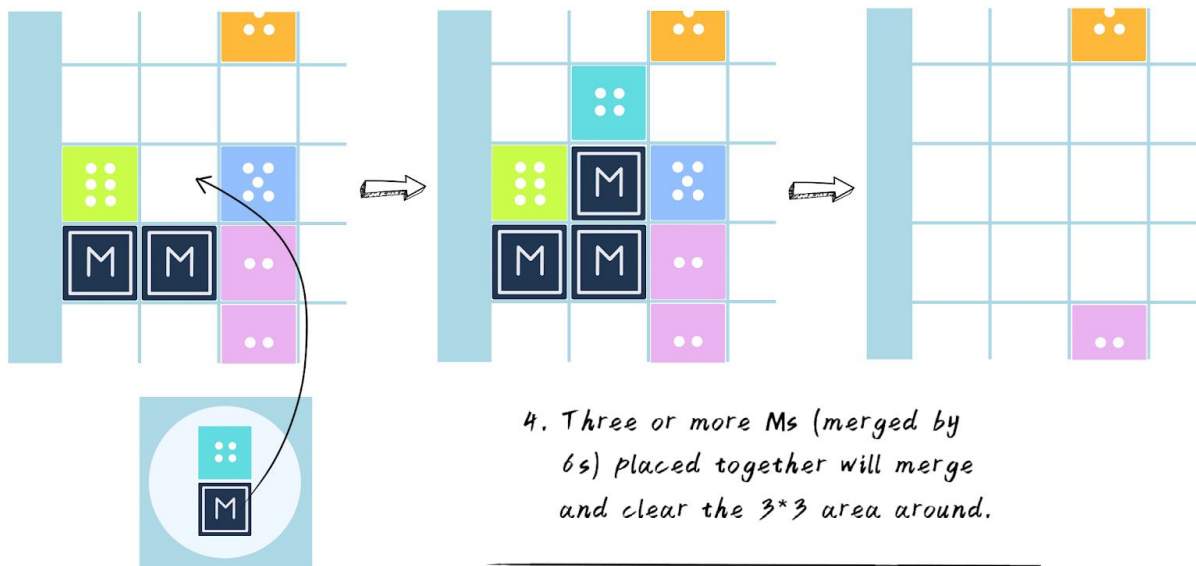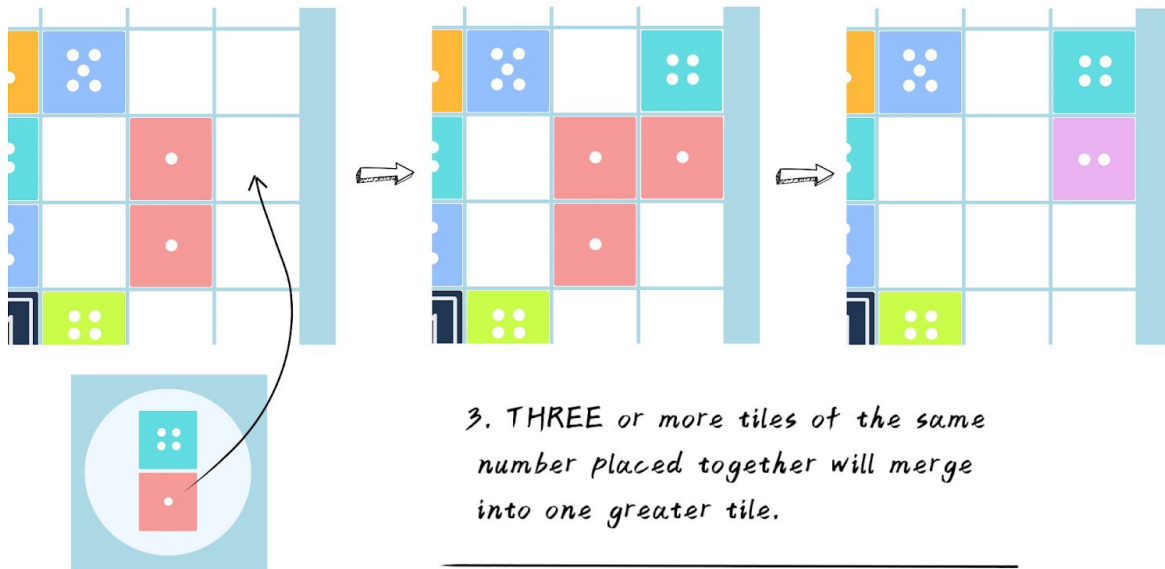Click on and to flip the pages.

Detailed instructions on how to play the game:

1. Use LEFT and RIGHT direction keys to rotate the tiles.
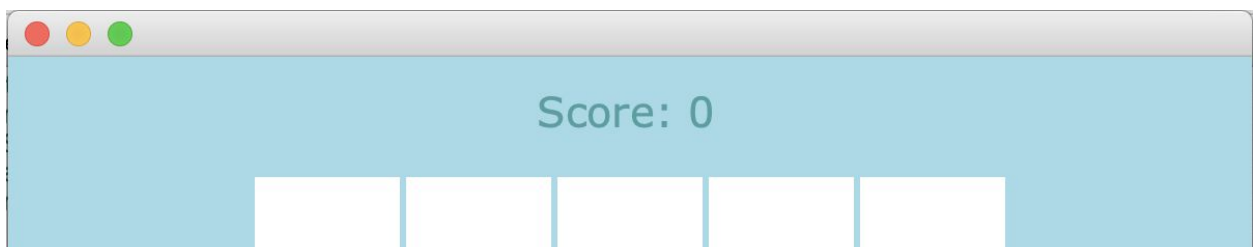
2. Drag the tiles and place them onto the board.

3. THREE or more tiles of the same number placed together will merge into one greater tile.

---

4. Three or more Ms (merged by 6s) placed together will merge and clear the 3*3 area around.

---

5. You can click on this button to undo the last step!
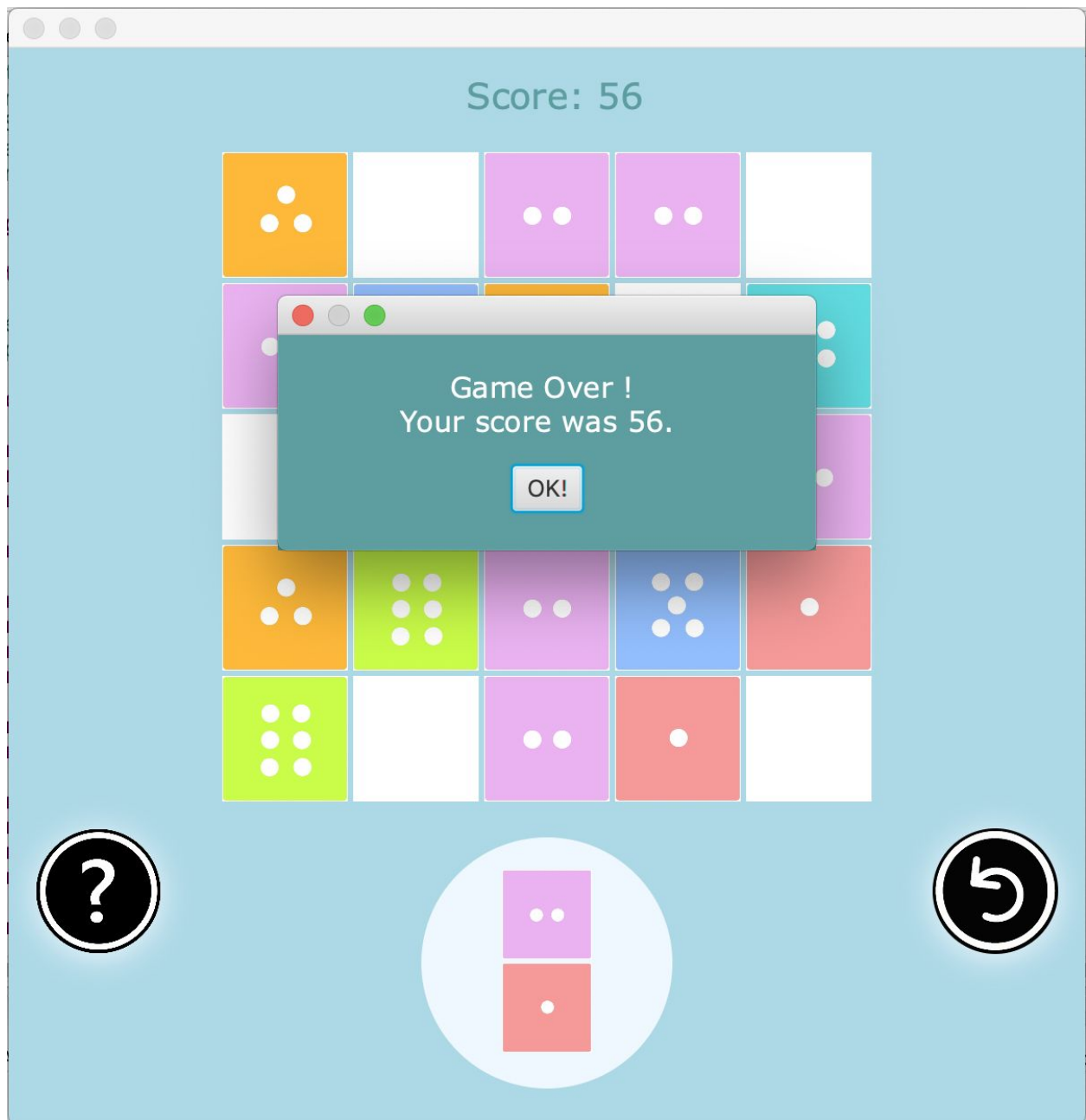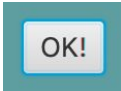
Remember: you can only undo one step at a time.

When you are allowed to undo, the button will shine!

The game will keep track of the user's score and display it above the game board.

Score: 0

When the upcoming tiles can't be placed onto the board anymore (a.k.a when the board is filled), the game is over. The following window will pop out if the game is over and display the score.

Click on and the window will be closed.

* Same instructions apply for the 7*7 level.