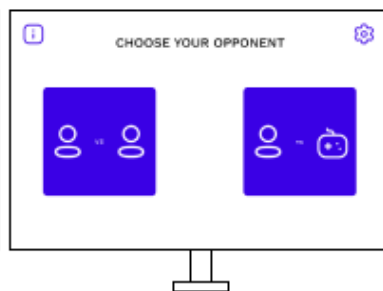
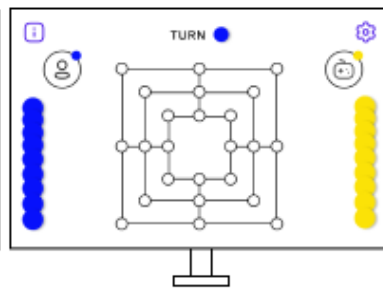




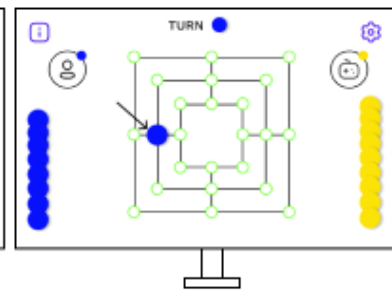
START PAGE



CHOOSE OPPONENT



GAME START



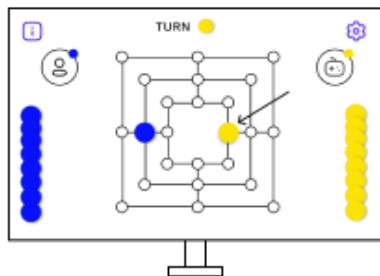
GAME PLAY - PLAYER TURN



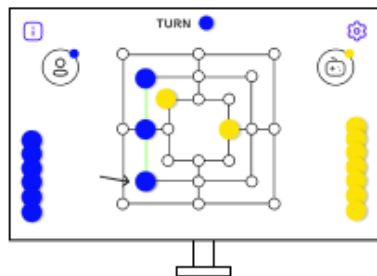
Stands for games rule

### Phrase 1: Setting up the pieces

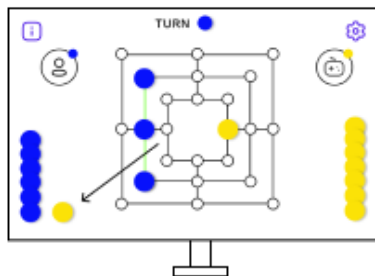
Here the player with the blue pieces goes first. The piece can be put at any empty points on the board.



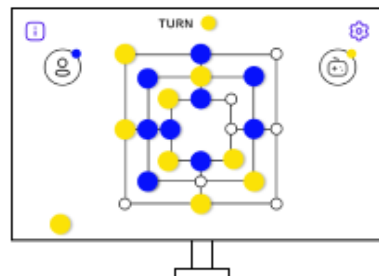
GAME PLAY - COMPUTER TURN



GAME PLAY - MILLS



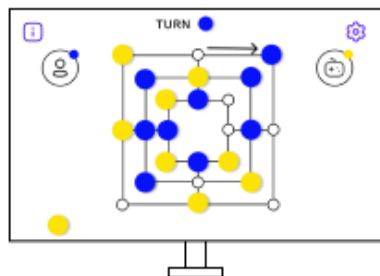
GAME PLAY - REMOVE PIECE



GAME PLAY - ALL PIECES ON BOARD

If any player forms a '**Mill**' on the board (3 pieces on a row or column), they can choose any pieces of the opponent that is not in a mill to **remove** from the board.

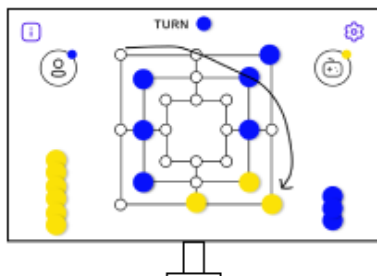
The players will alternately place pieces on the board, until they run out of pieces.



#### GAME PLAY - MOVE PIECE

##### Phrase 2: Moving pieces

Once all players have completed placing their pieces, they will move their pieces to its empty adjacent squares. Each player can only move one of their pieces per turn and only move them vertically or horizontally following the lines on the game board.



#### GAME PLAY - FLYING PIECE

##### Phrase 3: Flying

When a player only has 3 pieces on board, they can 'FLY' the piece to any position on board to form MILLS.



#### WIN - LOSE

##### Win - Lose Scenario 1

Player will win when they only have less than 3 pieces.



#### WIN - LOSE

##### Win - Lose Scenario 2

Player will win when their opponents are unable to move.