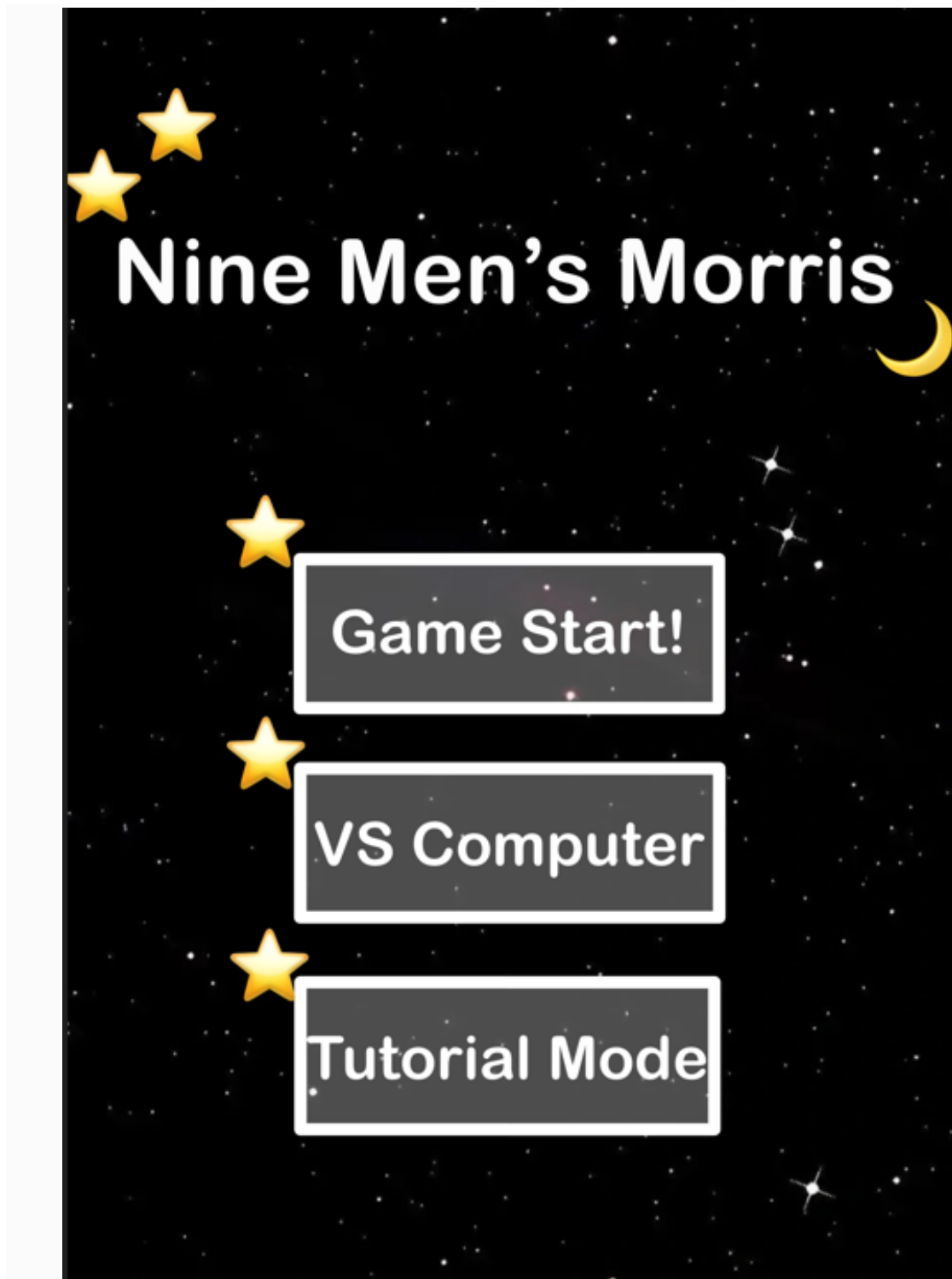


## Basic UI Design

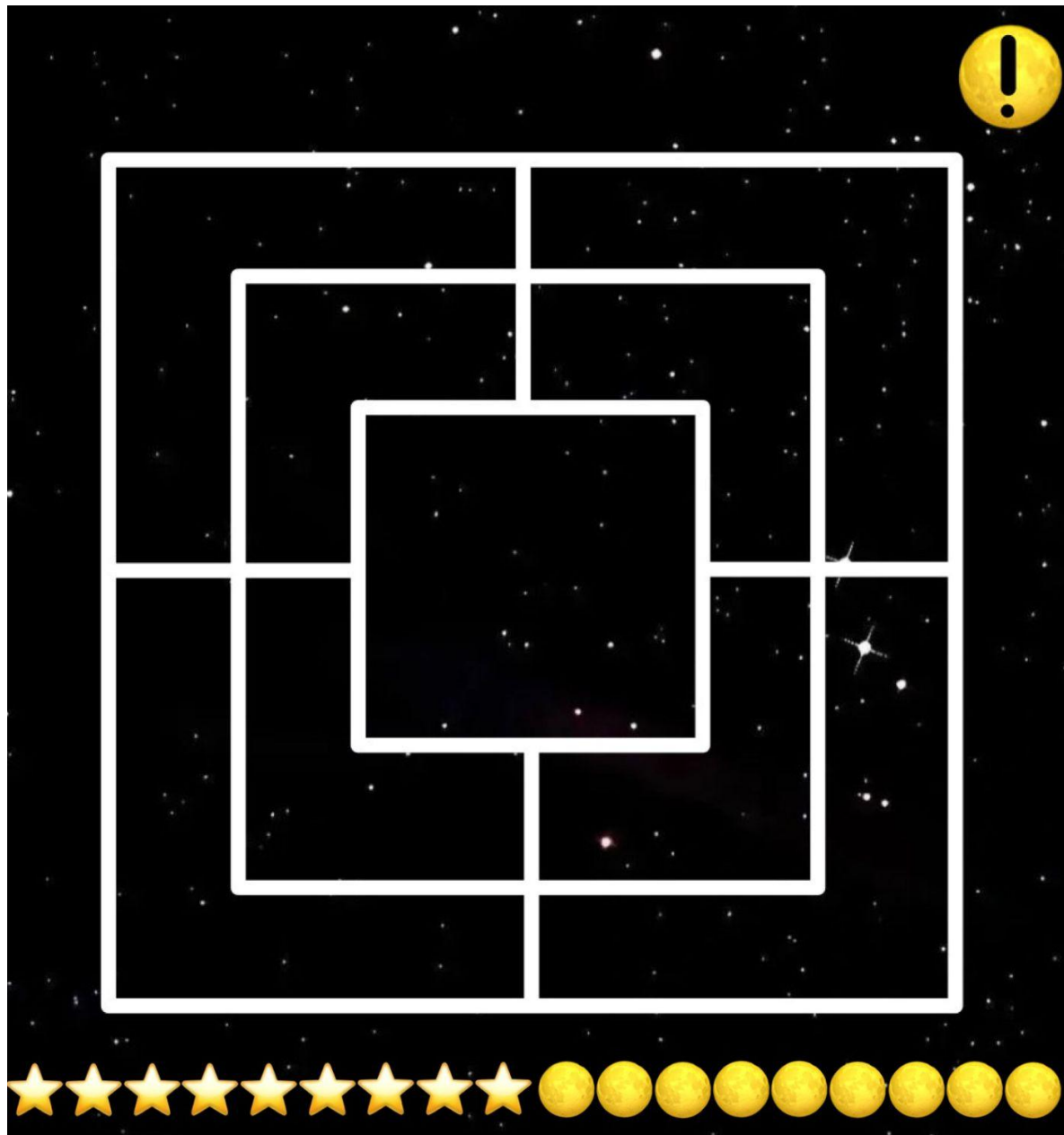
This is the initial page of Nine Men's Morris, users can choose to play a tutorial mode to learn the rules first or start the game straight away.

There are two choices: *Play with humans* or *Play with a Computer*



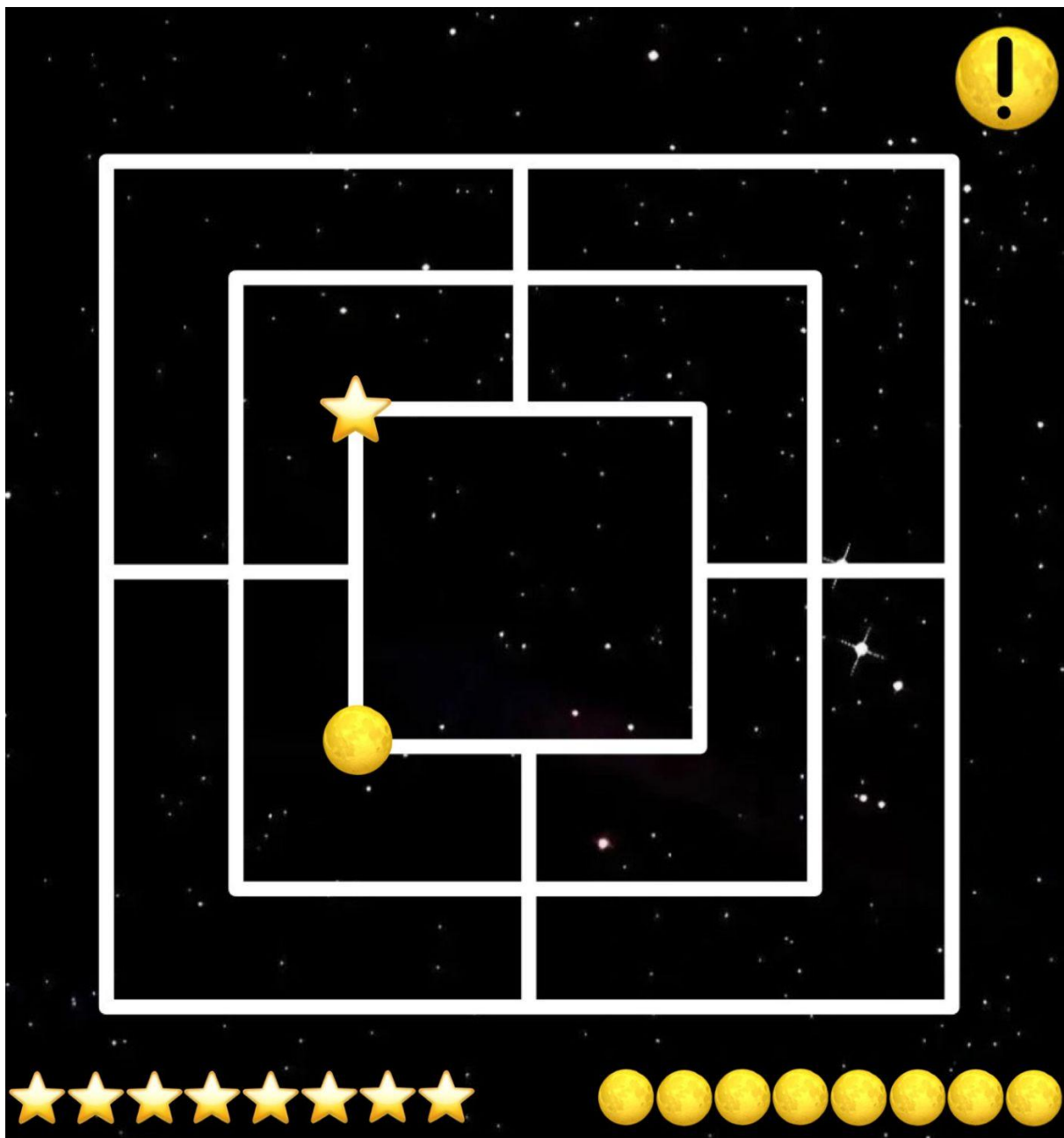
### When choose game start or VS Computer:

This is the initial board:



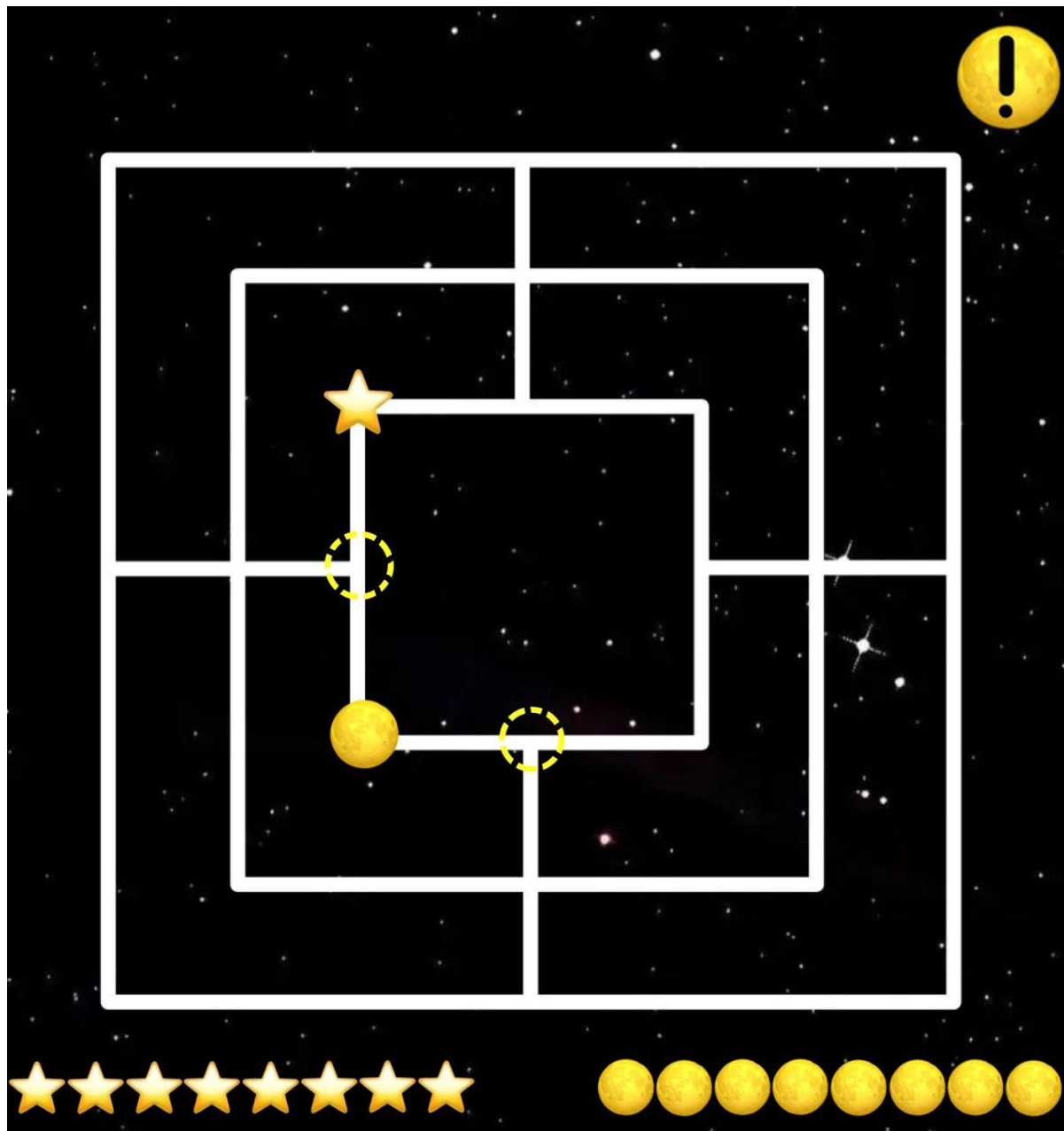
## Moon's Turn: Place your token on board

Placing tokens one by one:



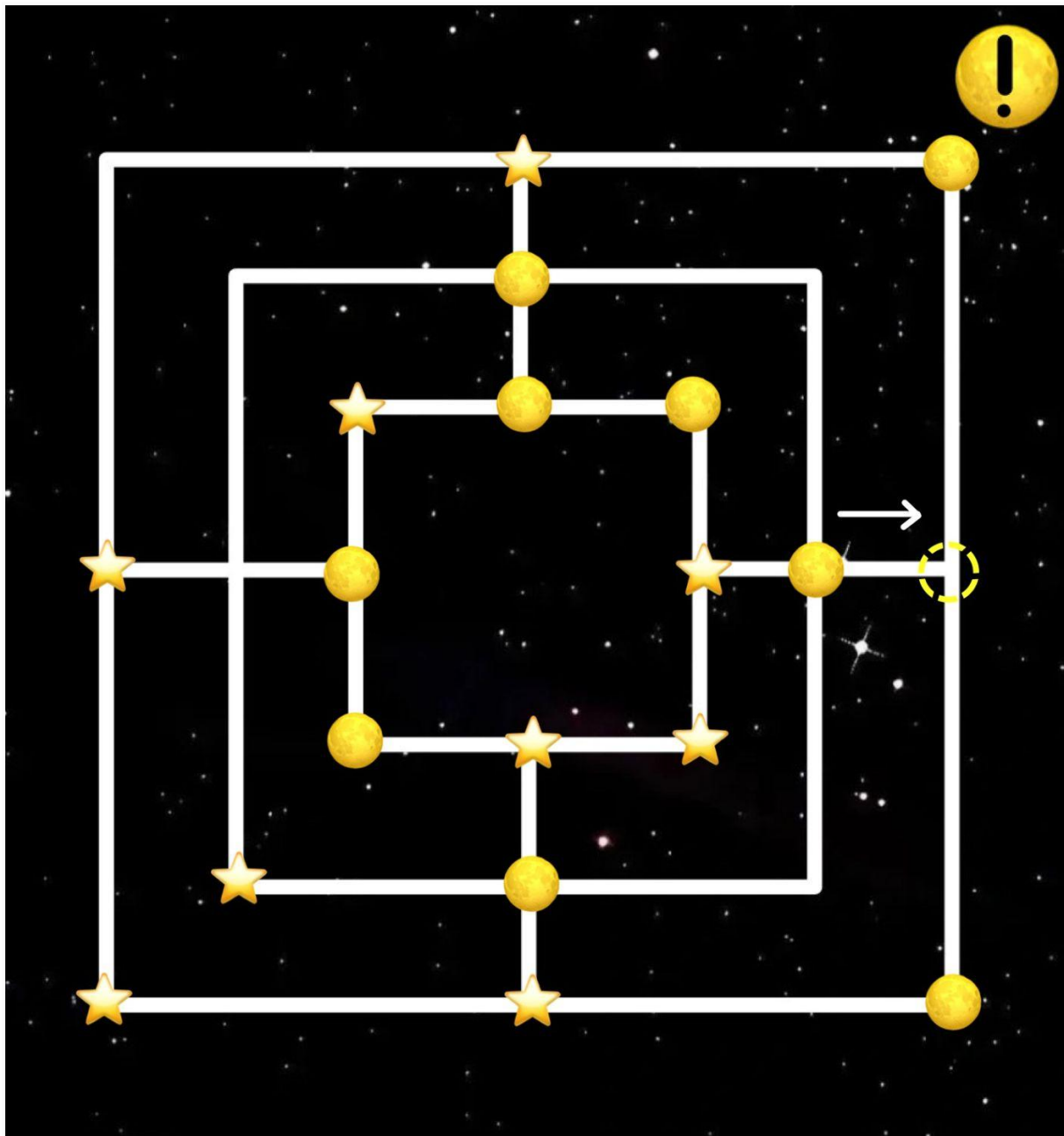
**Moon's Turn: Place your token on board**

Click on the hint button, and then click on which token you want to move, then the legal moves will shine.



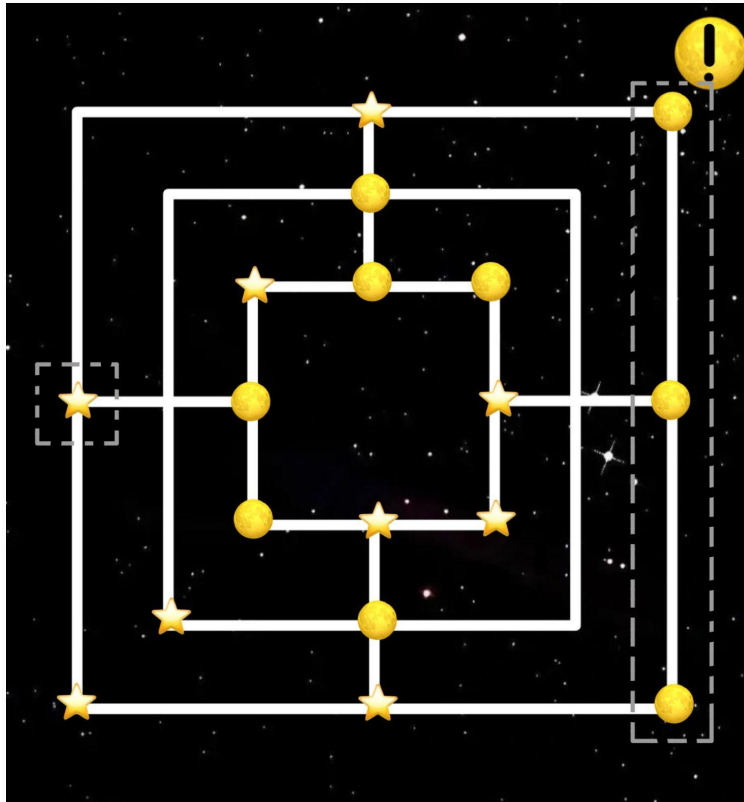
**Moon's Turn: Place your token on board**

Move the token:

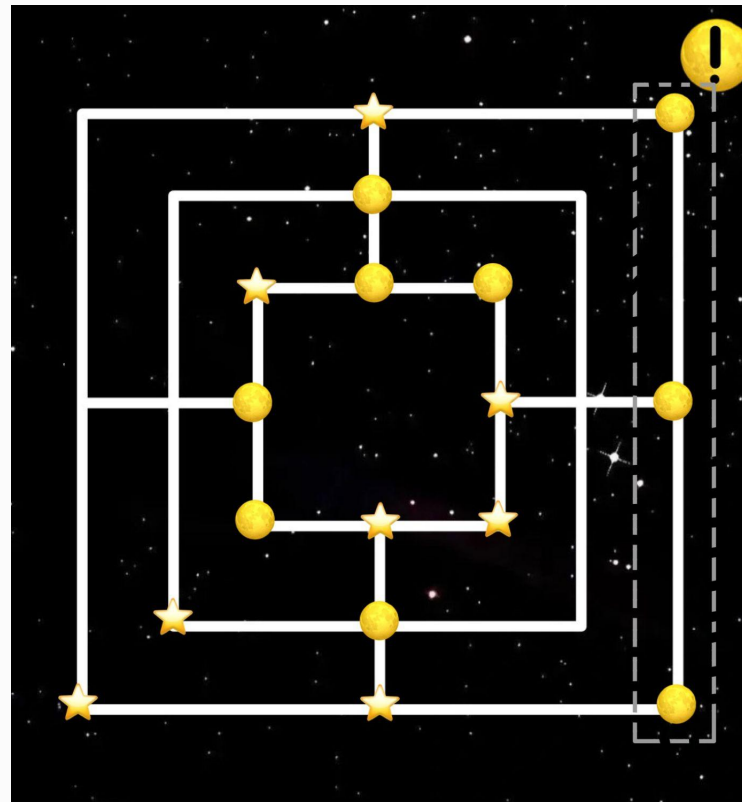


**Moon's Turn: Move your token on board**

A Mill is formed, so Moon can remove any opponent's token which is not in a mill. Let's say the Star token at the left-hand side is removed:

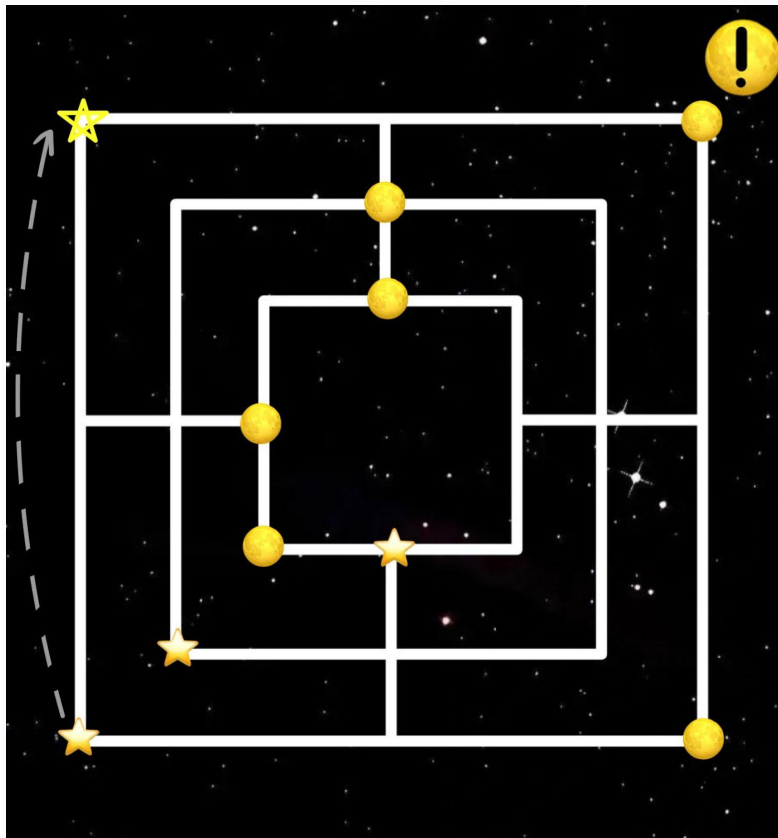


Moon's Turn: Remove Star's token on board

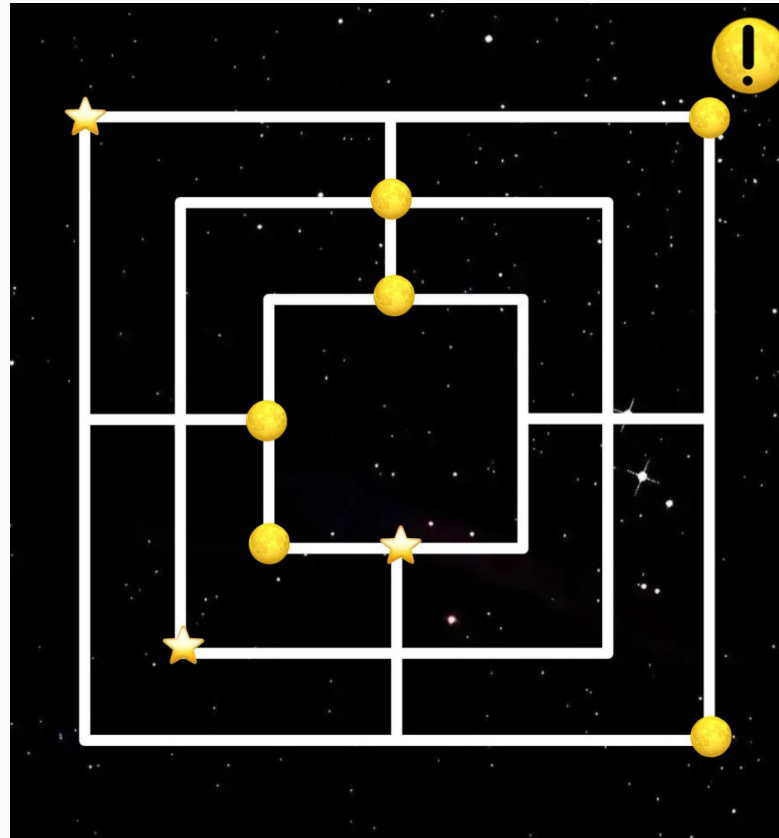


Moon's Turn: Remove Star's token on board

If the opponent has 3 tokens left, then can Fly:

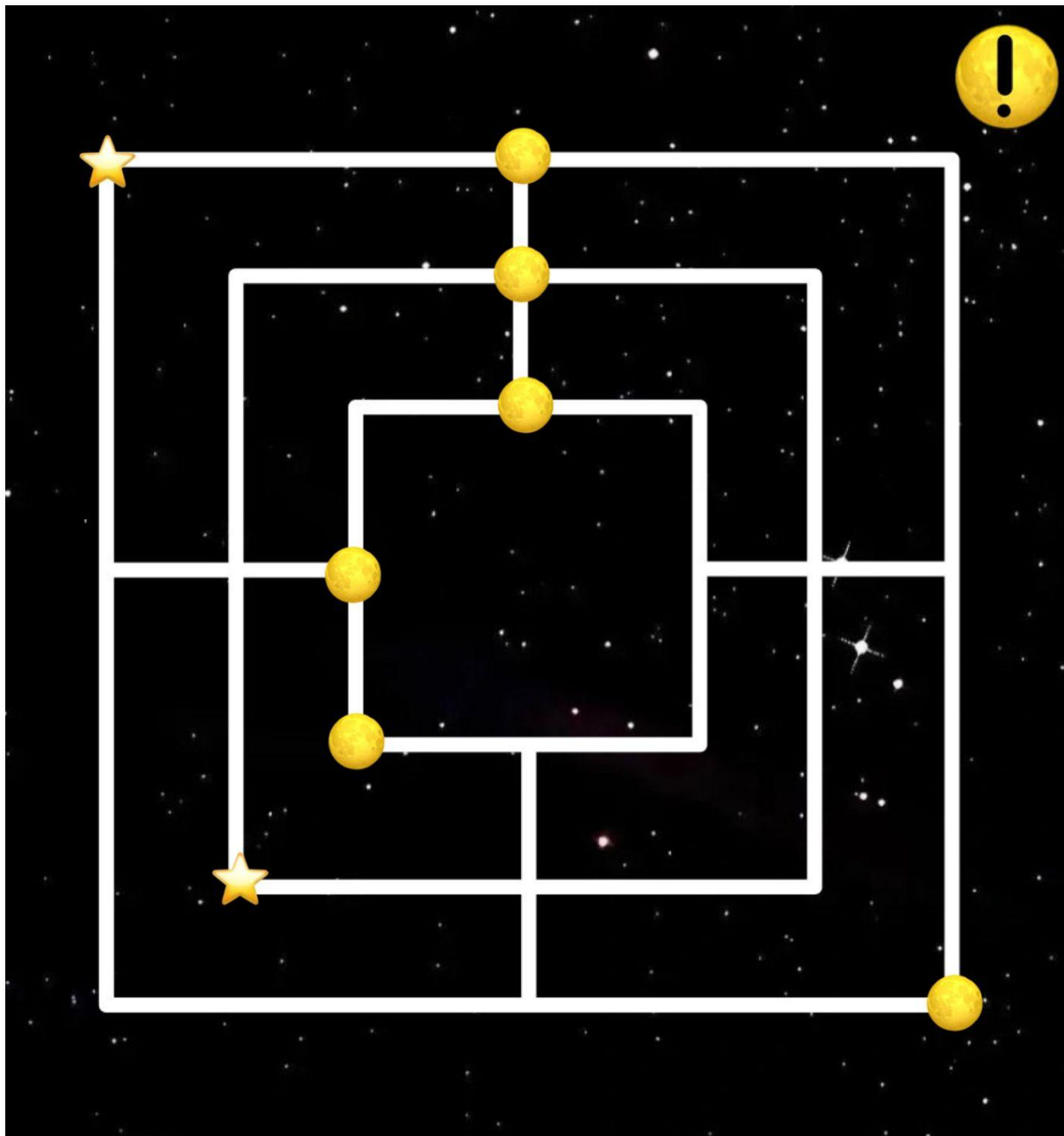


Star's Turn: Move/Fly your token on board



Star's Turn: Move/Fly your token on board

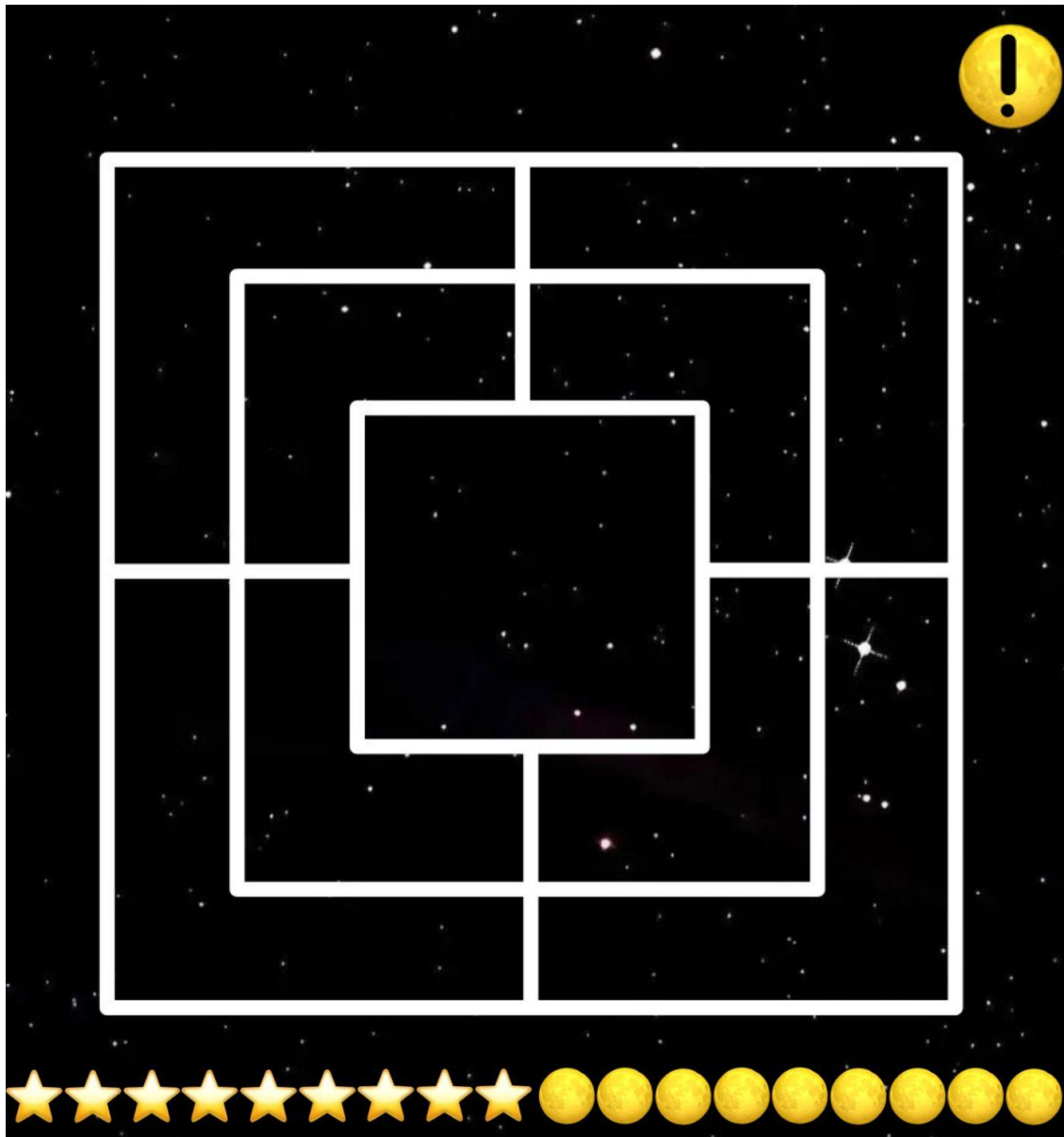
If the opponent has 2 tokens left, then the game is over:



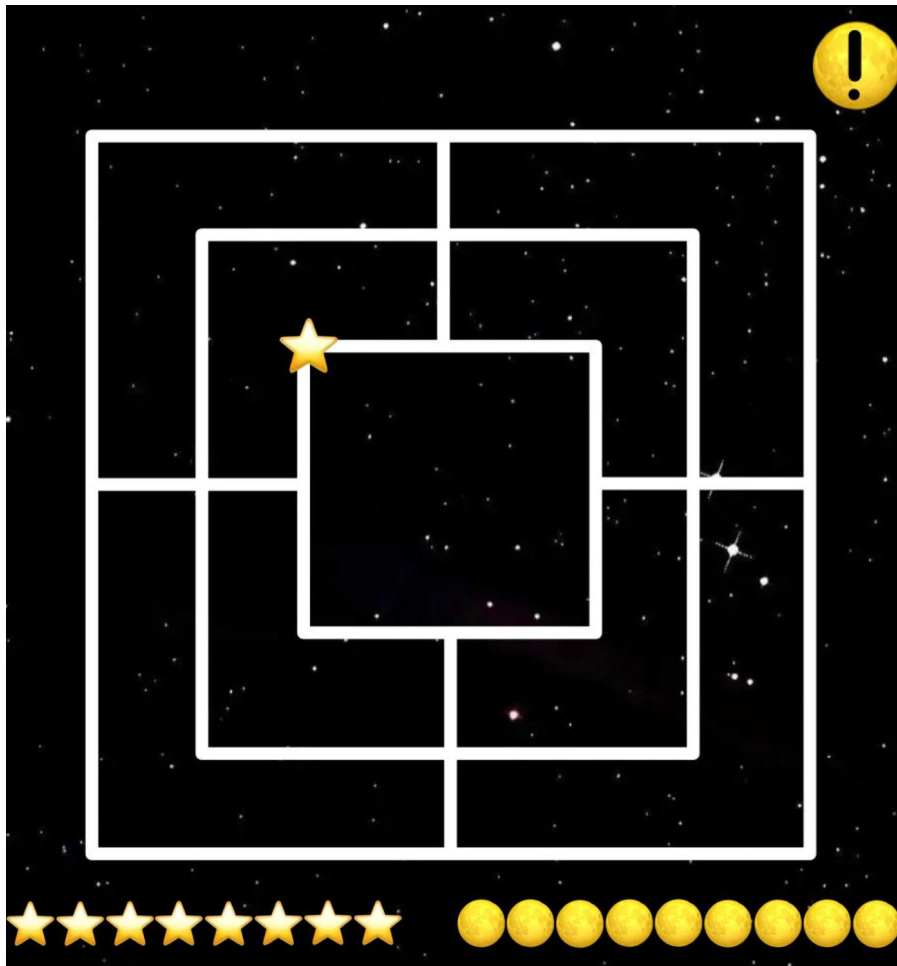
**Star Lose!**



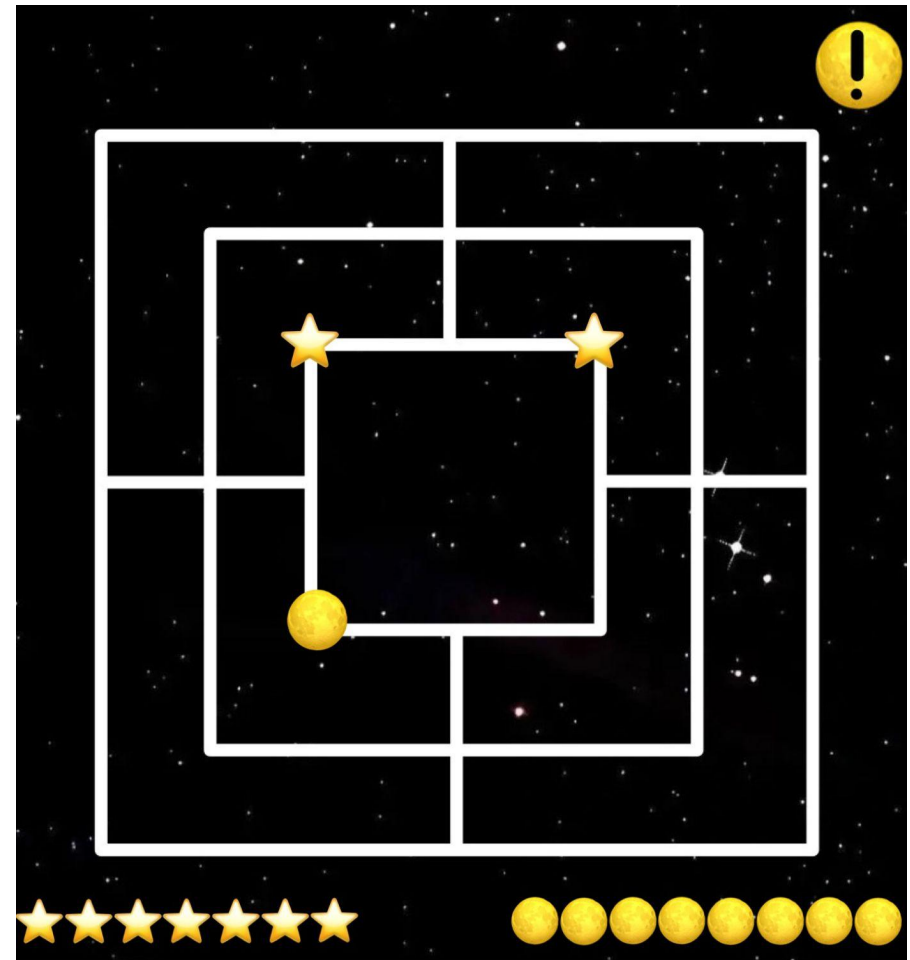
When choosing Tutorial Mode:



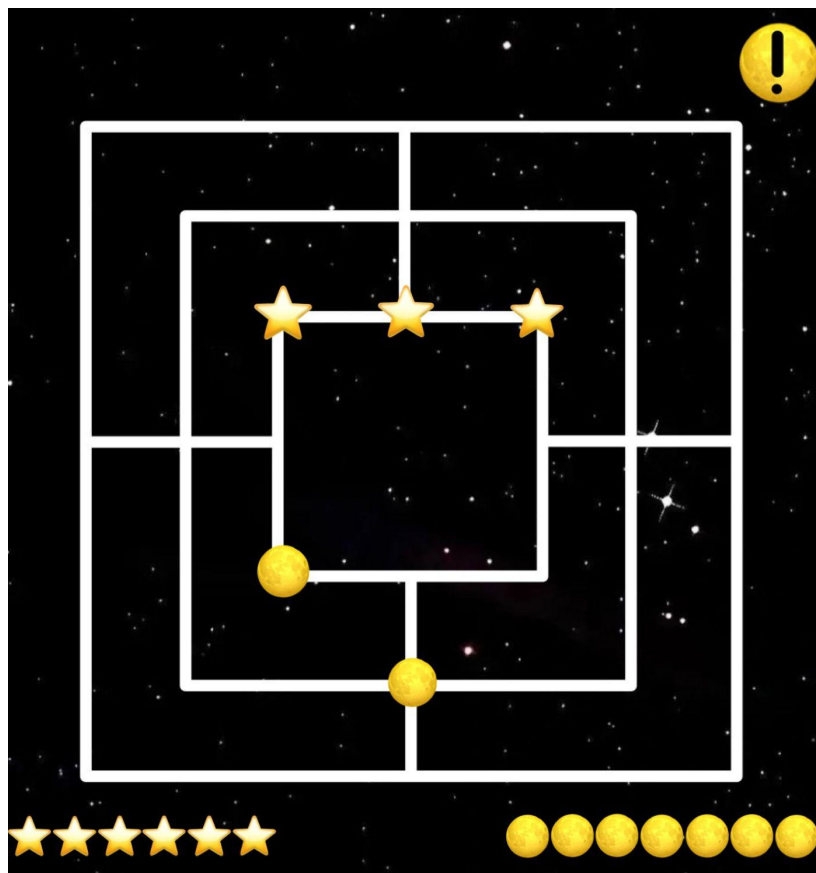
Let's begin! The basic elements of the game are 2 players, each of them has 9 tokens and there are 24 positions(intersections) on the board. To win, make a mill, remove your opponent's token! Let's get it started!



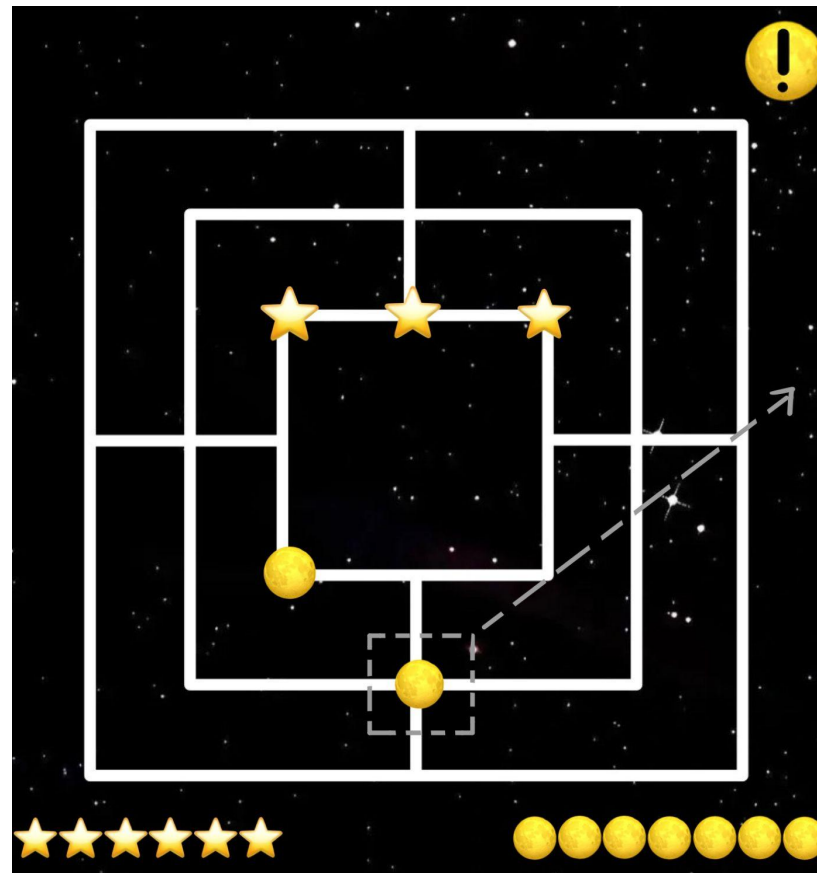
The game starts with **set state**. 2 players will set their tokens in turns. Star first!  
Set your token to any empty position until, all 9 tokens are set.



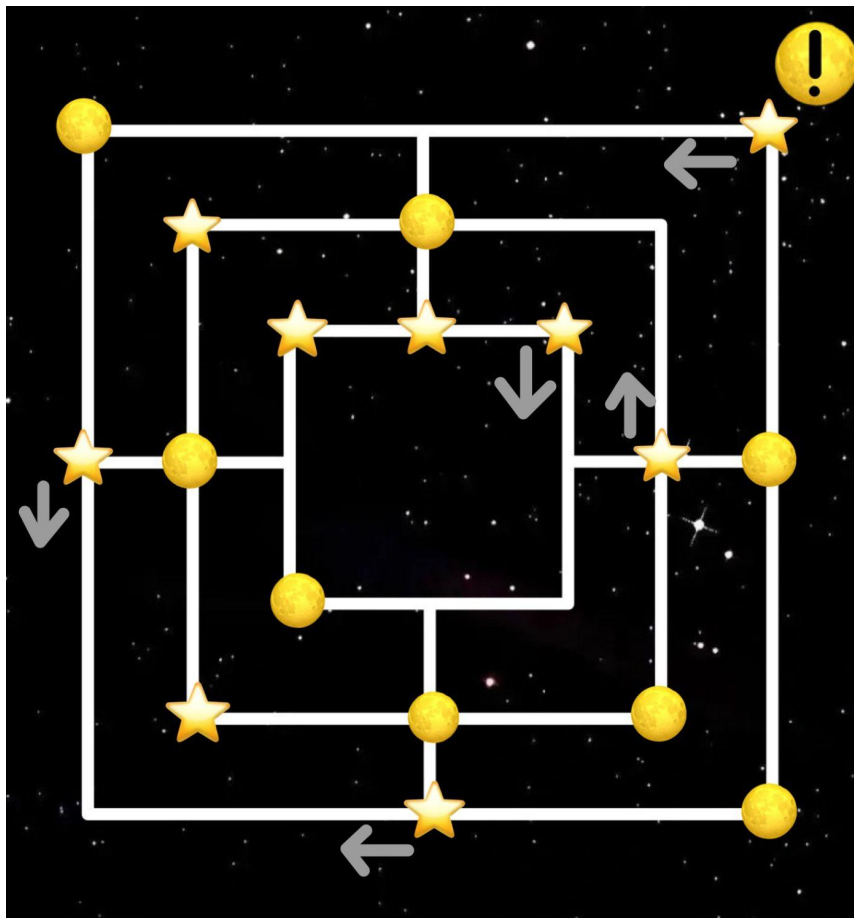
It's your turn. Place another one.



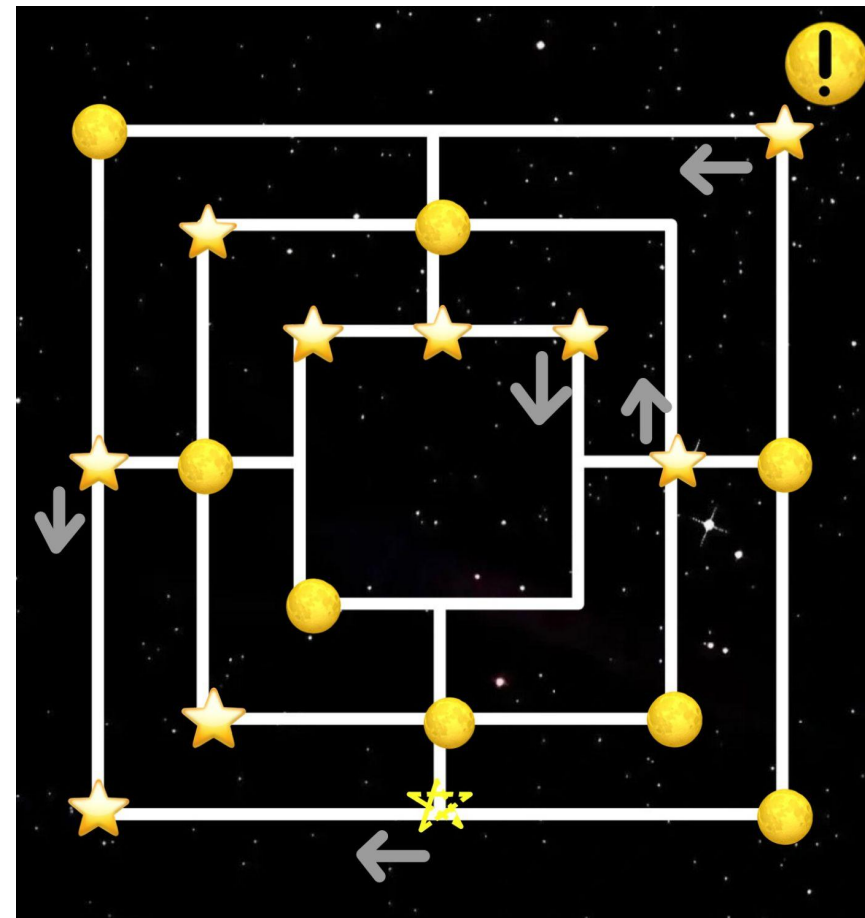
Now, place the third token. You can form a mill!  
“**Mill**” happens when a row of 3 tokens of the same colour is formed. Making a mill allows you to remove 1 of your opponent’s token permanently.



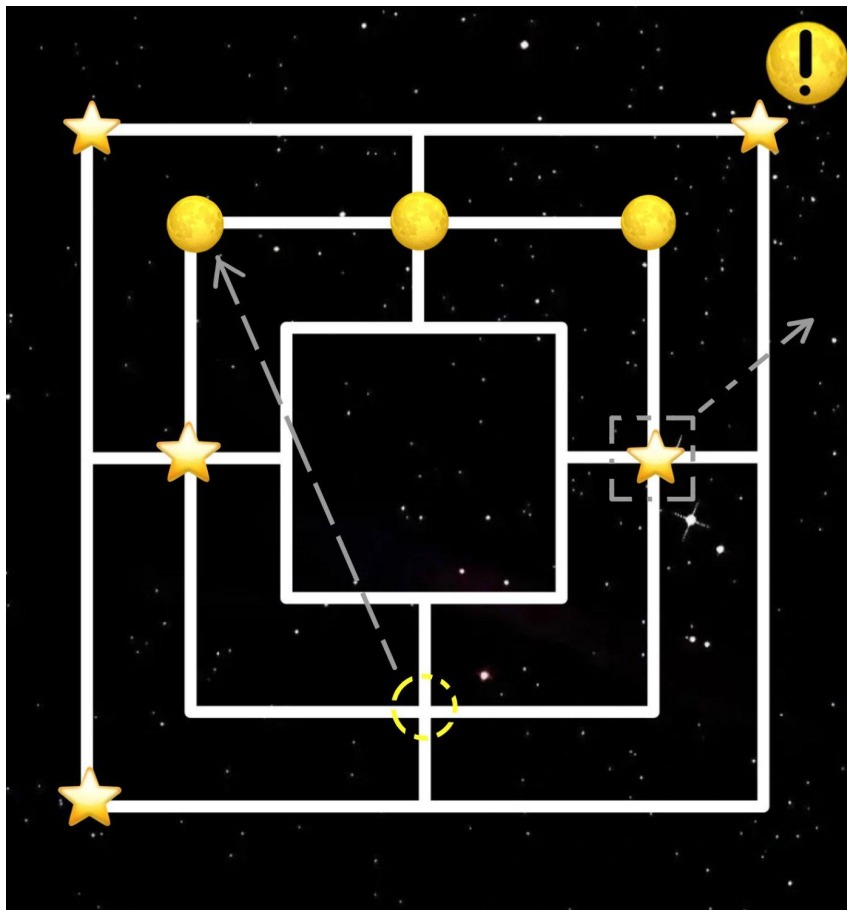
Remove your opponent’s token!



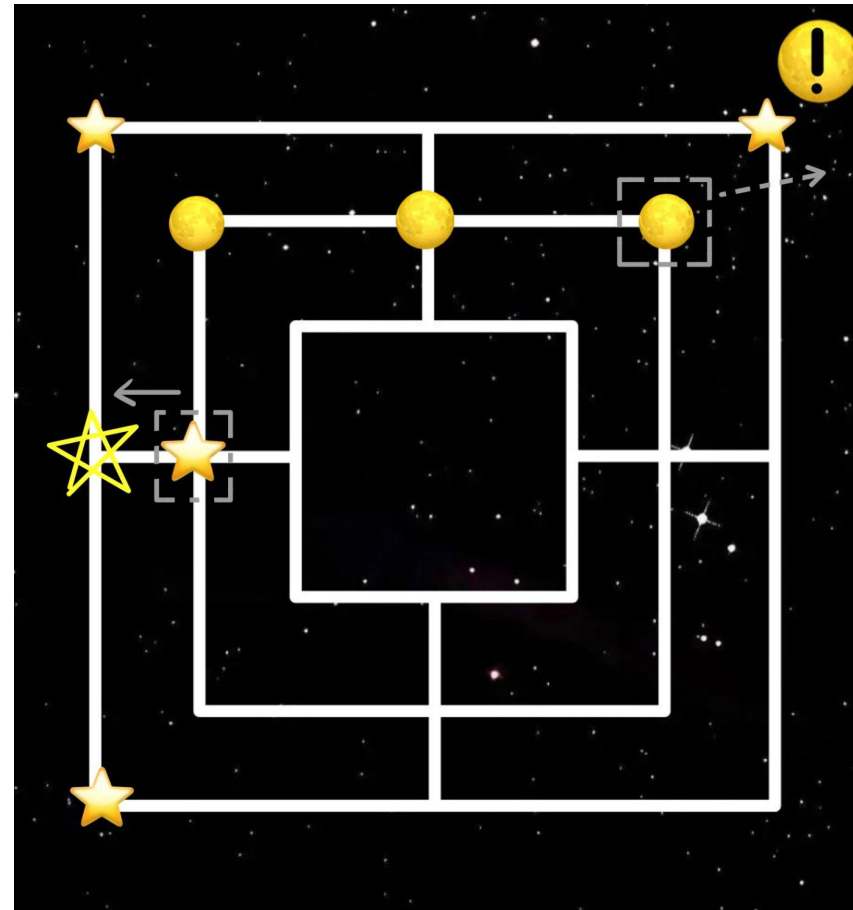
Set state ends and here comes **move state**.  
 Move your token vertically or horizontally to any  
 empty position.  
 If you have no idea, try clicking the hint button!



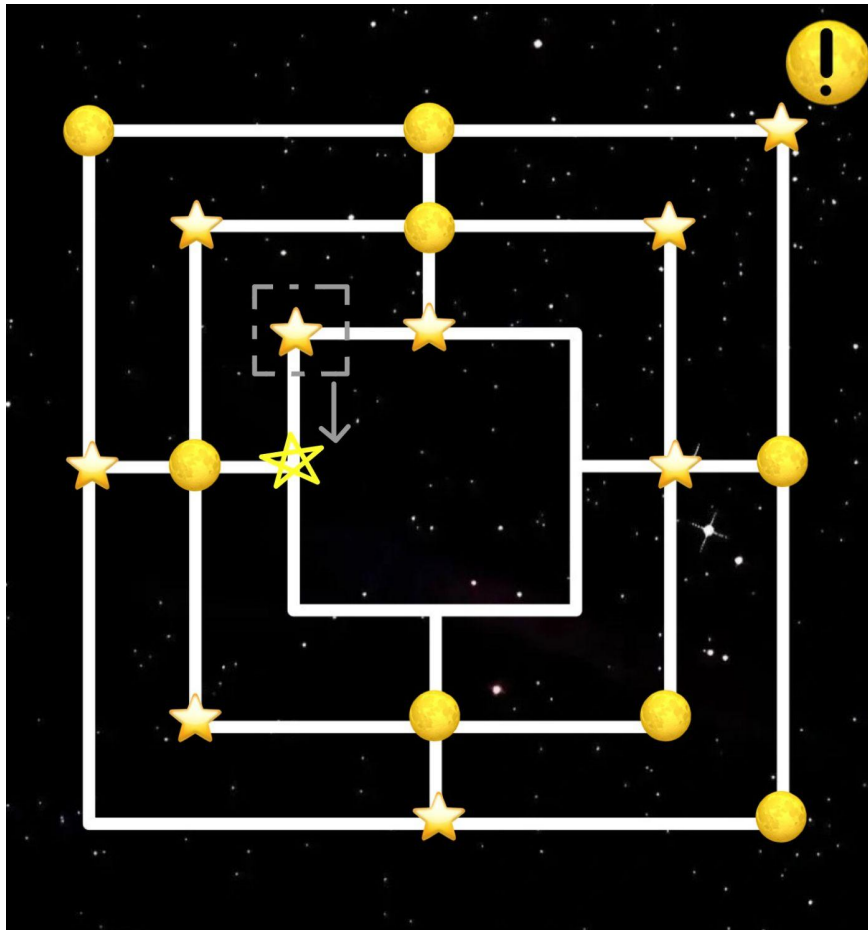
Follow the **hint** and move a token.



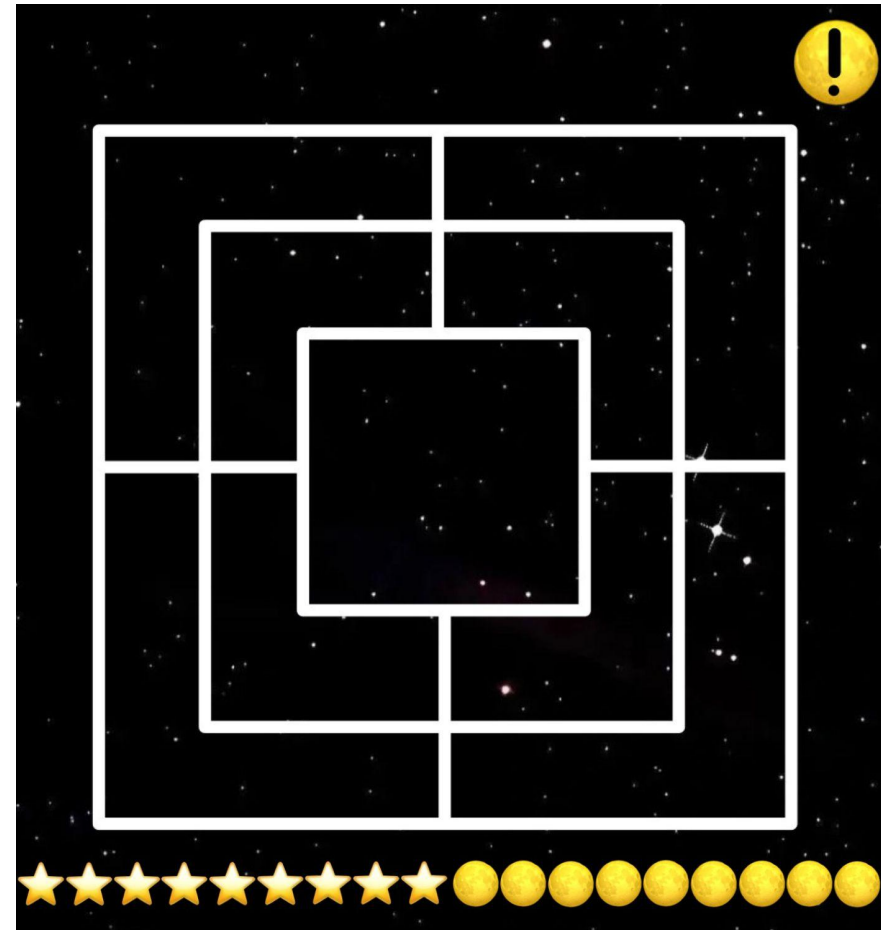
When any of the player has exactly 3 tokens left, fly is enabled. “Fly” means that a player can freely move a token to any empty place. This means that forming a mill is now easier.



To win the game, the first way is to remove the opponent's token until the opponent has only 2 tokens left. Now, Star won!



The second winning situation happens when **one player cannot make a move**, another player wins automatically. By making the move as shown, Moon has no moved, all neighbouring positions are blocked by Star tokens. Star win in this case!



Congrats! You have completed the tutorial!  
Play a real match and test your strength!

Tutorial Again

Start the Game!