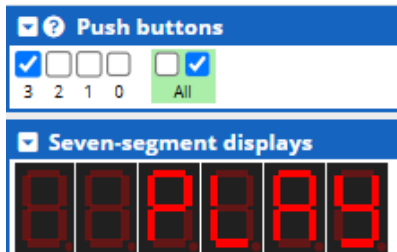
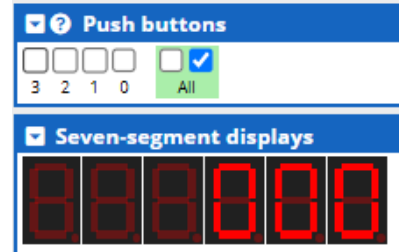


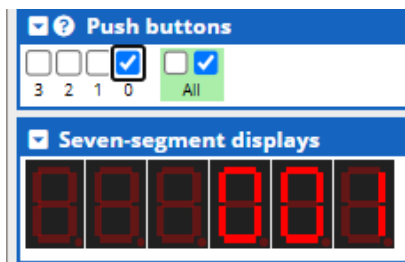
## Player 1 – Pick Phase



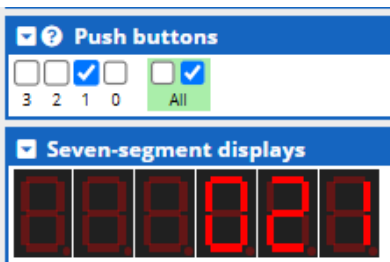
Game start screen



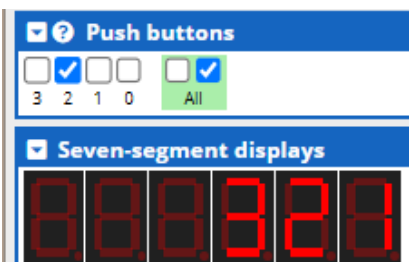
KEY3 to start game



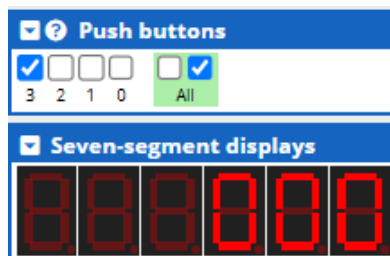
KEY0: Increments the **ones** digit



KEY1: Increments the **tens** digit.

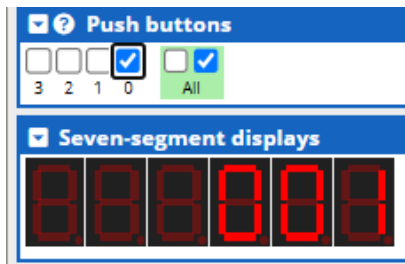


KEY2: Increments the **hundreds** digit.

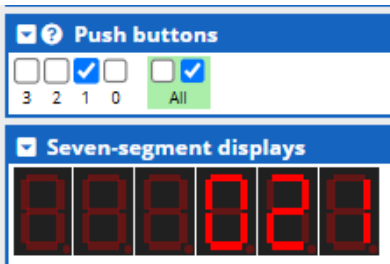


KEY3 to confirm the number

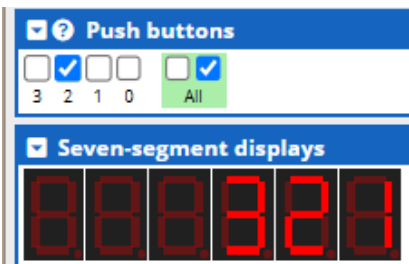
## Player 2 – Guess Phase



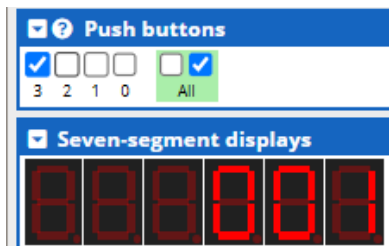
KEY0: Increments the **ones** digit



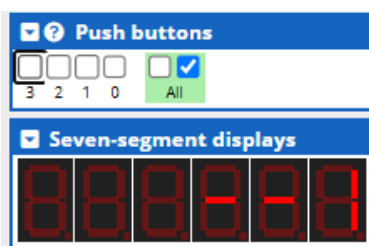
KEY1: Increments the **tens** digit.



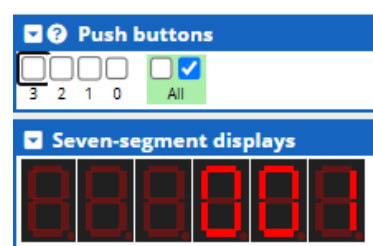
KEY2: Increments the **hundreds** digit.



First guess with **KEY3**

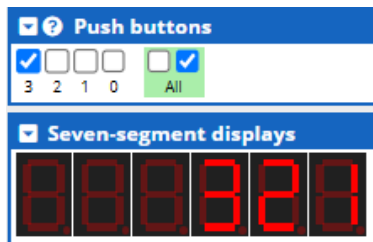


Only ones digit correct  
others were expressed  
with (-) for a short time

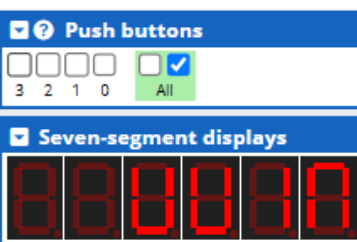


0s appeared again  
for the second guess

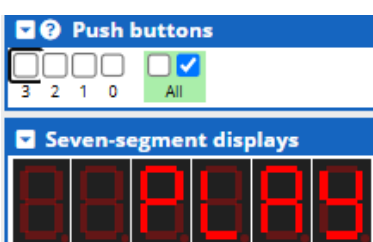
## Correct Guess / WIN



Correct guess

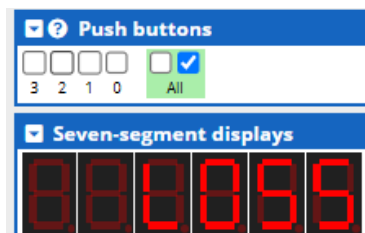


Win Display

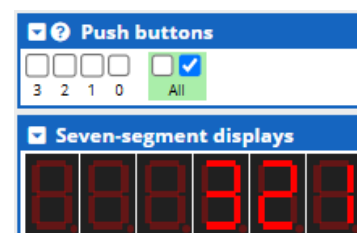


Restart option

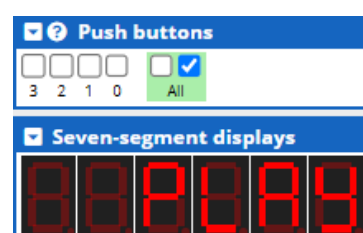
## 5 guesses expired / LOSS



Loss Display



Chosen number by player 1



Restart option