It should work if you copy into visual studios, I put this in consoleview

public void DisplaySplashScreen()

{

StringBuilder sb = new StringBuilder();

ConsoleUtil.HeaderText = "Tic-tac-toe Game";

ConsoleUtil.DisplayReset();

Console.WriteLine(@" .\_\_\_\_\_\_\_\_\_\_\_. \_\_ \_\_\_\_\_\_ .\_\_\_\_\_\_\_\_\_\_\_. \_\_\_ \_\_\_\_\_\_ .\_\_\_\_\_\_\_\_\_\_\_. \_\_\_\_\_\_ \_\_\_\_\_\_\_");

Console.WriteLine(@" | | | | / | | | / \ / | | | / \_\_ \ | \_\_\_\_|");

Console.WriteLine(@"`----| | ----`| | | , ----' \_\_\_\_\_\_`---| |----` / ^ \ | ,----' \_\_\_\_\_\_`---| | ---` | | | | | |\_\_");

Console.WriteLine(@" | | | | | | |\_\_\_\_\_\_| | | / /\_\ \ | | |\_\_\_\_\_\_| | | | | | | | \_\_|");

Console.WriteLine(@" | | | | | `----. | | / \_\_\_\_\_ \ | `----. | | | `--' | | |\_\_\_\_ ");

Console.WriteLine(@" |\_\_| |\_\_| \\_\_\_\_\_\_\_| |\_\_| /\_\_/ \\_\_\ \\_\_\_\_\_\_\_| |\_\_| \\_\_\_\_\_\_/ |\_\_\_\_\_\_\_|");

DisplayContinuePrompt();

}

Then this goes in controller in the PlayGame loop

\_gameView.DisplaySplashScreen();