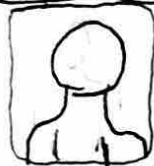
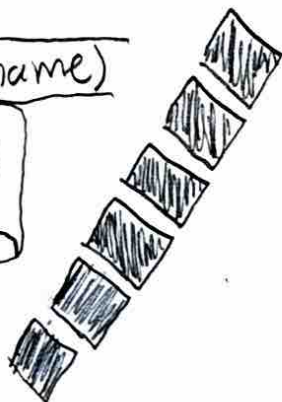


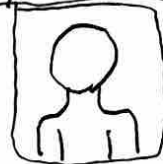
(Player 2 name)



(points)

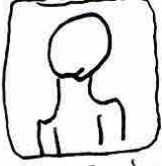


Player 3

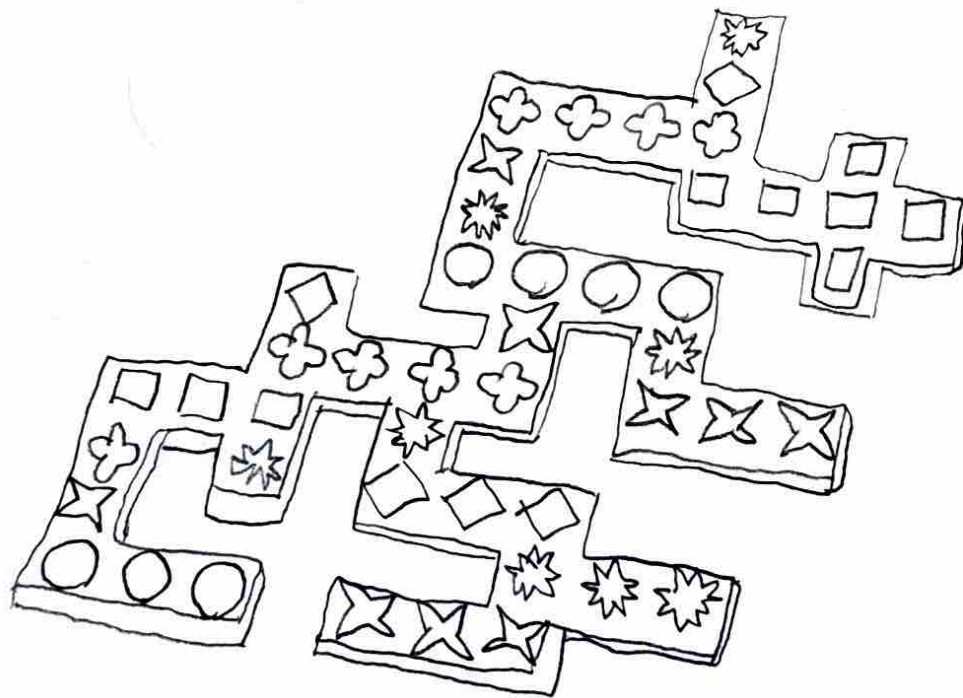
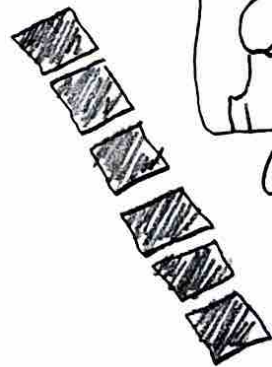


(points)

Player 4

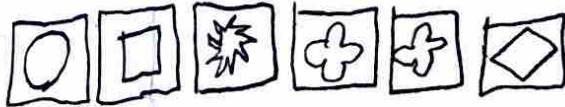
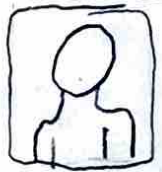


(points)



(Player 1 name)

(player 1
of points)

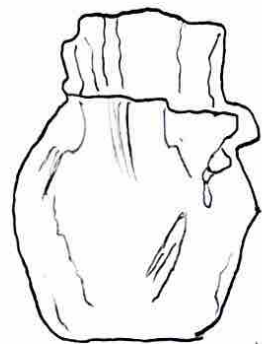


Swap Tiles

End Turn

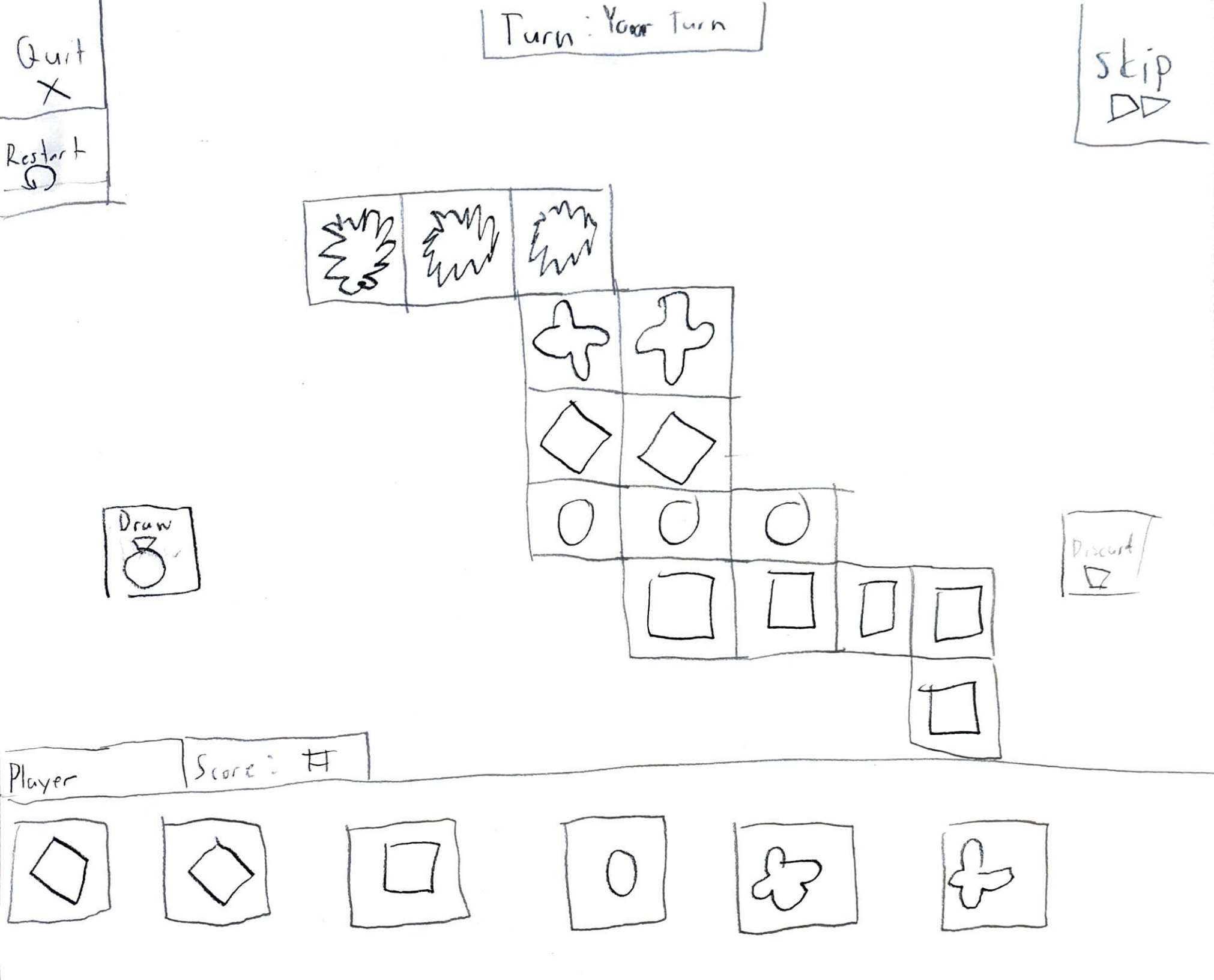
Quit

ect.



`printf("%d tiles left
in bag", numTiles);`

*Bag might be better
in top left of screen



Quirkle

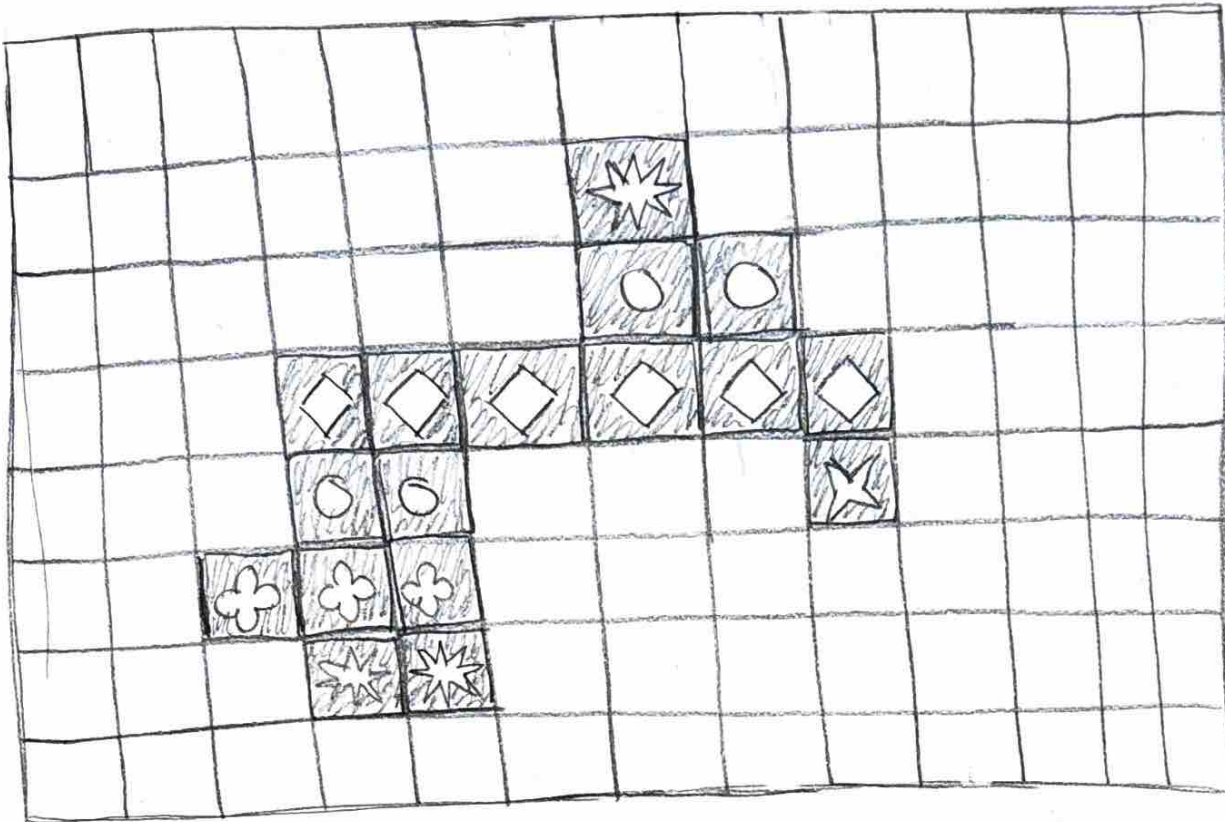
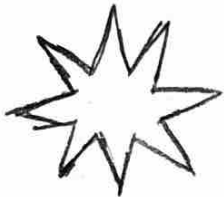
You = 38

Player 3: 28

Difficulty:

easy

Restart

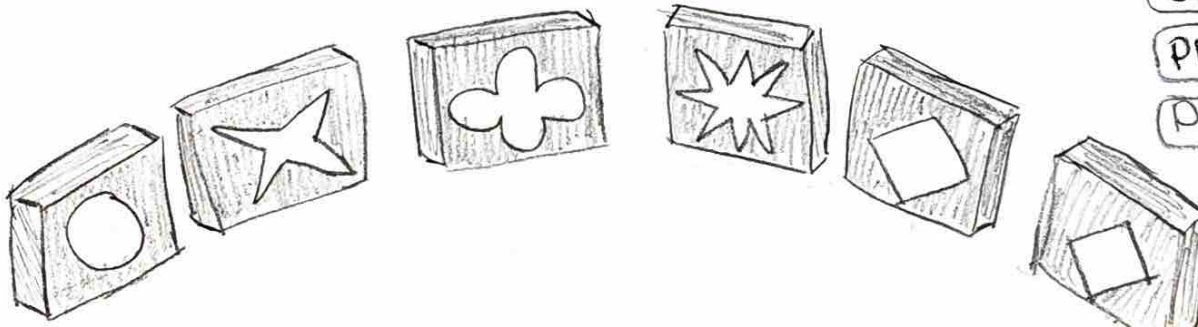


Choose space(s)

Select tile(s)

place

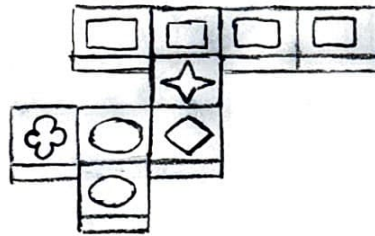
Discard



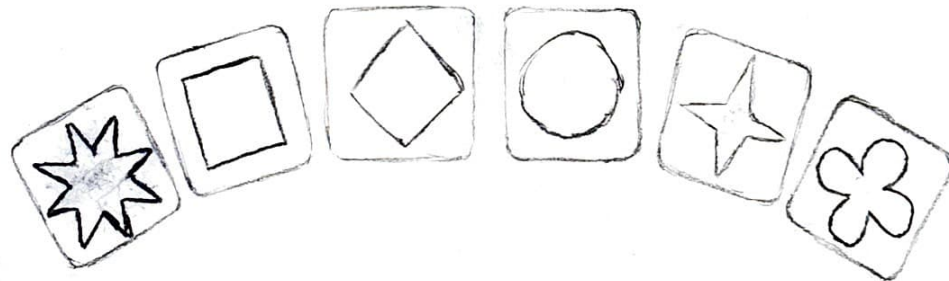
Talia
Score: 24



Tyler
Score: 999

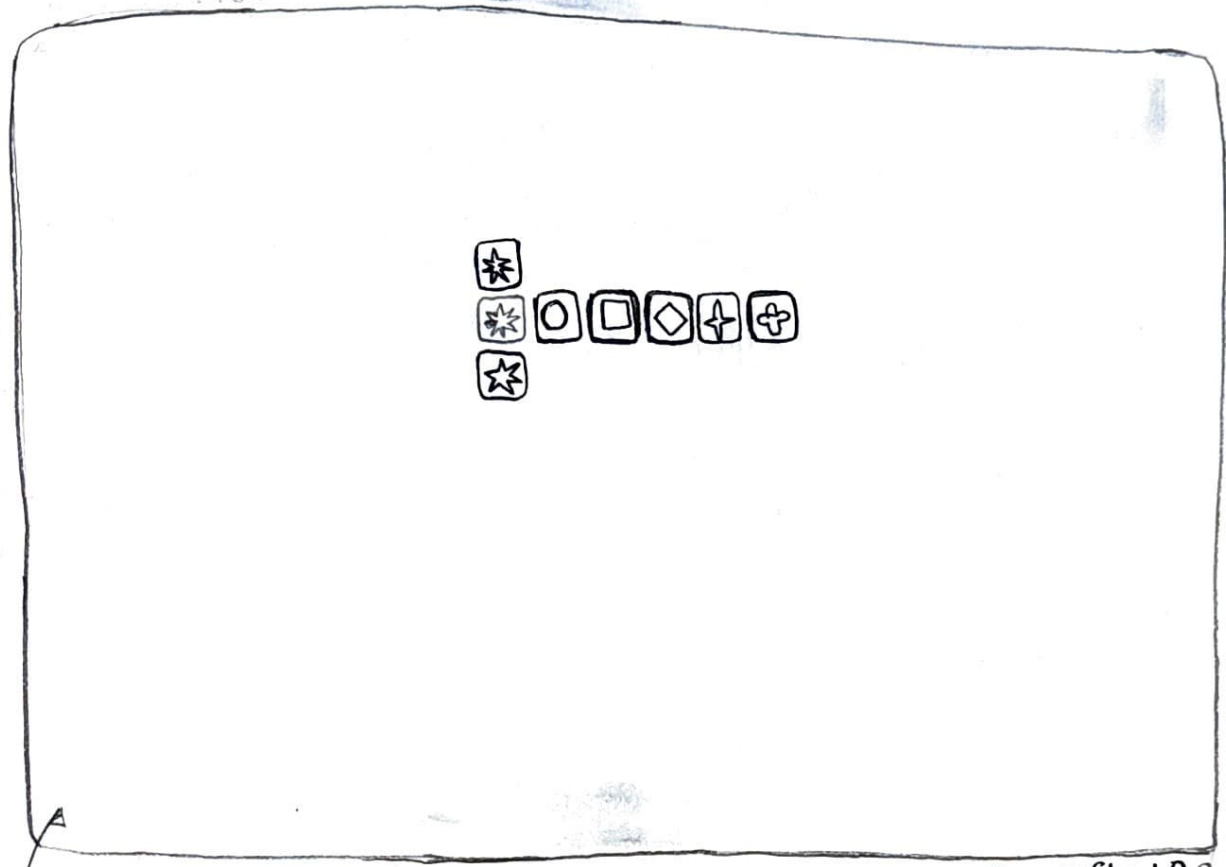


Chloe
Score: 14



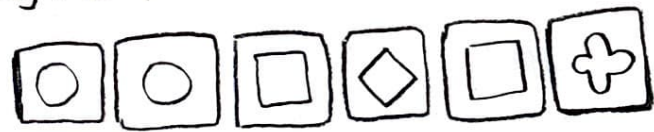
You
Score: 15

- + Startup title screen
- + Music / SFX
- + How to play



Drag & drop

Tiles left: 100



You: **12**

Player 2: **3**