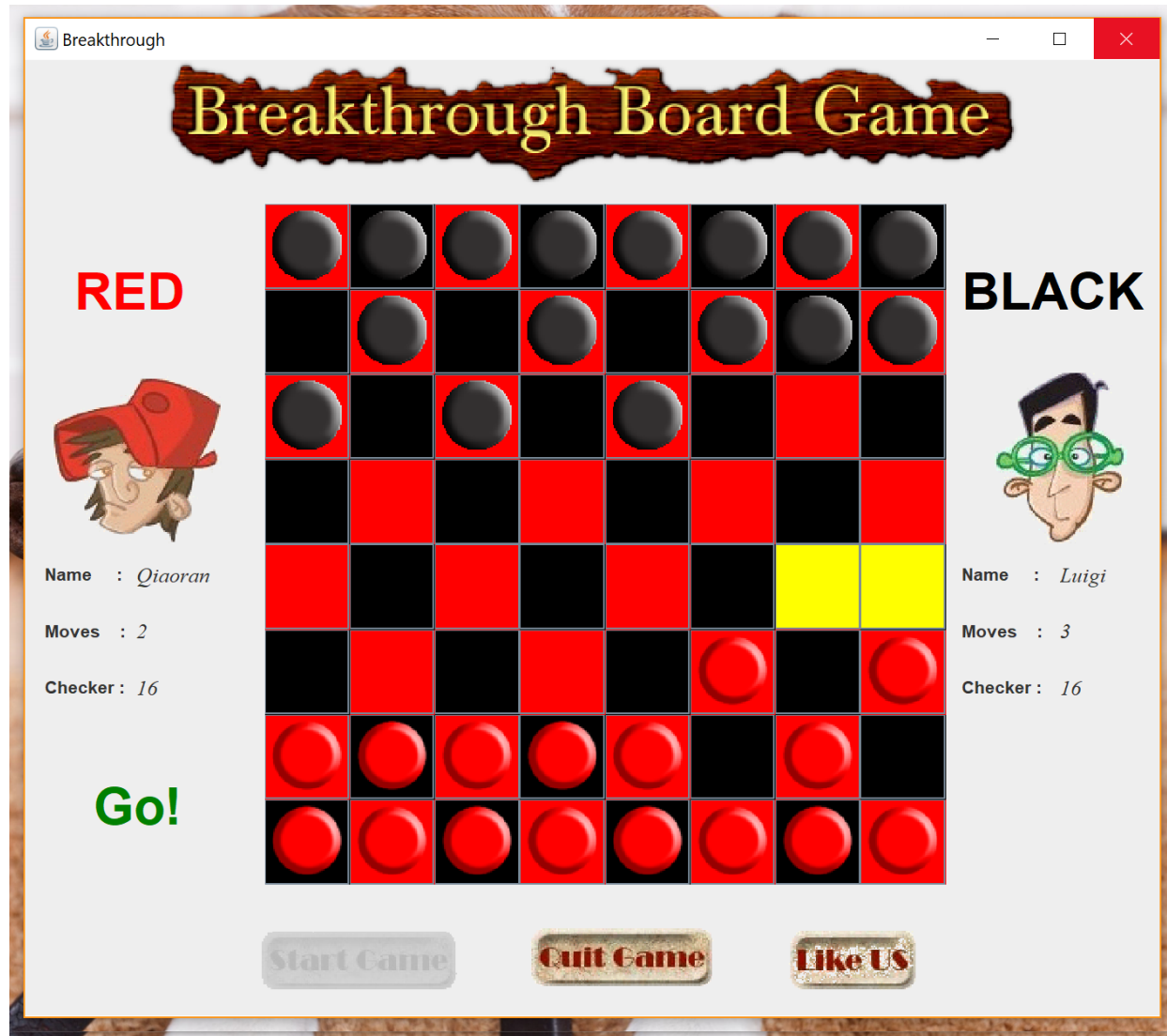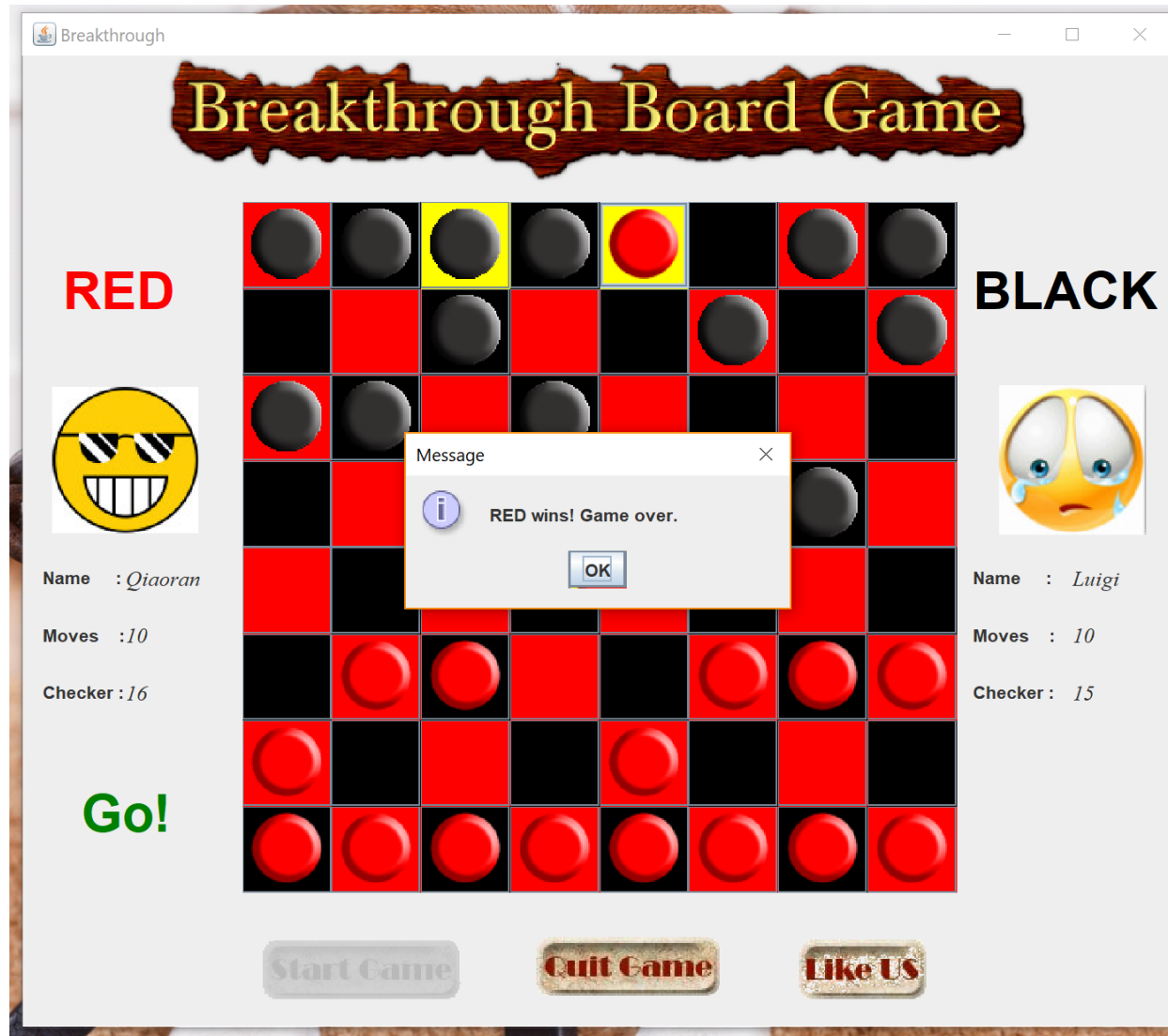**Starting game, players enter their names.**

Heighted possible moves helps the user plan their strategy.

A checker of the red player reached the opposite side of the board, victories!