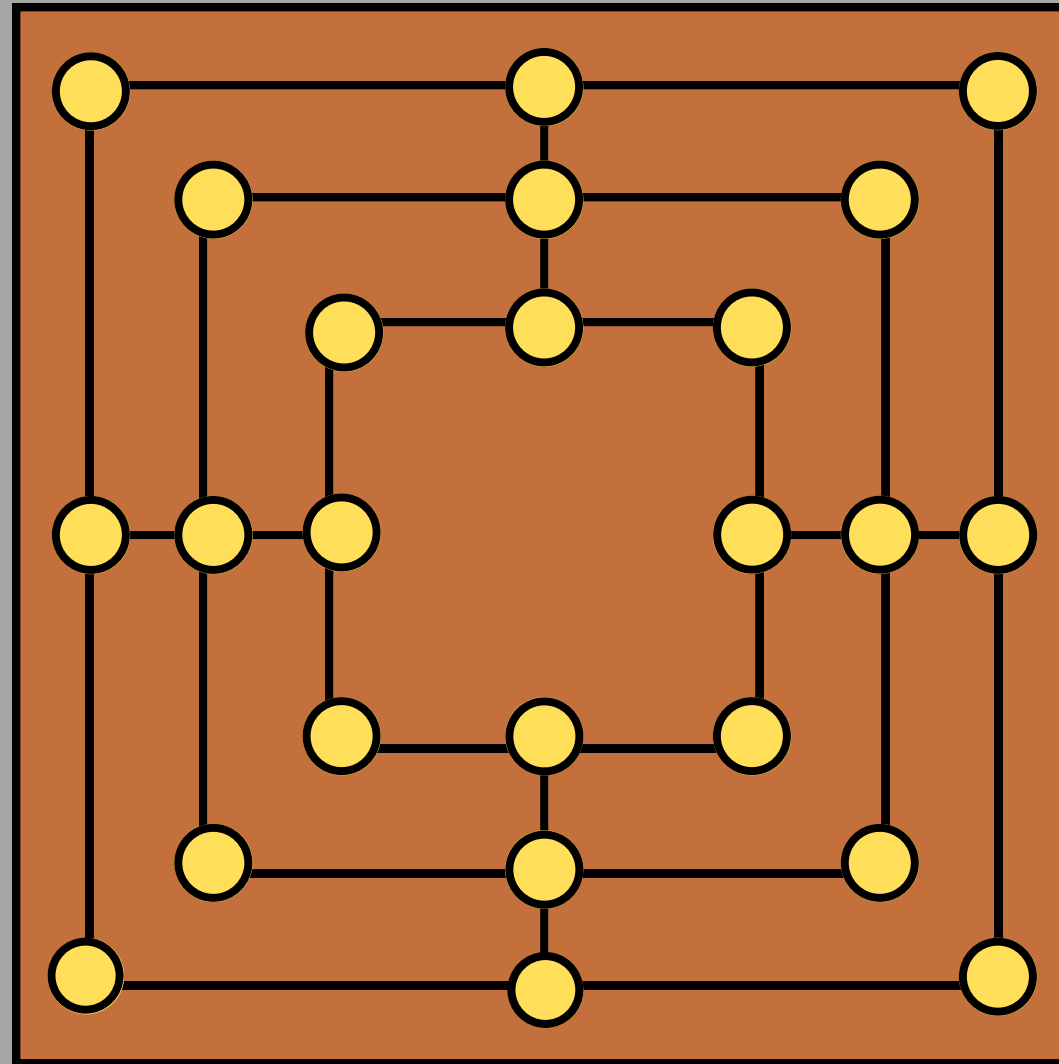


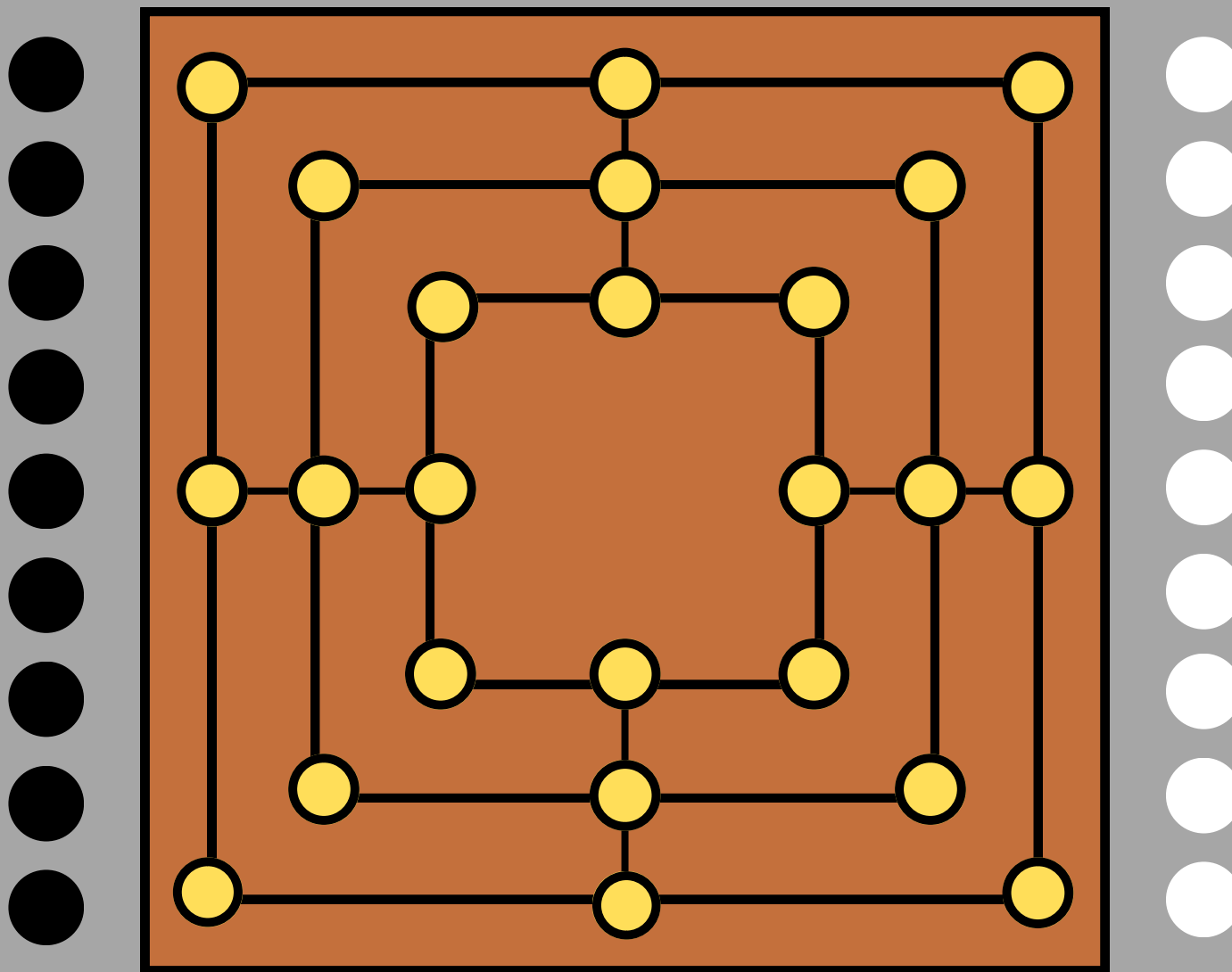
Selecting opponent before game



Player vs Player

Player vs CPU

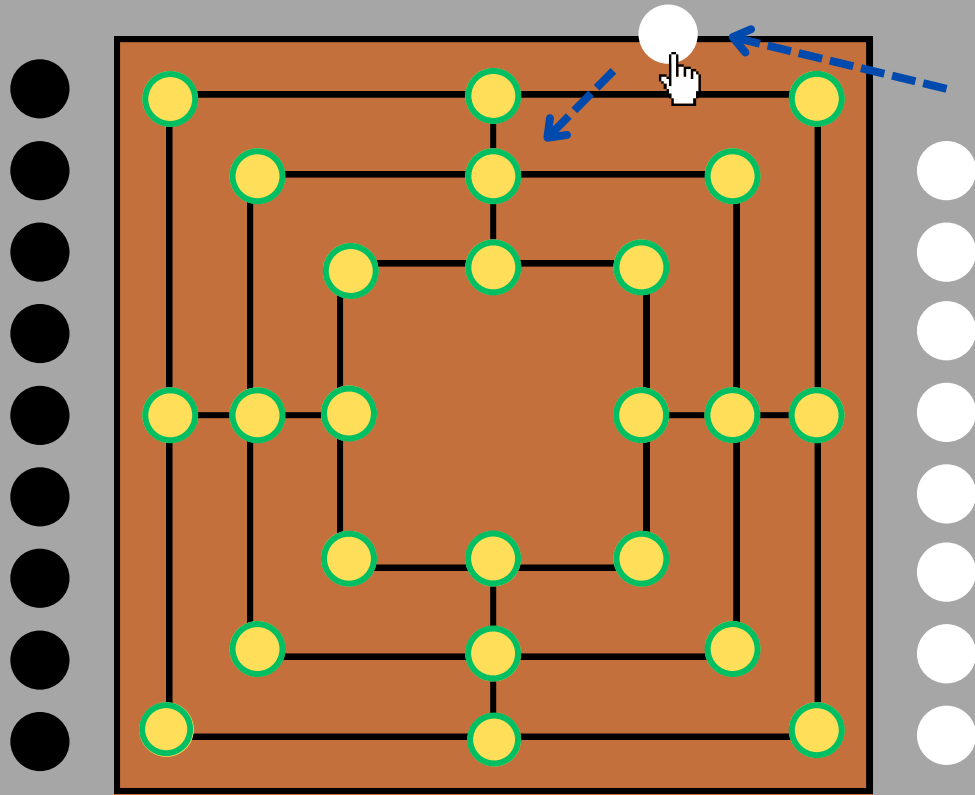
Initial Setup



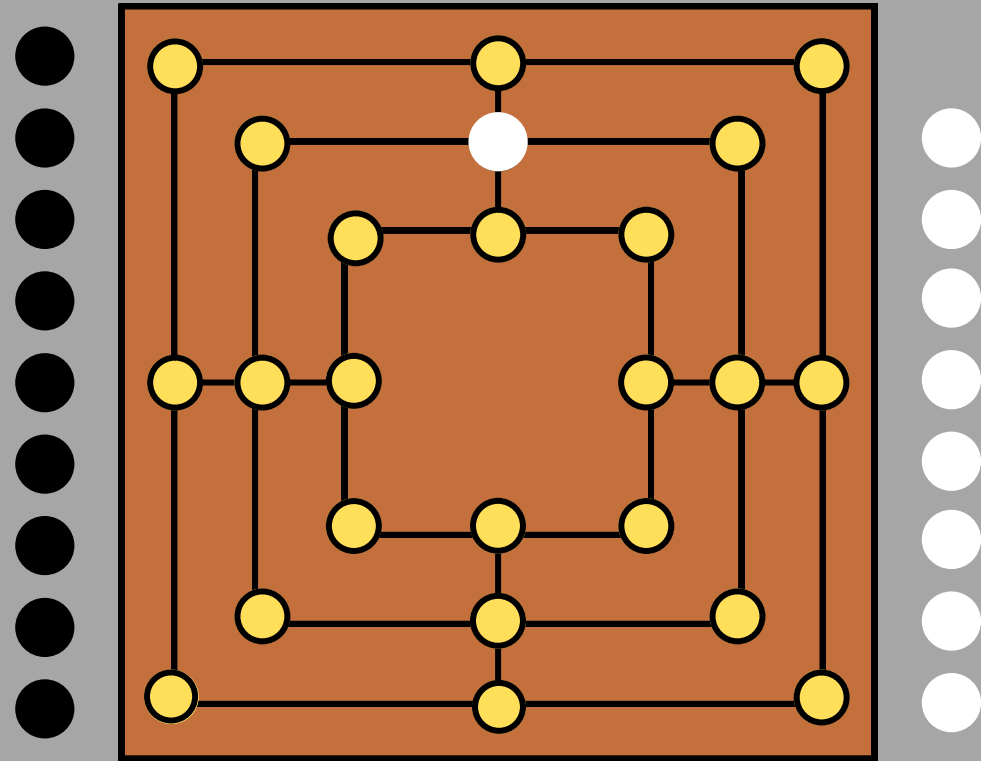
Player 1 Tokens
placed on left side of
board during initial
setup

Player 2 Tokens
placed on right side
of board during
initial setup

Placing of Token

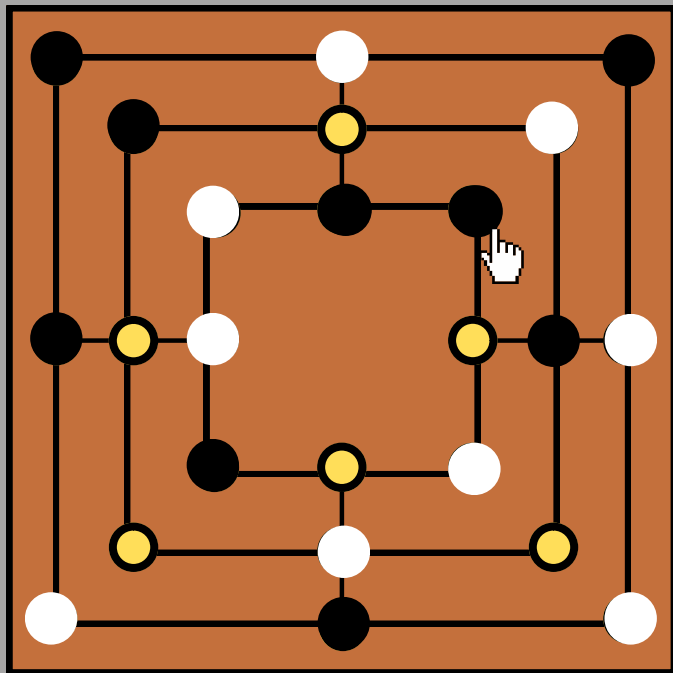


Dragging the token

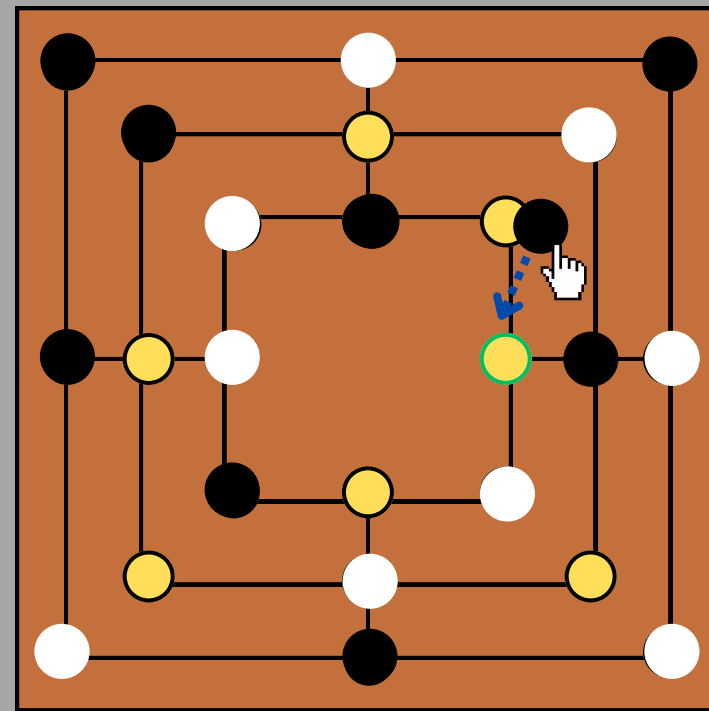


Token successfully placed

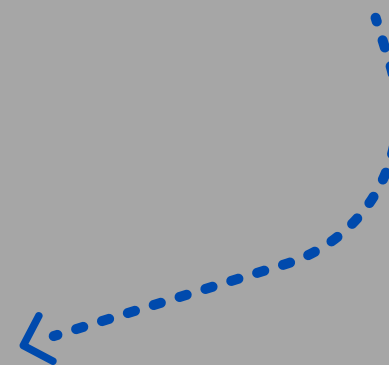
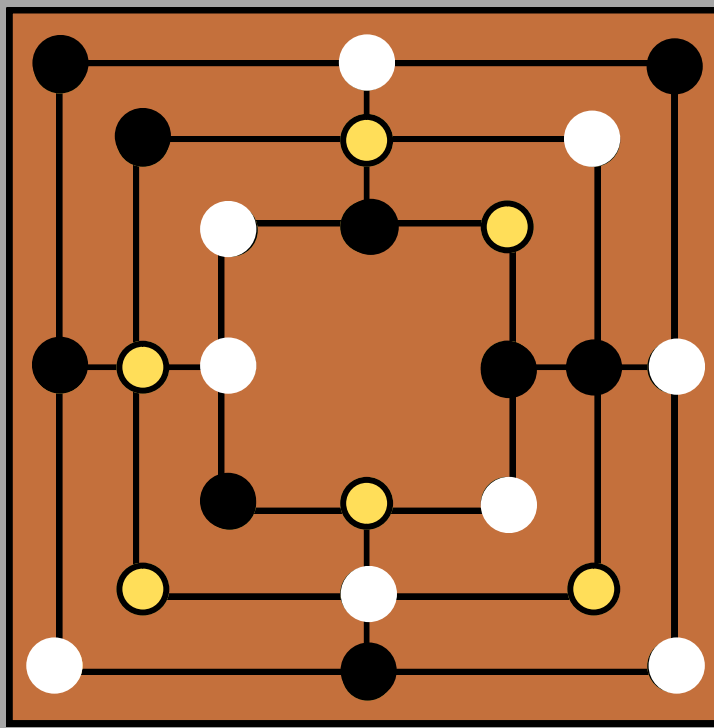
Selecting and Sliding Tokens



Black token selected by player to slide it to an available position

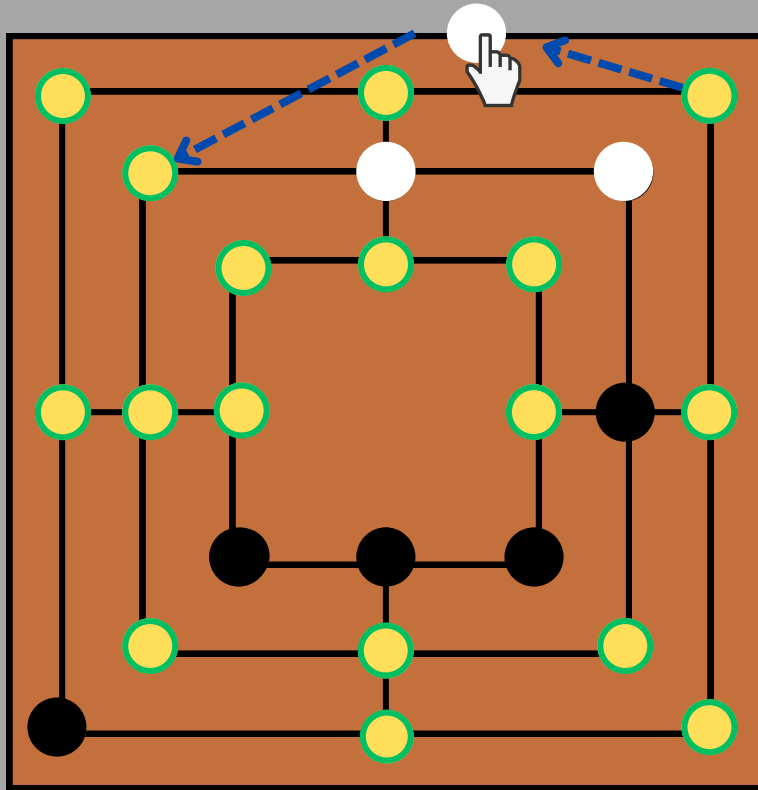


Available location gets highlighted in green, so player drags it to an available spot

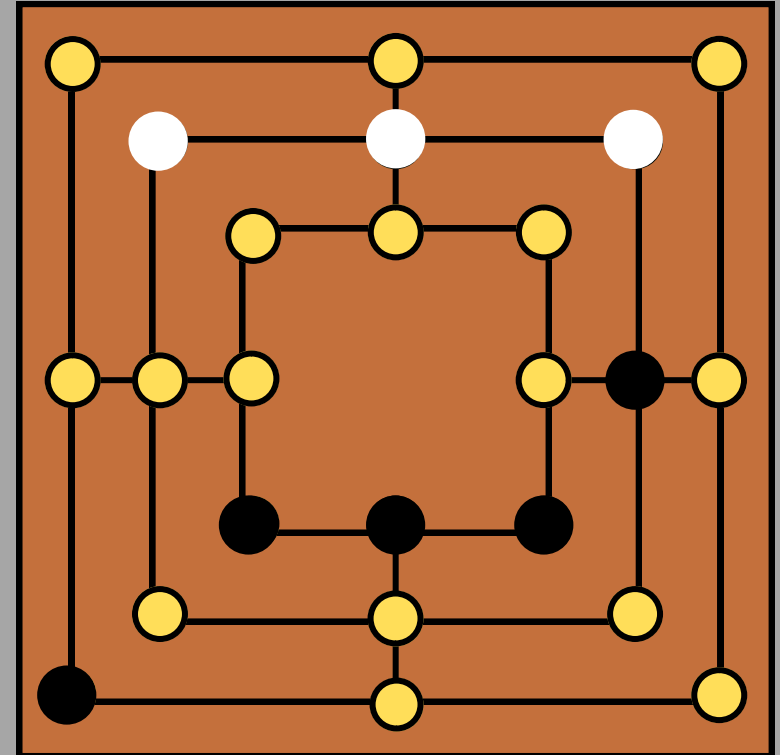


Black token moved to adjacent location

Flying of token



White has 3 tokens left .
"Flying" is enabled and
movable intersection
points are highlighted in
GREEN.



Token is successfully
placed after "flying"