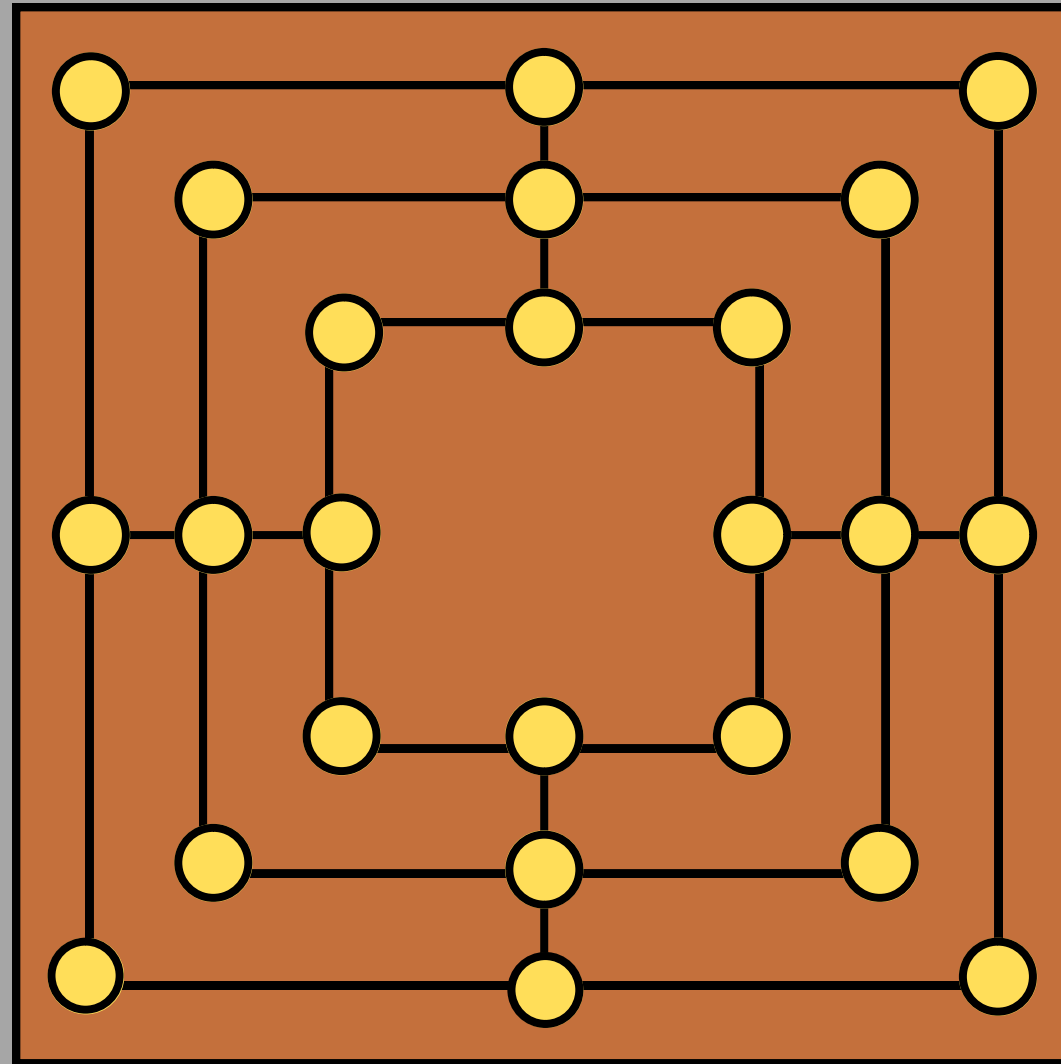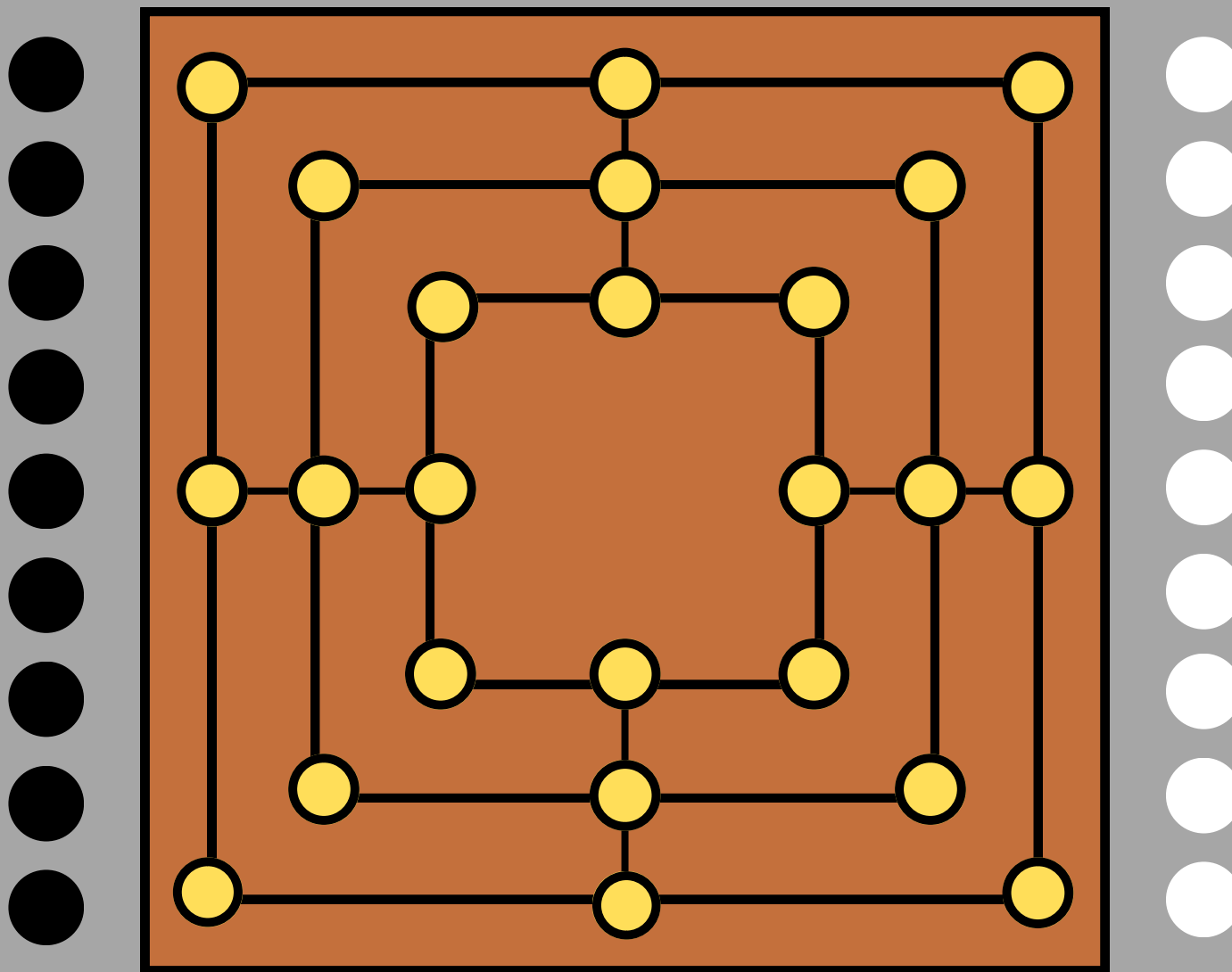# Selecting opponent before game
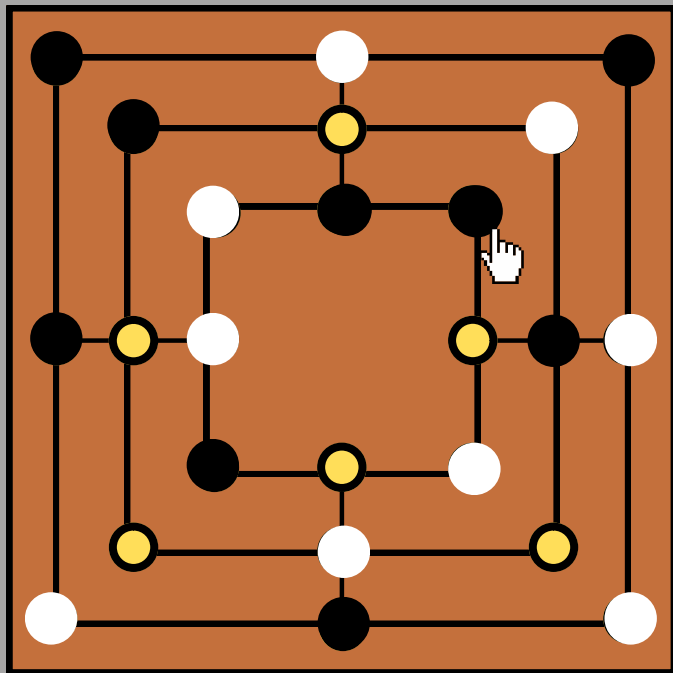

Player vs Player   **Player vs CPU**
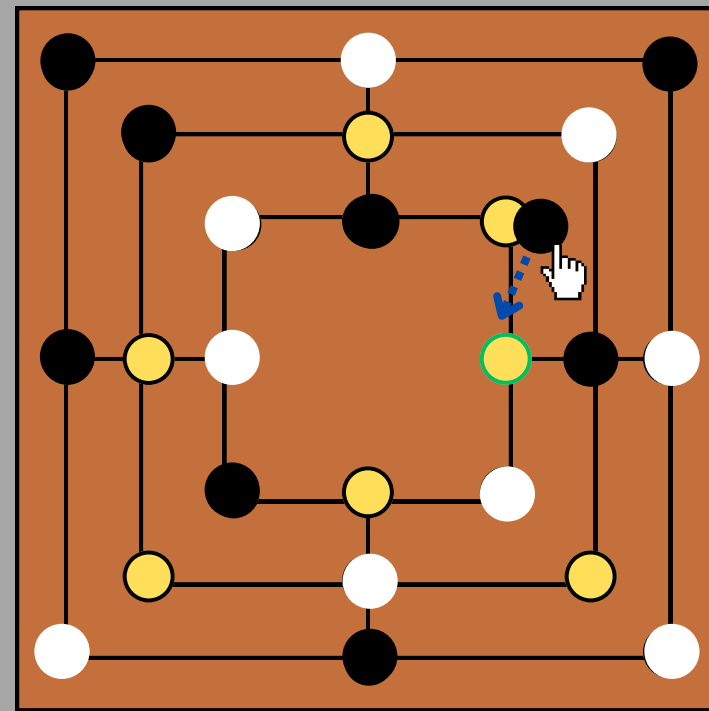
Initial Setup

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

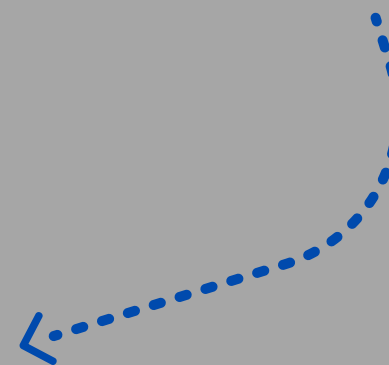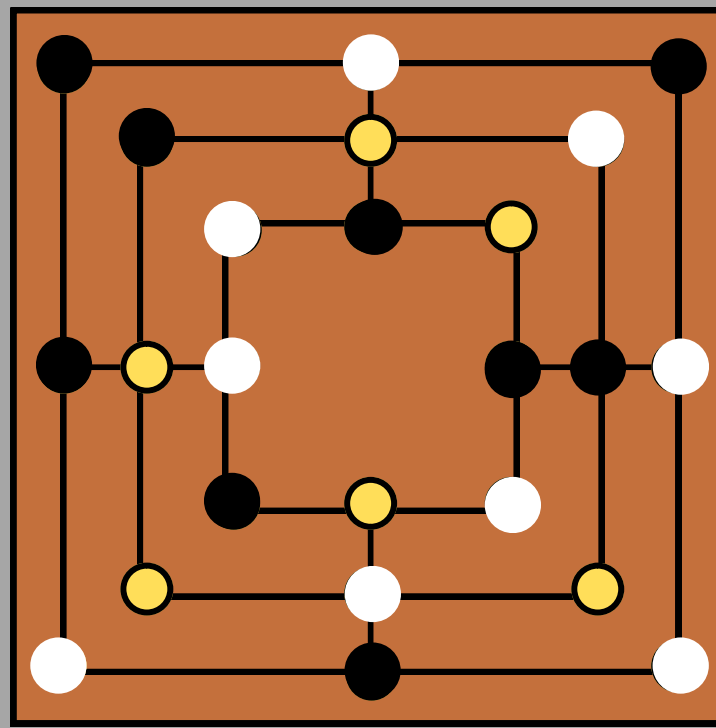Player 2 Tokens placed on right side of board during initial setup

Selecting and Sliding Tokens

Black token selected by player to slide it to an available position
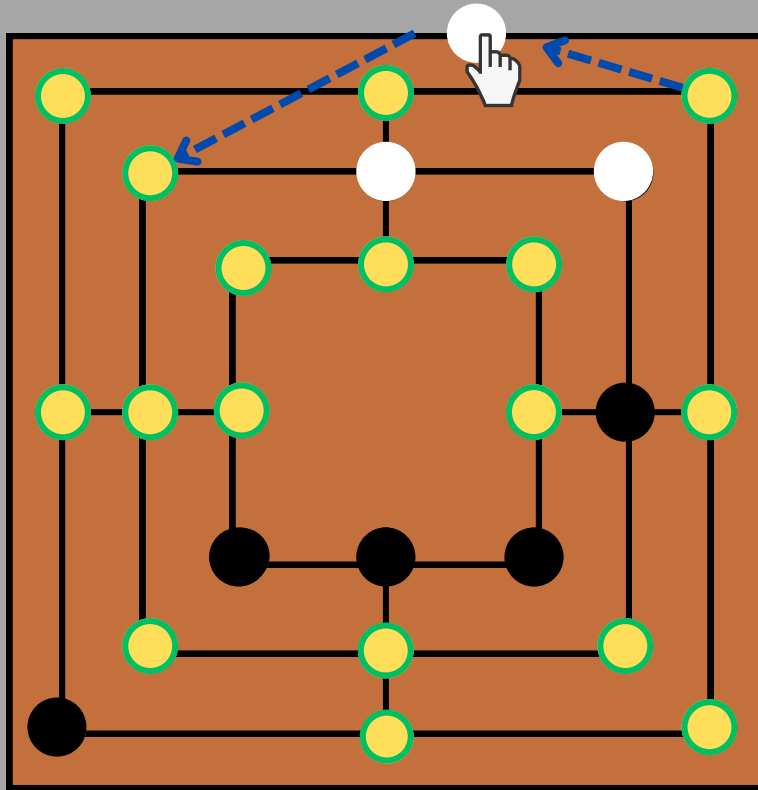
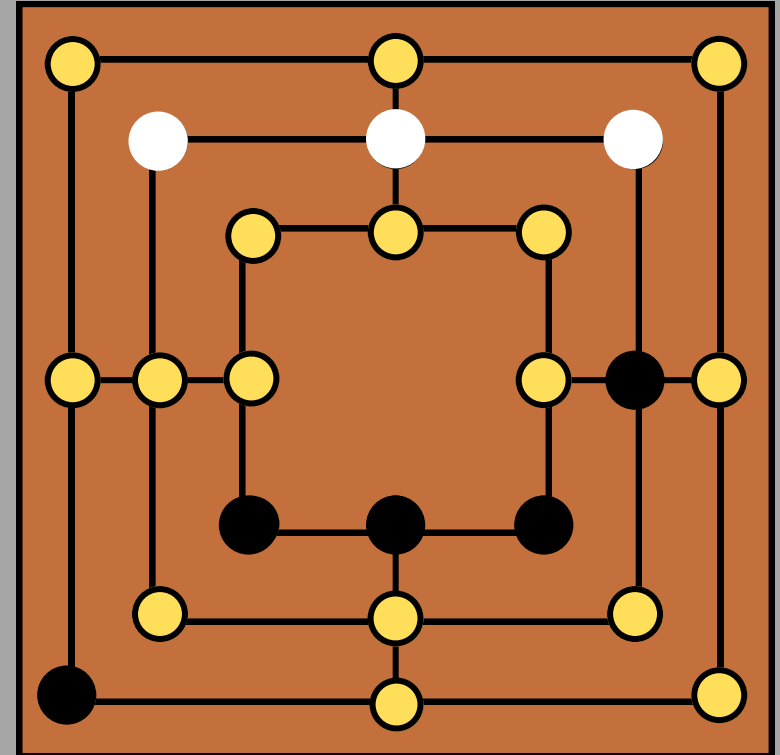Available location gets highlighted in green, so player drags it to an available spot

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"