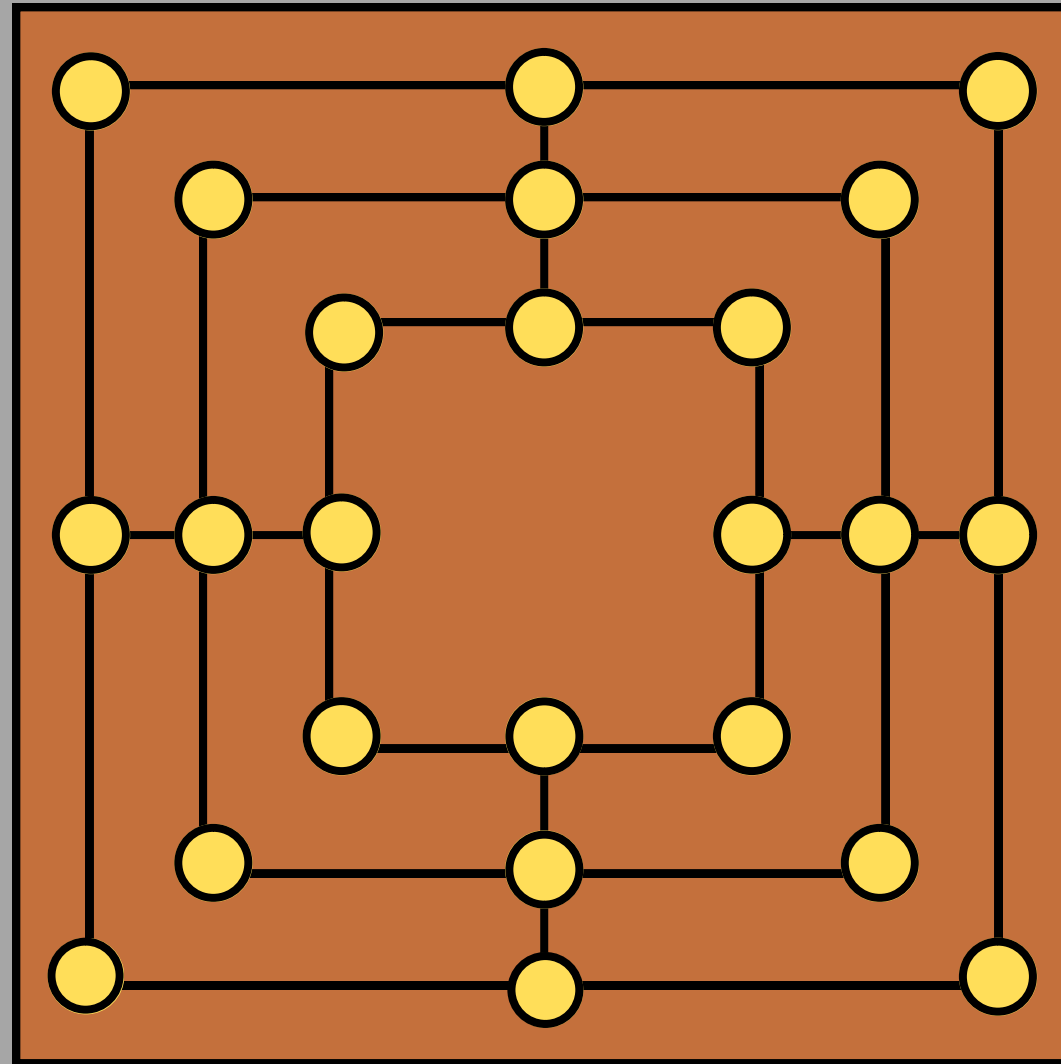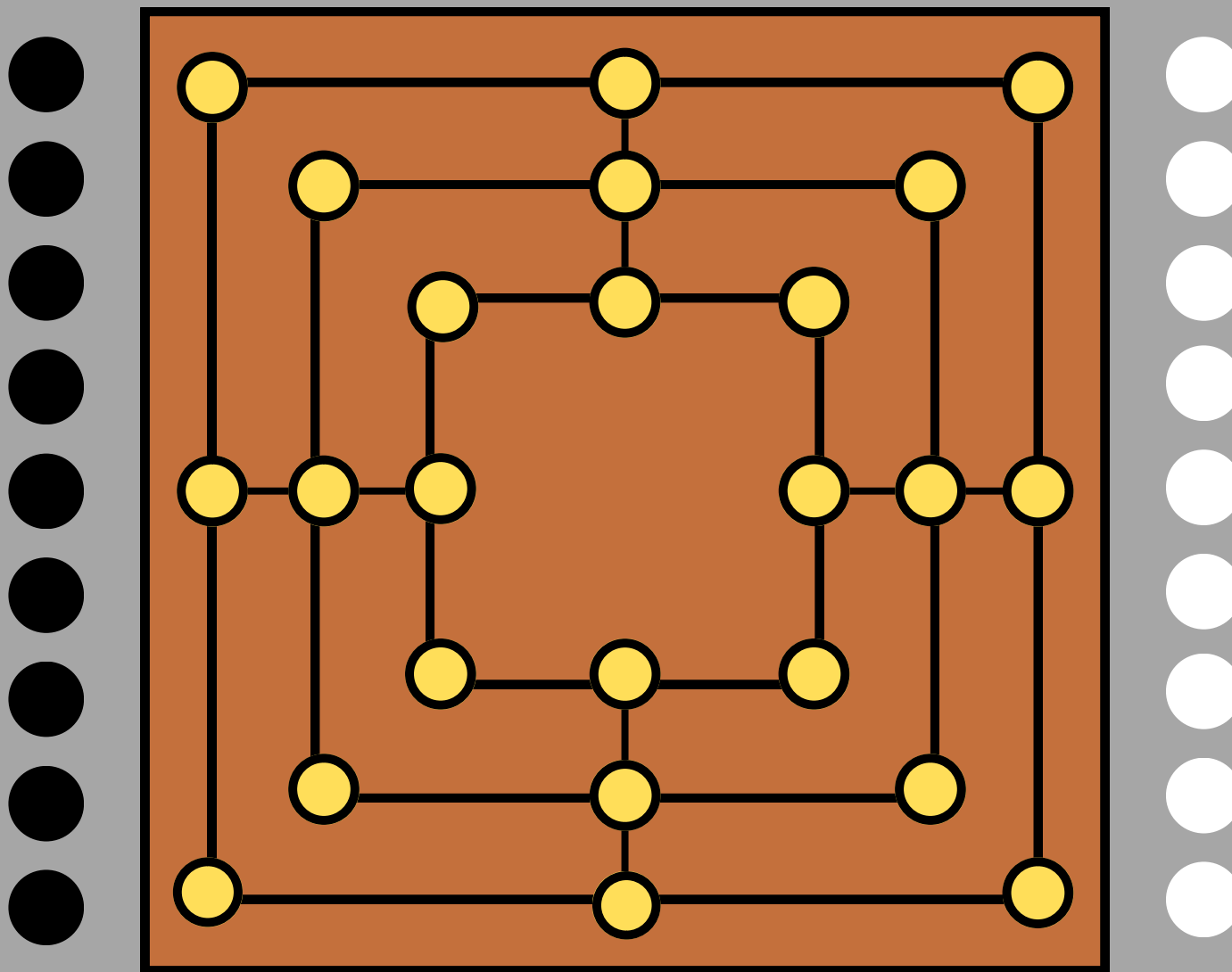# Selecting opponent before game
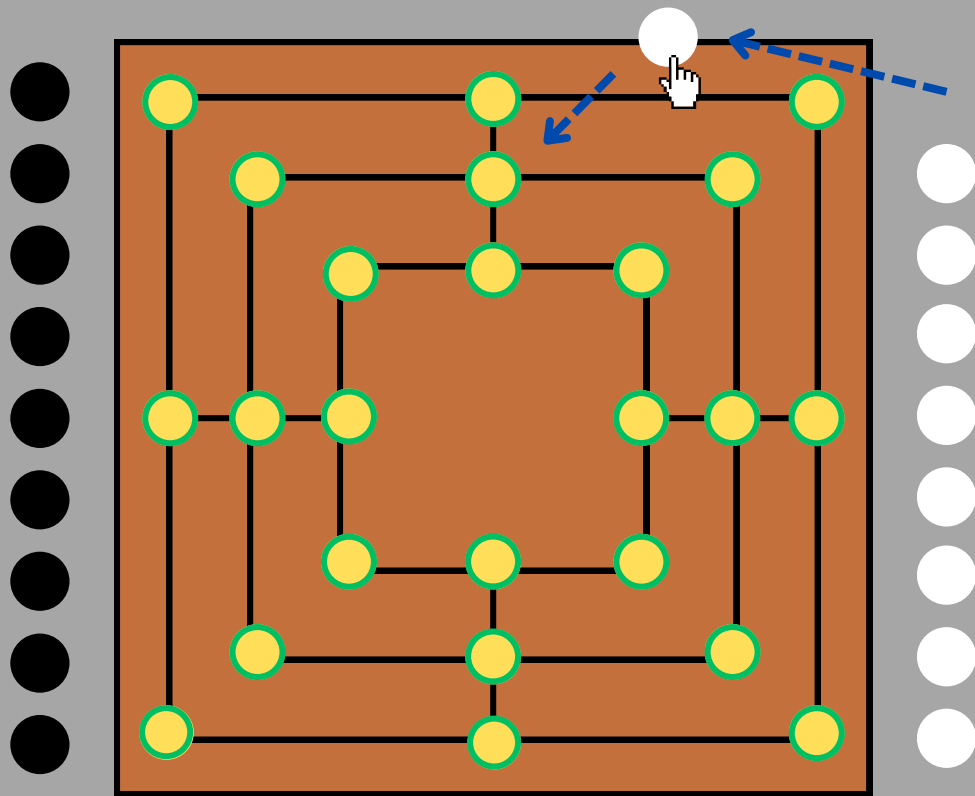

Player vs Player   Player vs CPU

Initial Setup
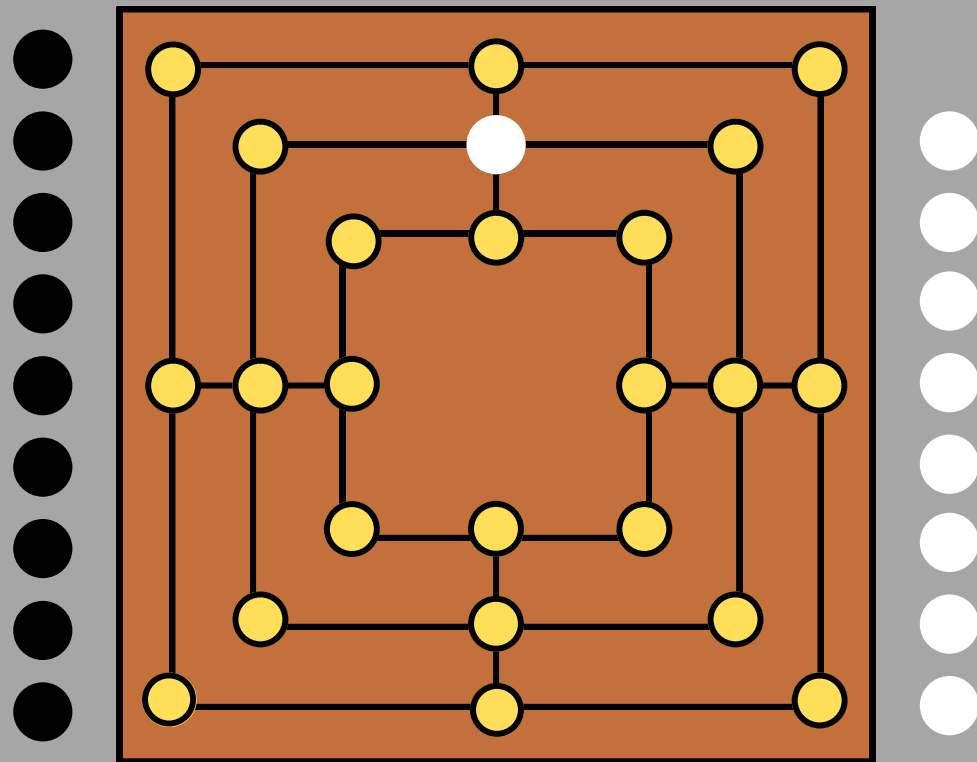

Player 1 Tokens placed on left side of board during initial setup

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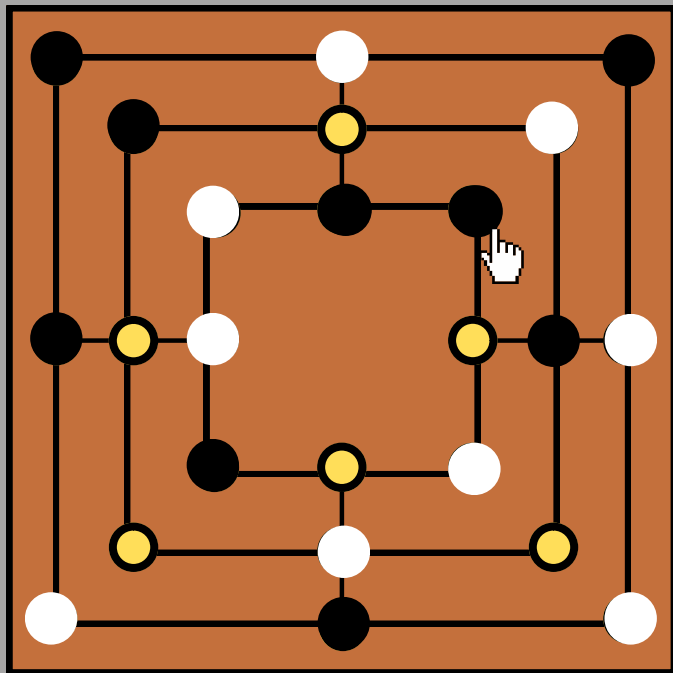
Placing of Token
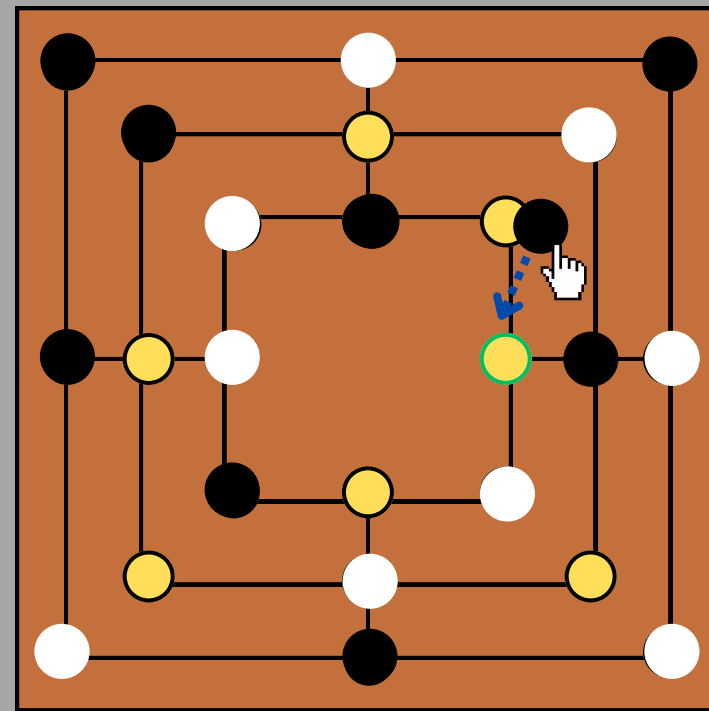

Dragging the token

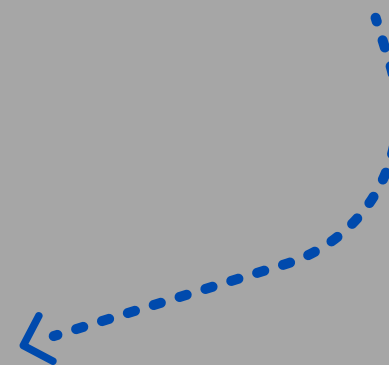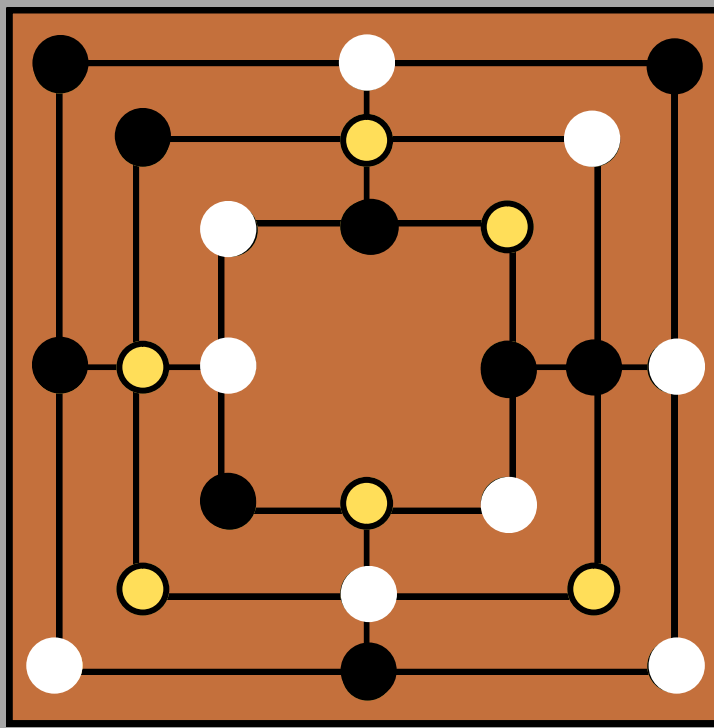Token successfully placed

Selecting and Sliding Tokens

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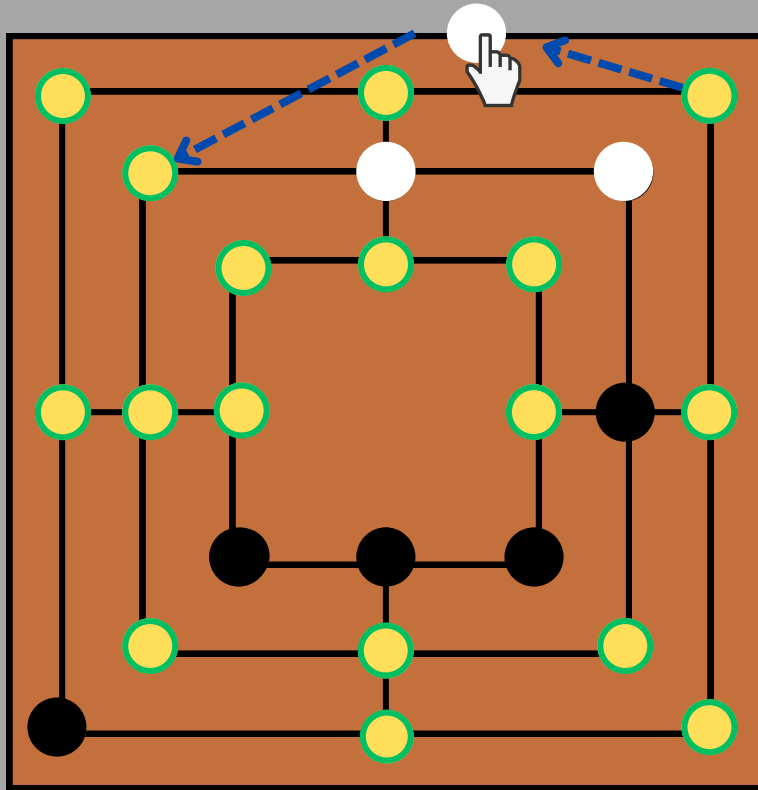
Available location gets highlighted in green, so player drags it to an available spot
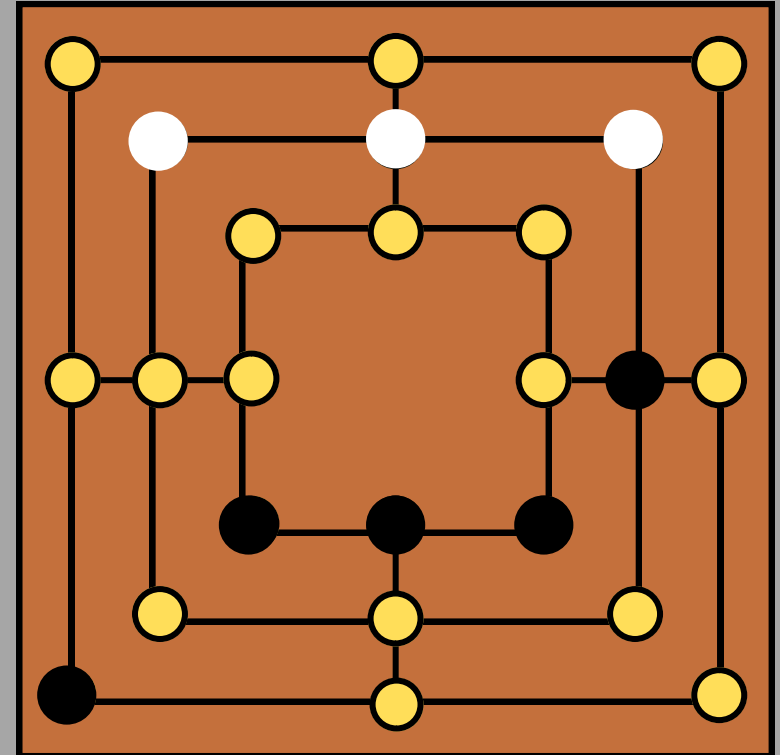
Black token moved to adjacent location
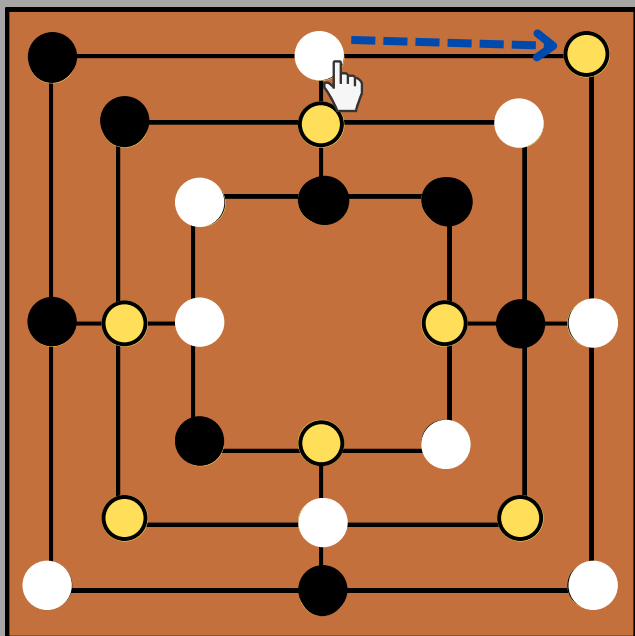
Flying of token

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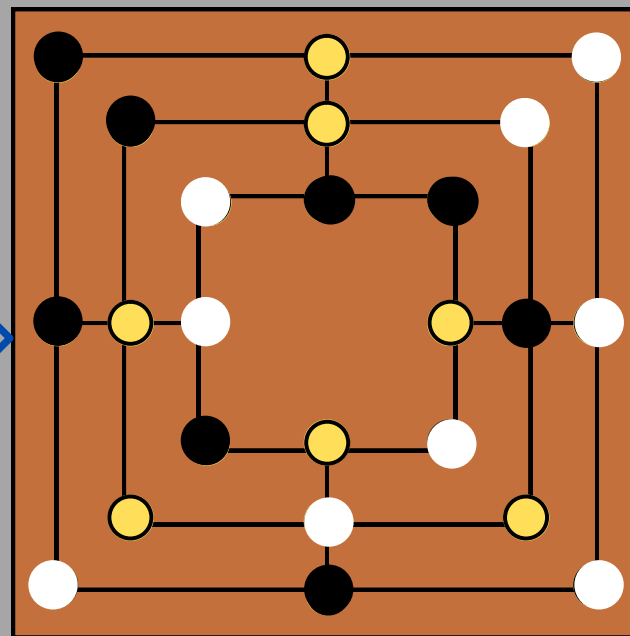movable intersection
points are highlighted in
GREEN.

Token is successfully
placed after "flying"
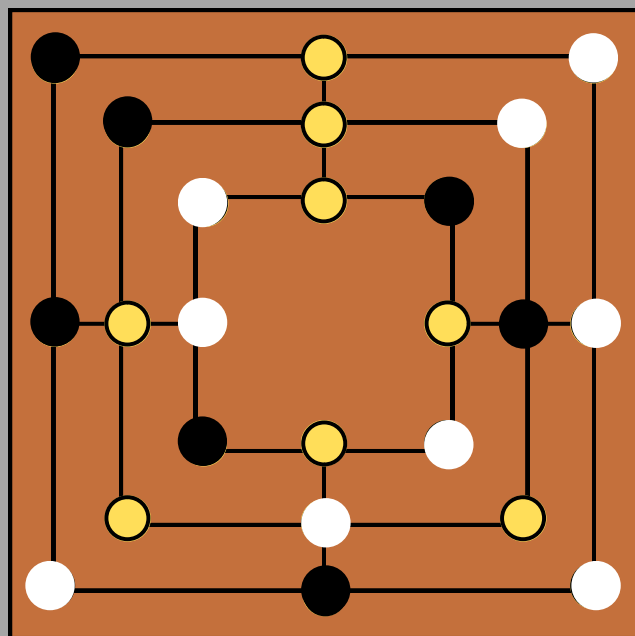
Forming a "mill" and removal of token
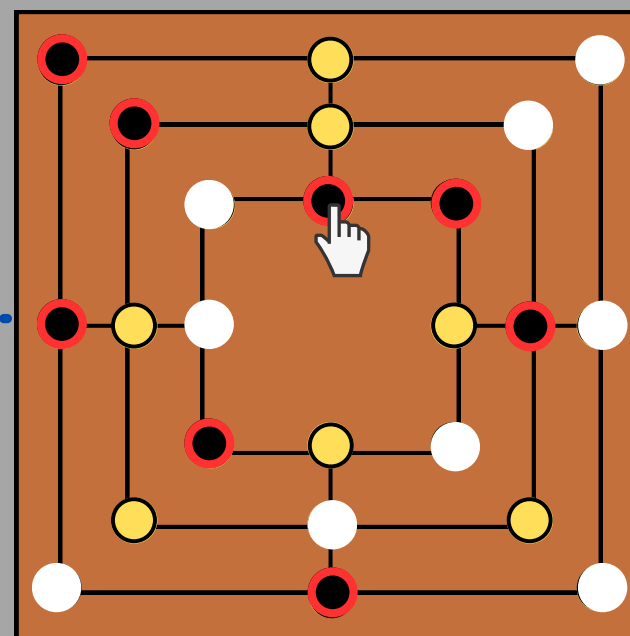

Before forming a "mil"

After forming a "mil" a message will be displayed
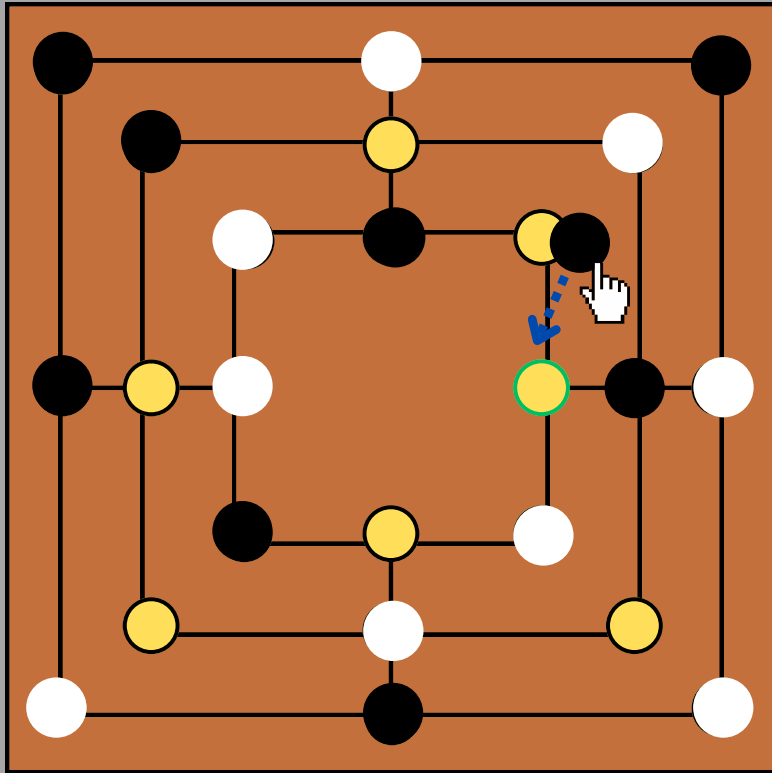
You've formed a mill, remove a piece

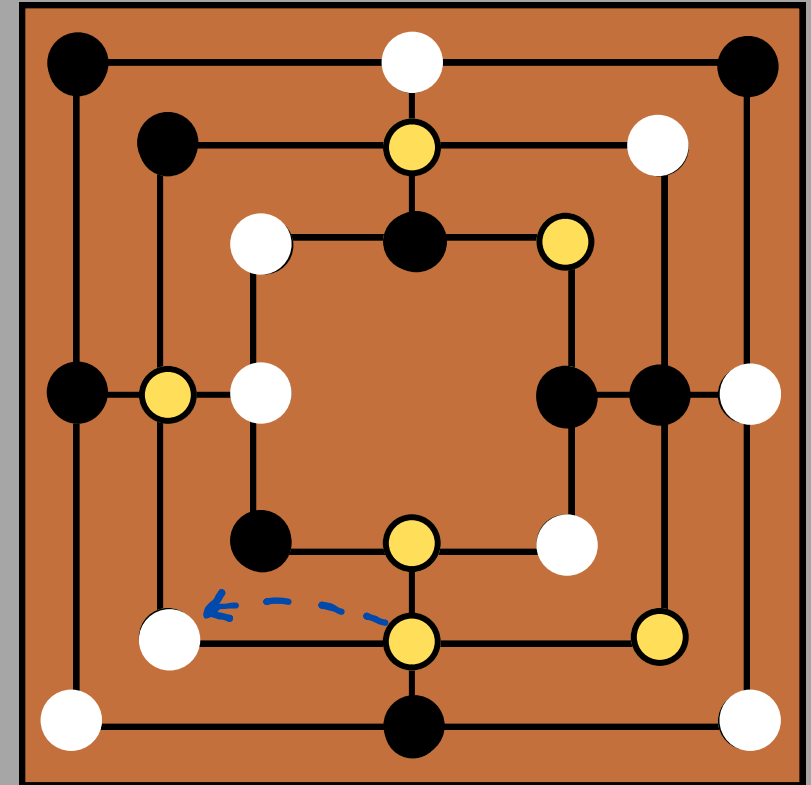Selected piece is removed after click

Removable pieces are highlighted in RED
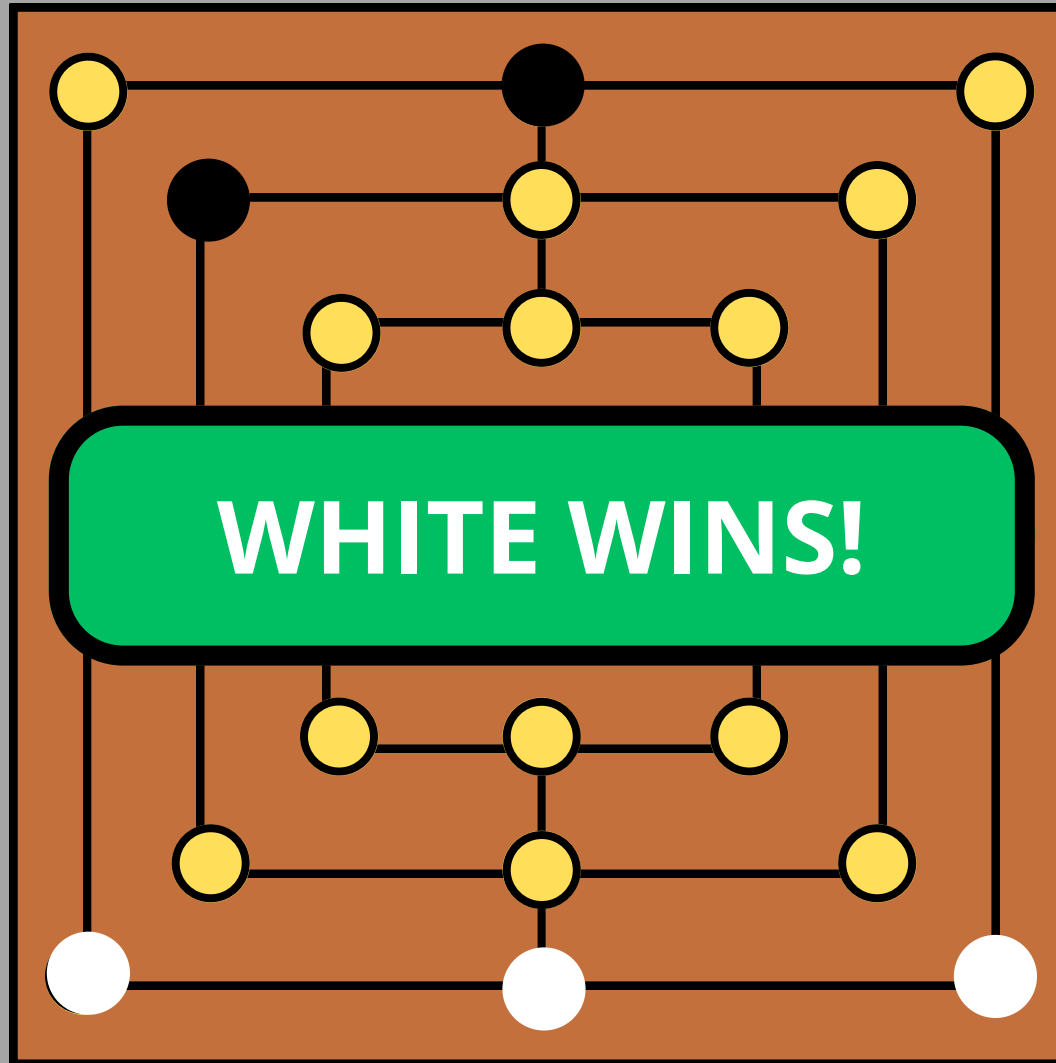
Playing with Computer

Player makes their move by dragging black token to available adjacent spot

After player makes their move, it is the computer's turn. Computer makes a random move by choosing a token and moving it to an available slot. The movement of the computer's token is shown by the dotted arrow on the board. When the computer moves its tokens, no green highlighted empty spots are seen because the computer quickly makes a random move without actually selecting a token first

Win Message

Win message displayed for Player 2 once
Player 1 only has 2 black tokens remaining