1. The main menu.

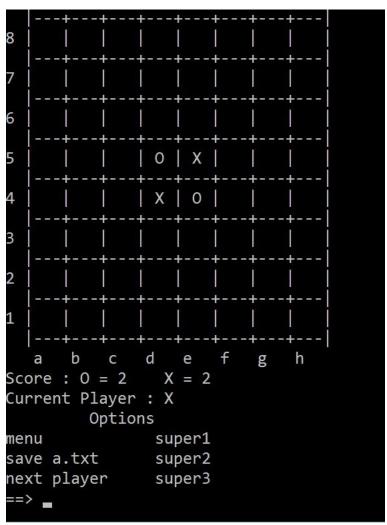
2. This is the help function.

```
Type your option of 1~4 ==> 3
GAME RULES
Basics
1.To play this game you must have two people on an 8 by 8 square board.
2.The main idea is to put the pieces on the board in order to trap the
 enemy's pieces in middle of yours and change them into your own side.
3.Each piece has X and O on the other, with a side given to each player.
4.The game starts with two pieces of X and O on the board.
5.Players must take turns to try and capture their opponents pieces.
6.If the player cannot place a piece, it will trap and flip any of the
 enemy's pieces, it counts the turn as a pass.
 .When there's no more moves left, the player who has the most pieces
 with his or her colour wins.
            Extra!
 Type menu in-order for you to go back menu when your inside a game.
 You can save the game by typing save
 You can give your turn to the opponent by typing next player.
          Powers!!!(can be used only once)
 Type super1 to flip your markers and scores with the enemy.
 Type super2 to give yourself 2 turns.
 Type super3 to place your marker anywhere for one time.
Press any key to continue .
```

3. Showing the game has saved.

```
Options
menu super1
save a.txt super2
next player super3
==> save a.txt
Game Saved
Press any key to continue . . .
```

4. A new game.



5. Error checking

```
Options
menu super1
save a.txt super2
next player super3
==> a
Please enter a proper input
Press any key to continue . . .
```

6. The victory part after the board is full.

```
| X | X |
                     X \mid X \mid O
8
   0 | 0 | X | 0 | 0 | 0 | 0 | 0
   0 0 0 0 0 X 0
          0 | 0 | X |
                     0 |
4
   0 | 0 | 0 | 0 | 0 | 0 |
   0 | 0 | 0 | 0 | 0 | 0 | 0 |
   0 | 0 | 0 | 0 | 0 | 0 | 0 | X
   0 0 0 0 0 0 0
      b
          С
             d
                 е
                     f
                         g
                             h
Score: 0 = 49
                 X = 15
Current Player : X
Congratulations!!! O is the winner of the game!!
Press any key to continue . . .
```