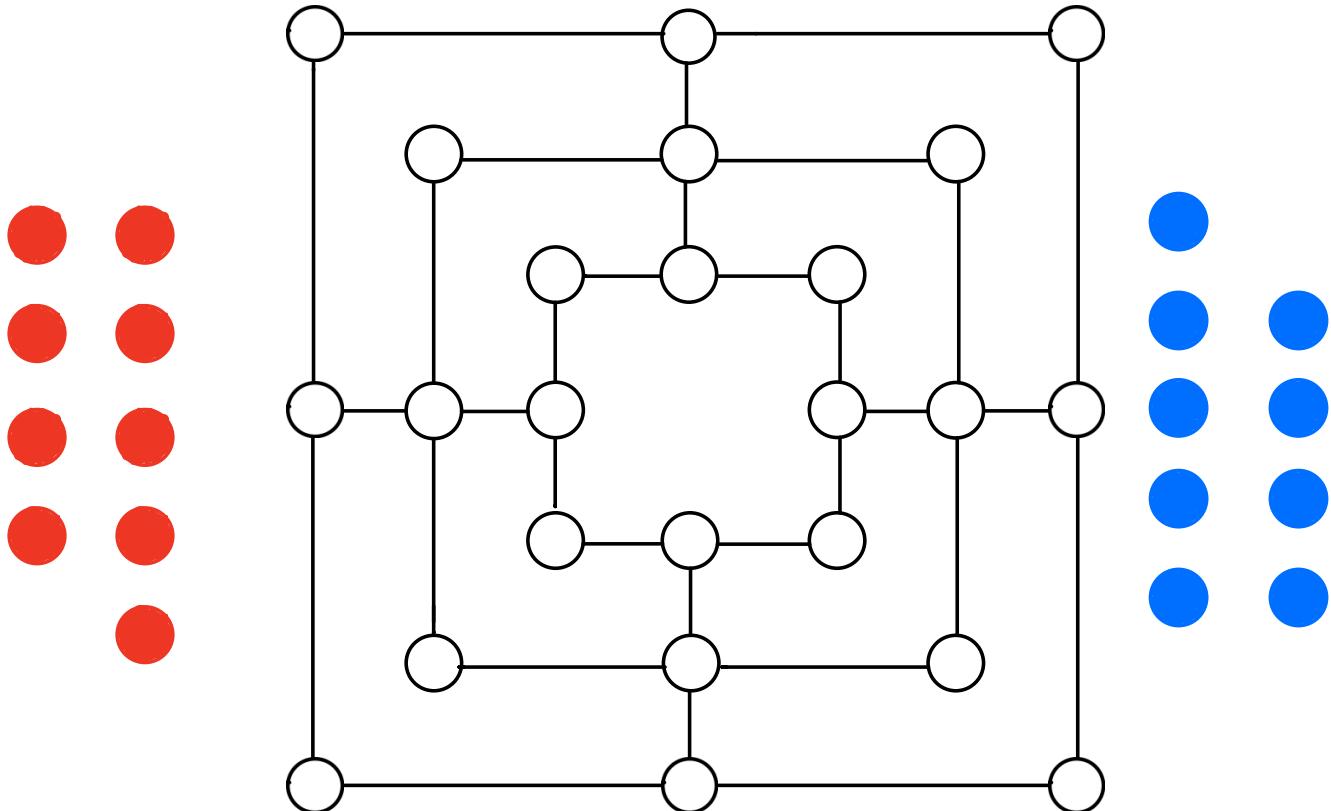


Side choice

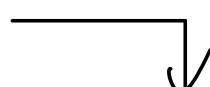


Player 1 choice:

- A. Head
- B. Tail



or



Head!

Player1 choice your side:

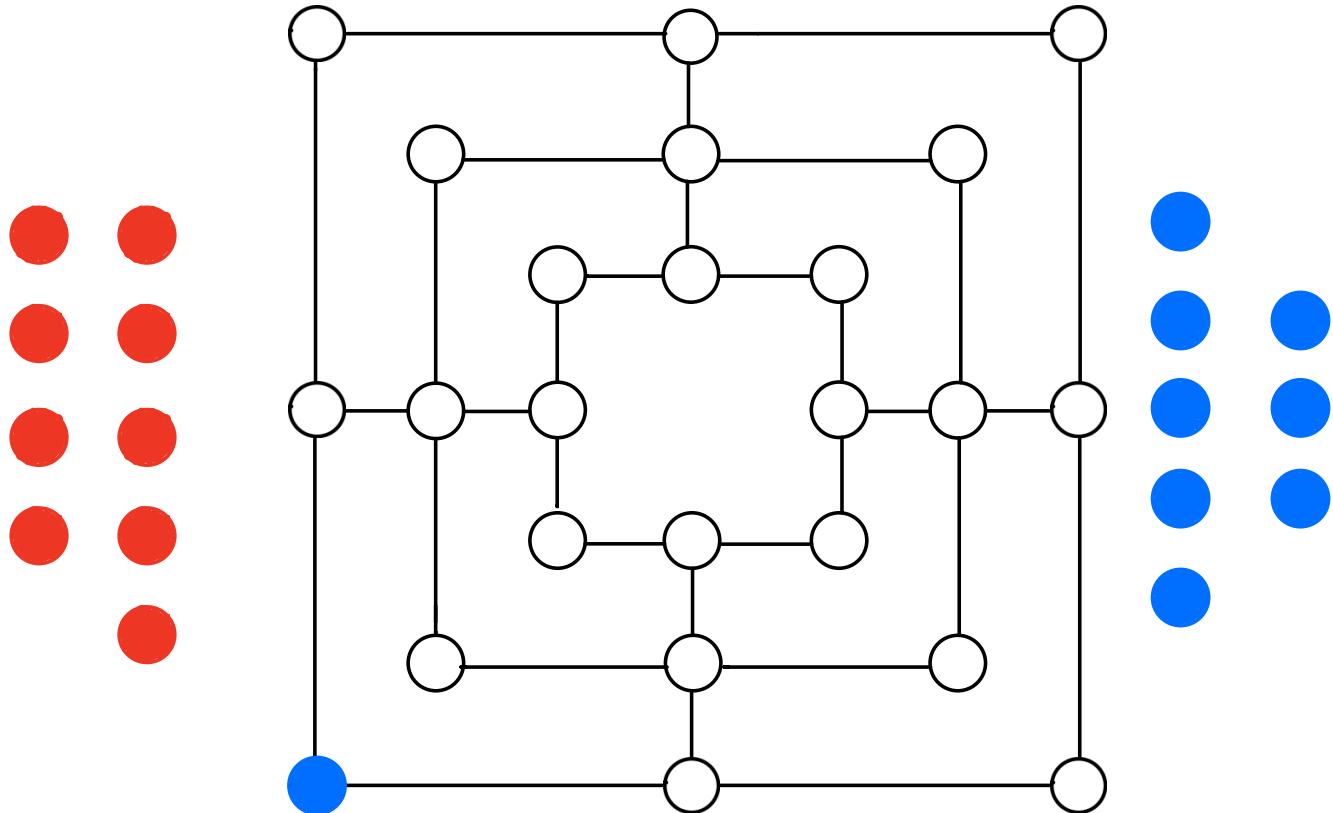
- A. Blue(first)
- B. Red(second)

Tail!

Player2 choice your side:

- A. Blue(first)
- B. Red(second)

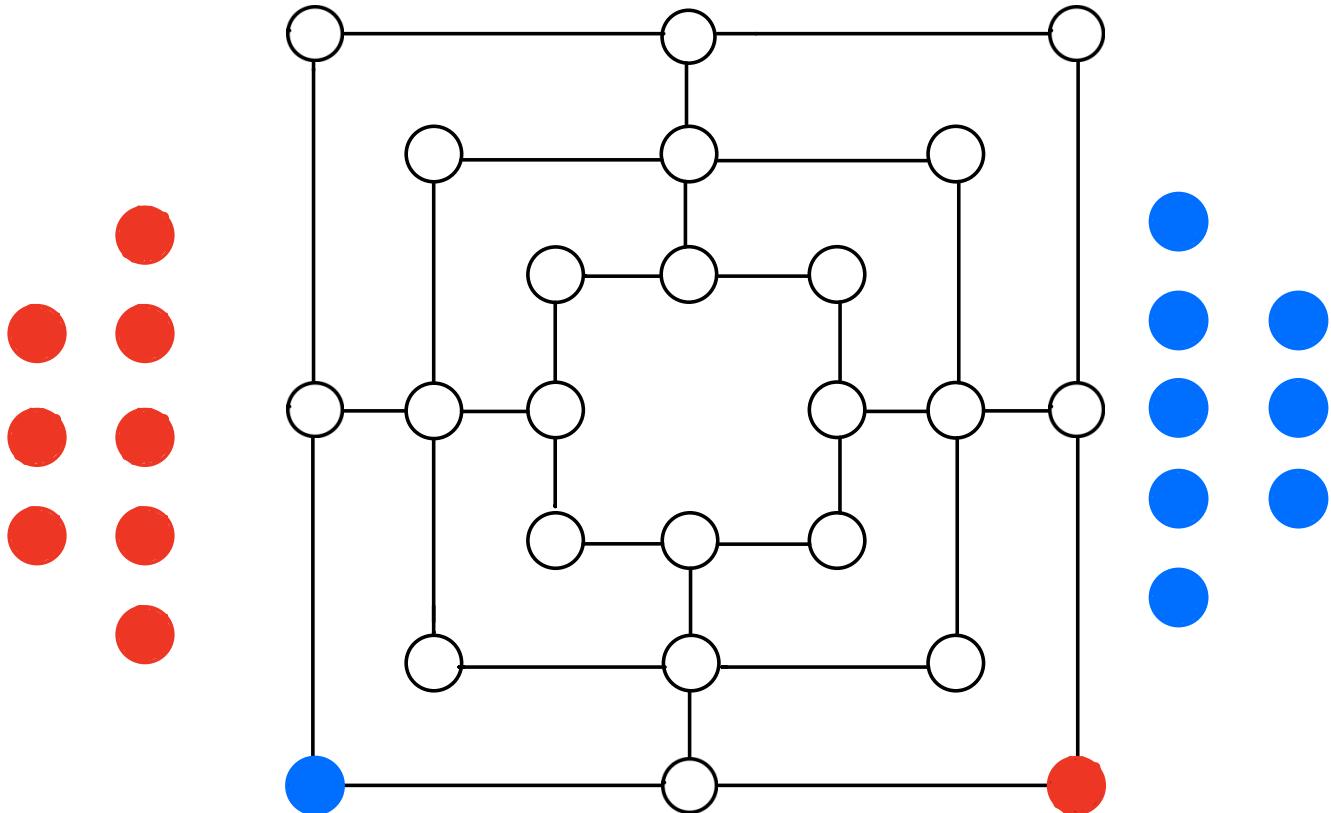
Stage 1
Players can place the token on the
the vacant point.



Blue turn!

Coordinate input: 0, 0

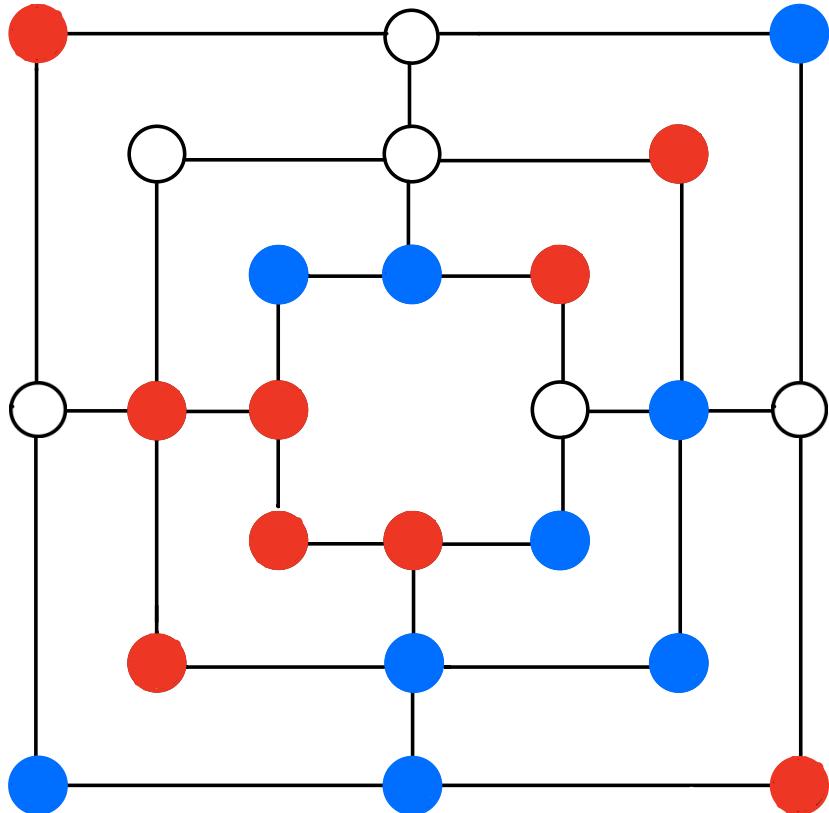
Stage 1
The other user do the same thing in this
stage



Red turn!

Coordinate input: 12, 0

Stage 1
End of stage one



blue turn:

1. 0,0
2. 12, 12
3. 6, 0
4. 6, 2
5. 10, 2
6. 6, 8
7. 8, 4
8. 4, 8
9. 10, 6

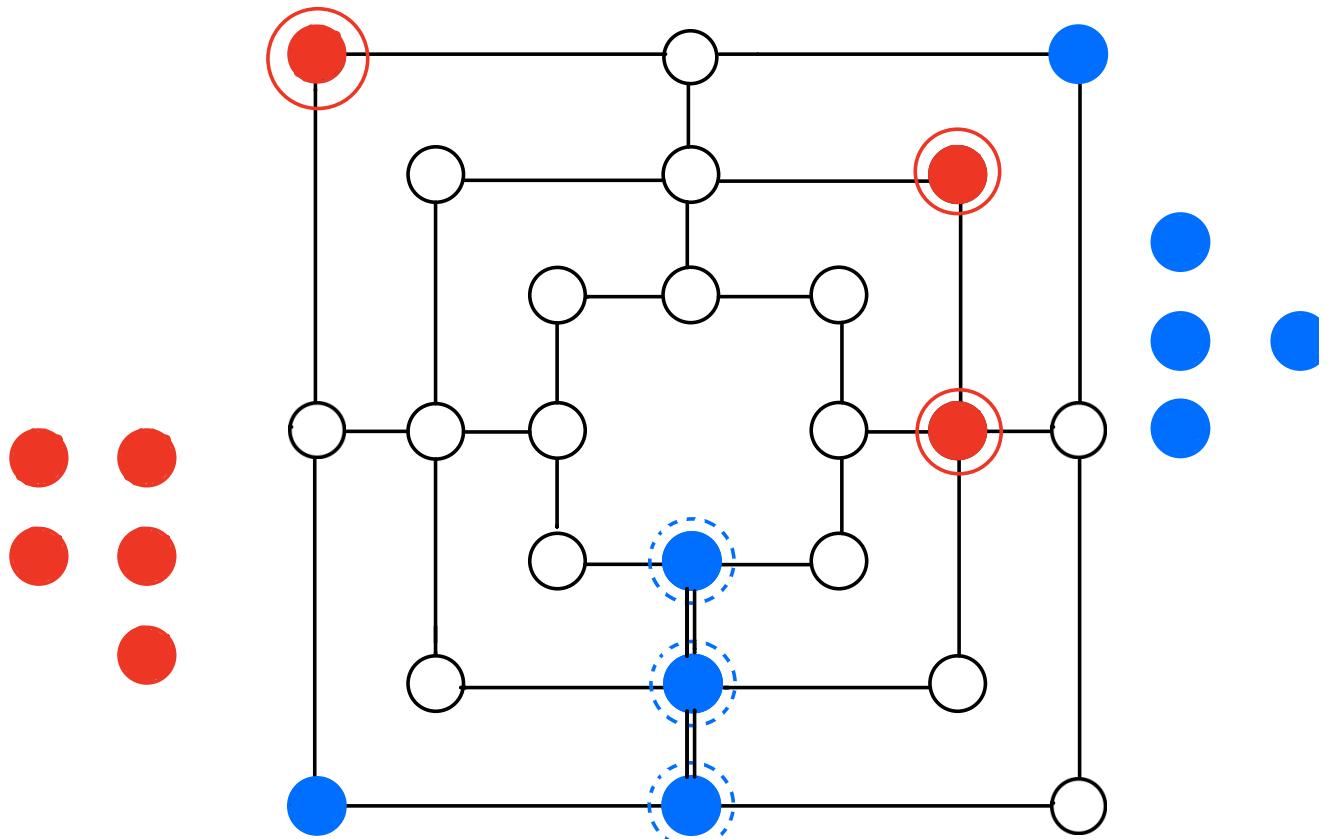
Red turn:

1. 12, 0
2. 0, 12
3. 10, 10
4. 6, 4
5. 2, 2
6. 4, 4
7. 4, 6
8. 8, 8
9. 2, 6

At this points, the first stage where no token have been captured, comes to end

Stage 1: mill situation
When a mill form, will highlight the
opponent token you able to taken

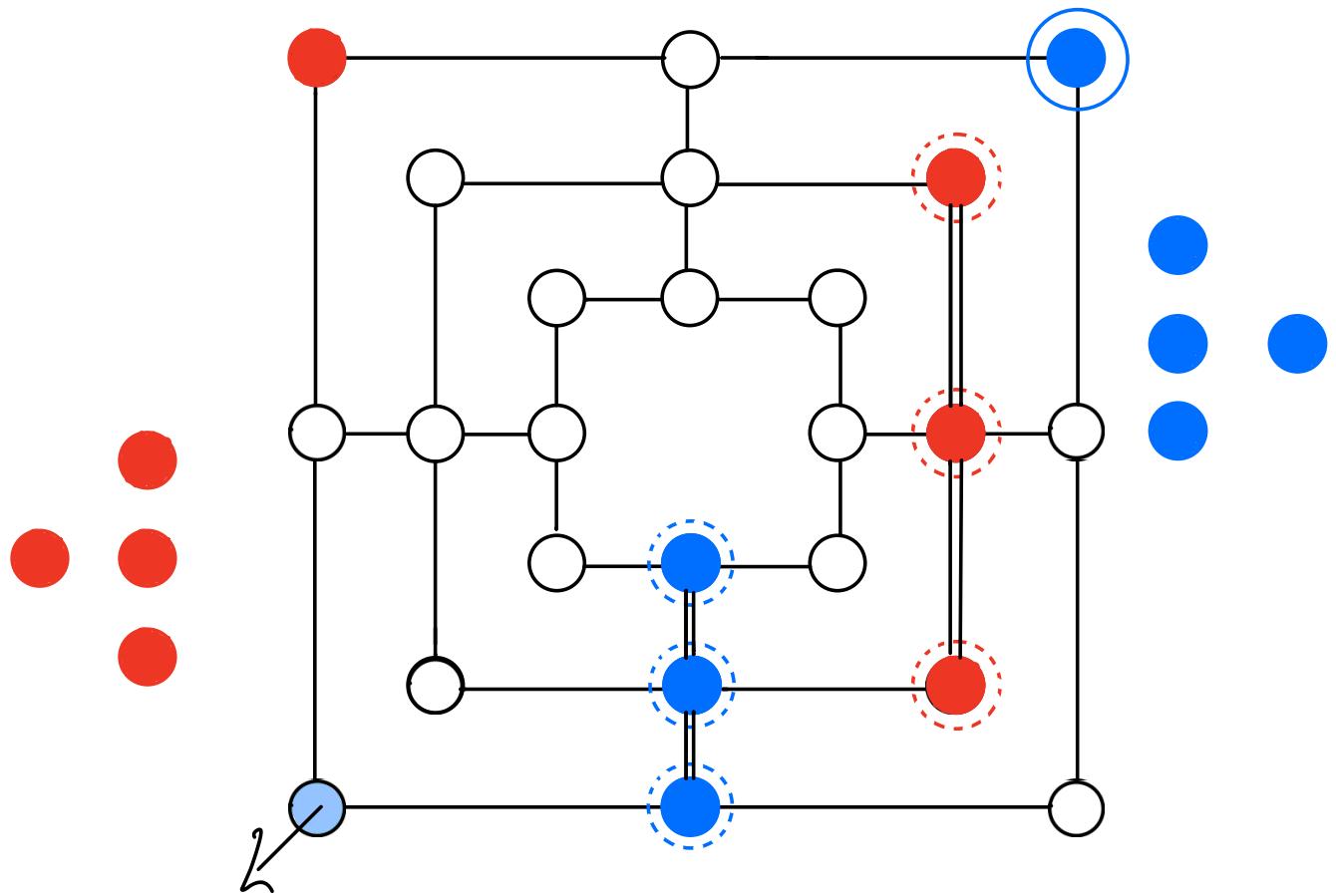
Three token stay together will form
a mill, you can take a token from
the board.



Blue turn!

Chose a token you want to remove: 12, 0

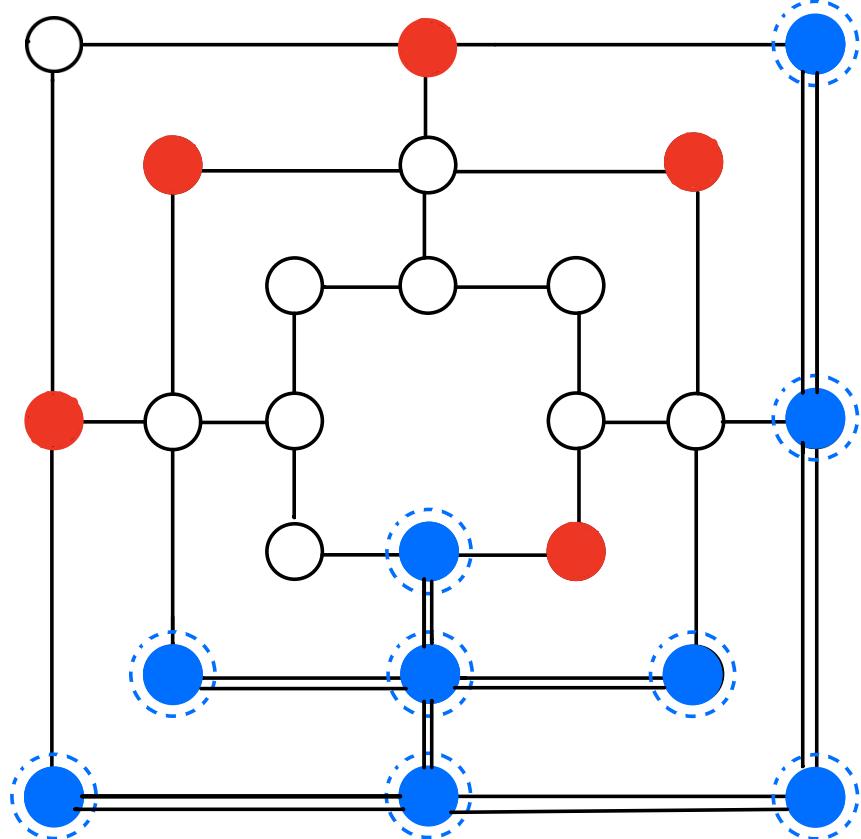
Stage 1: one mill for each player
You cannot take the token in the mill



Red turn!

Chose a token you want to remove: 0, 0

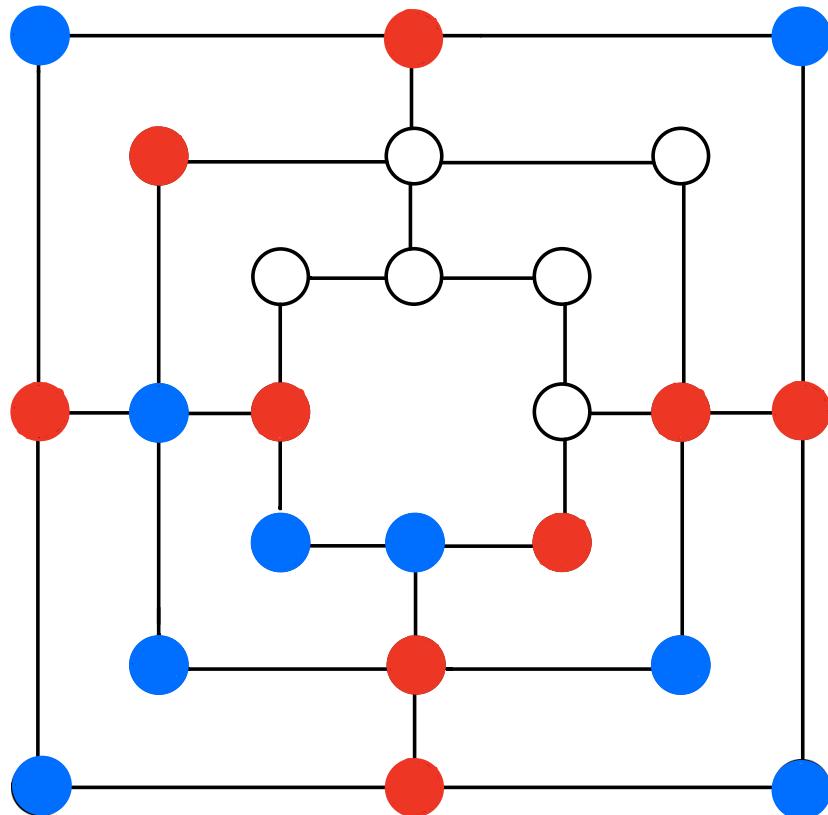
Extreme case 1:
In stage 1(placing stage) one side can have 4 mills most.
And the other side will left 5 token least



Red turn!

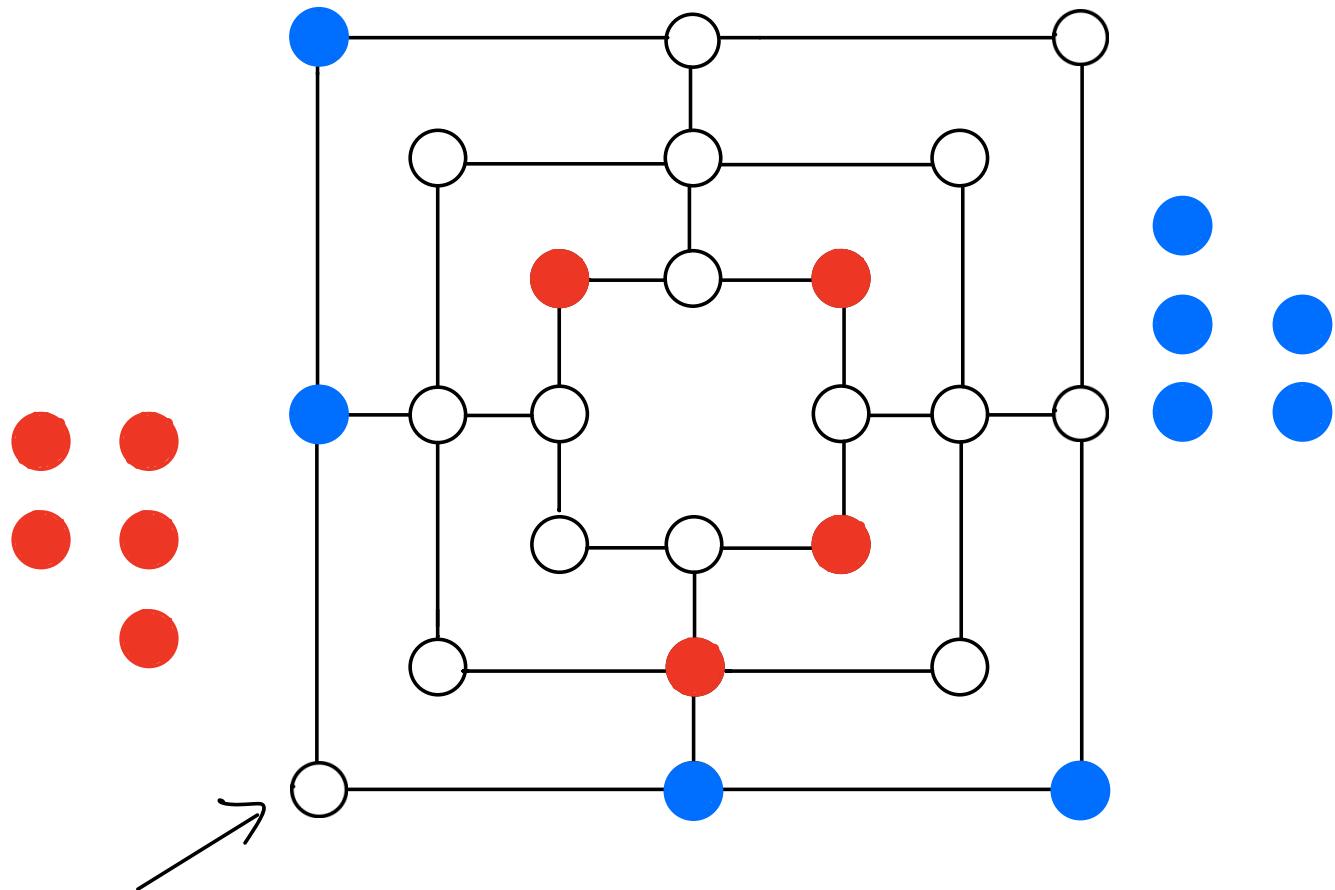
Coordinate input: 10,6

Extreme case 2:
All the blue token be blocked, red win the
game straight away.



Red Win!

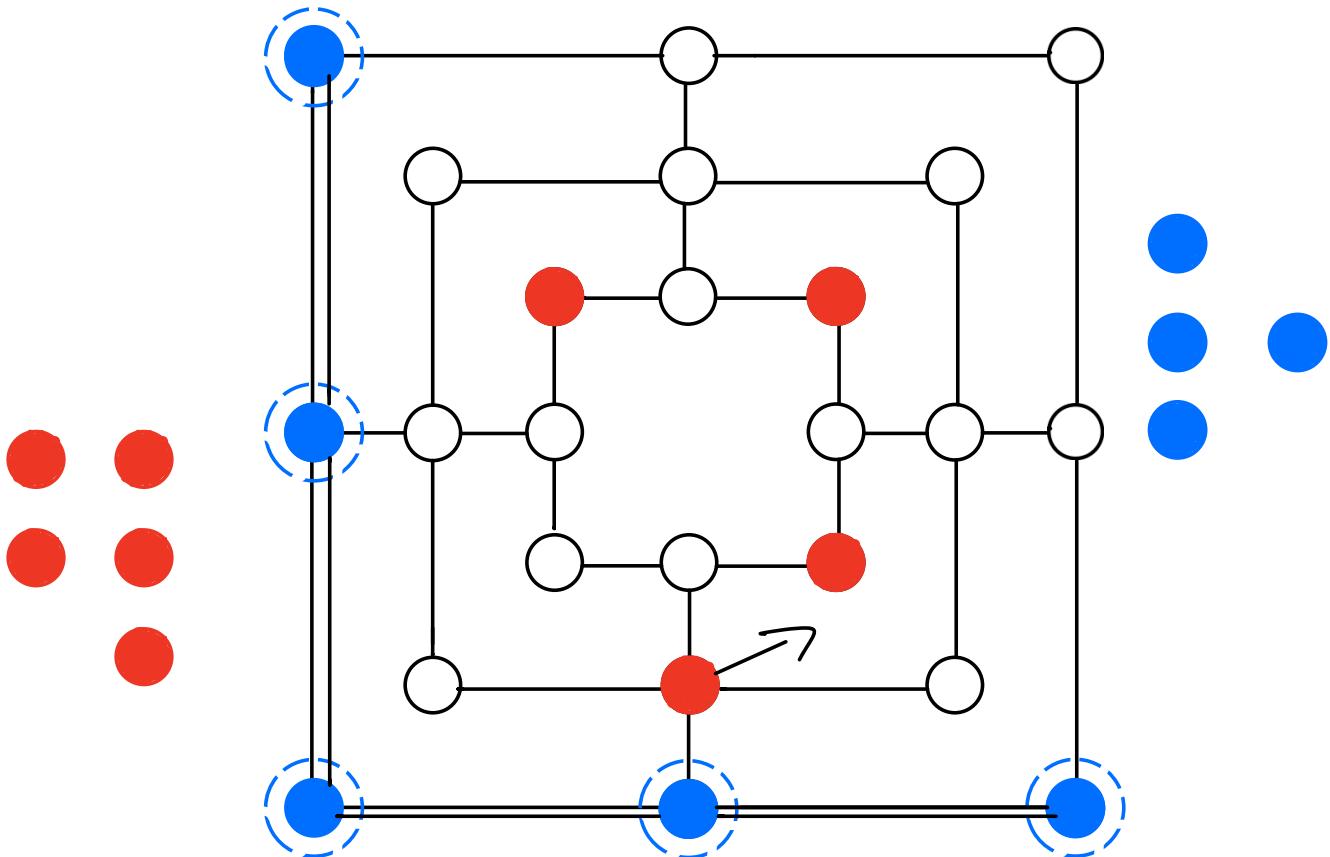
Special condition:
When there are two mills forms at
the same time, we only remove one
token from your opponent side.



Blue turn!

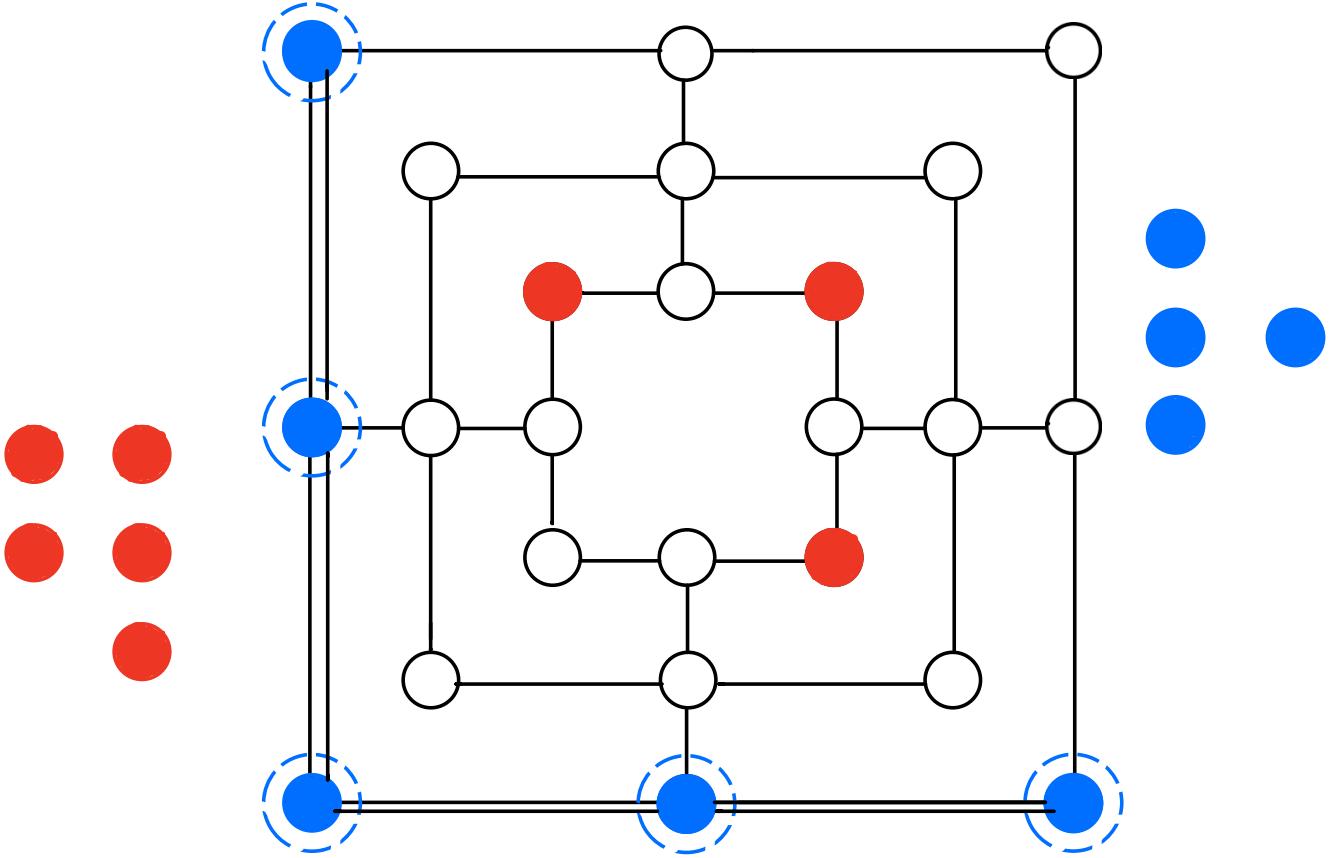
Coordinate input: 0, 0

Special condition:
When there are two mills forms at the same time, we only remove one token from your opponent side.



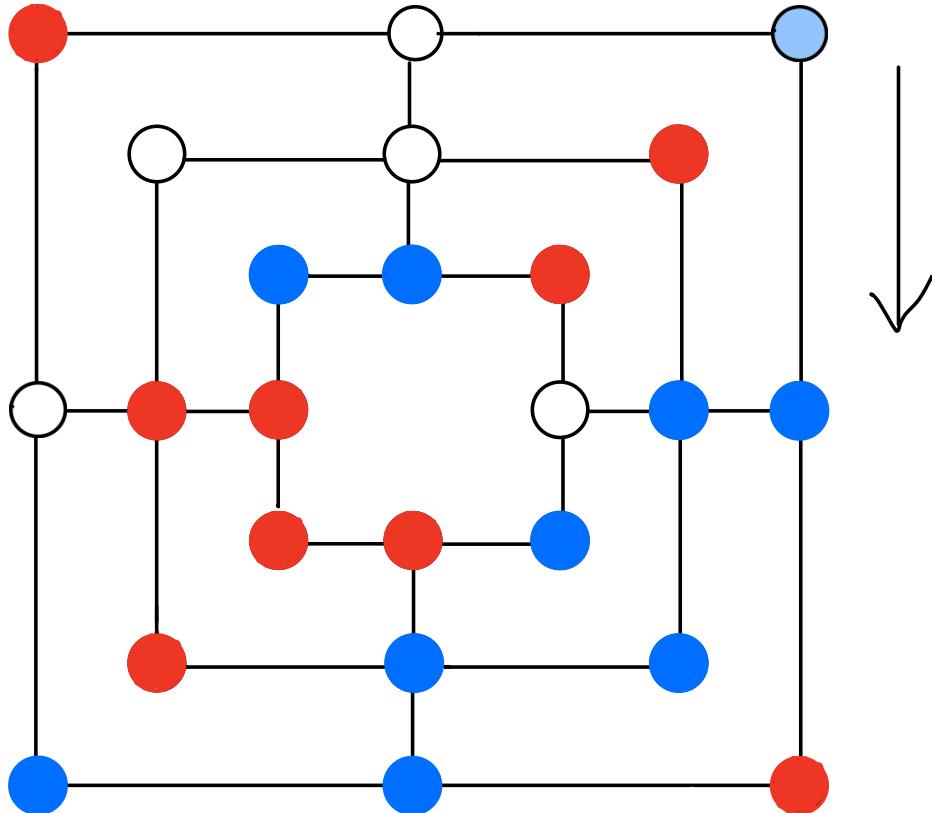
Blue turn!

Choose a token you want to remove: 6, 2



Stage 2:

This is the moving stage, players can move the token to the nearest vacant point.



Red turn!
Choose one token from you:

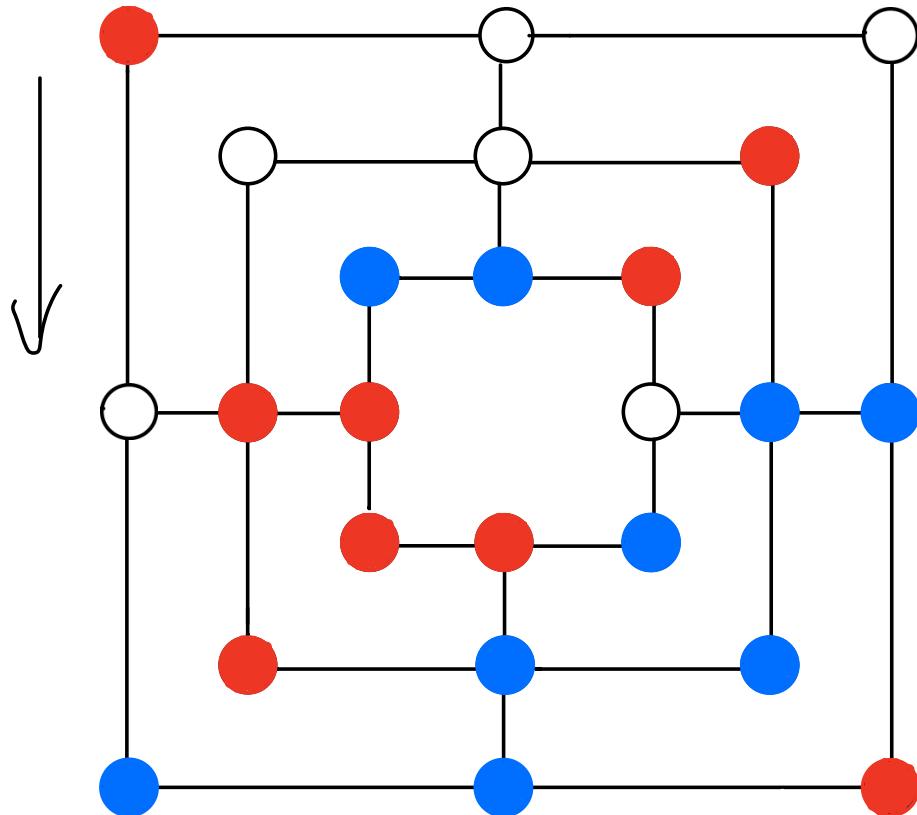
- A. 12, 0
- B. 0, 12
- C. 10, 10
- D. 6, 4
- E. 2, 2
- F. 4, 4
- G. 4, 6
- H. 8, 8
- I. 2, 6

Red turn!
You want to move to:

- A. 0, 6
- B. 6, 12

B

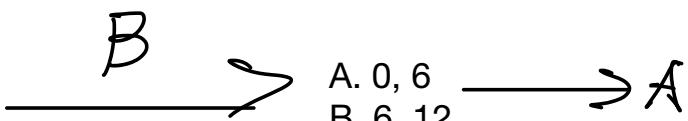
Stage 2:
After one player move the token, the
other player will move his token.



Red turn!
Choose one token from you:

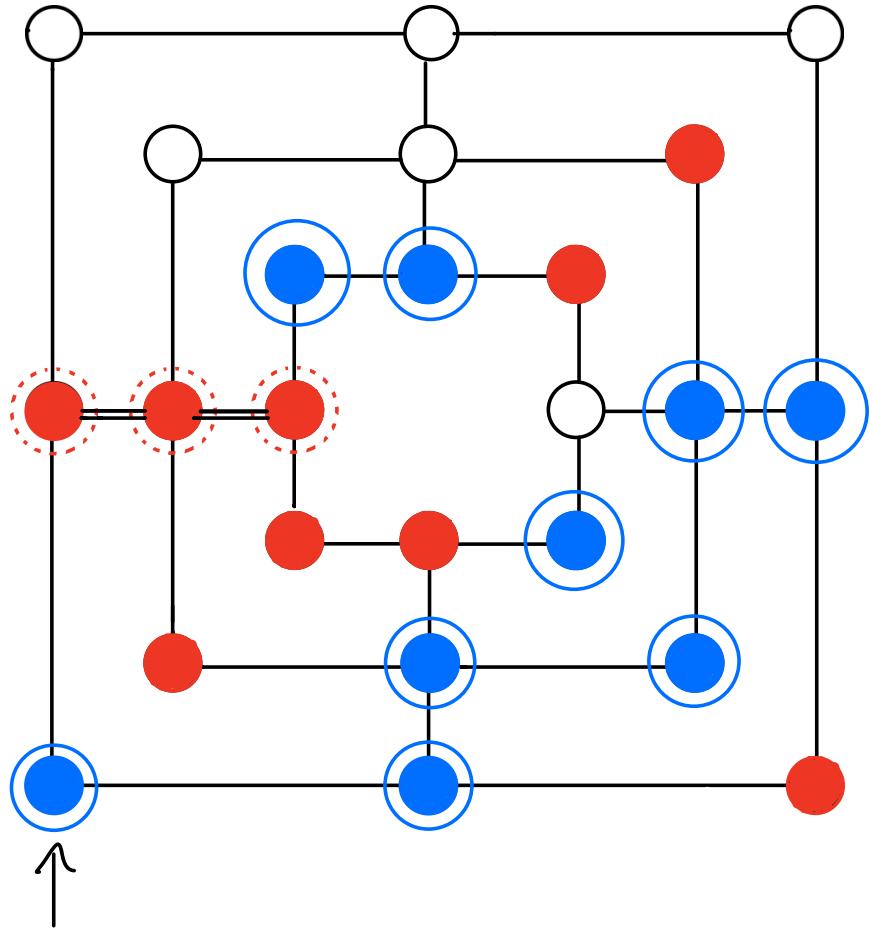
- A. 12, 0
- B. 0, 12
- C. 10, 10
- D. 6, 4
- E. 2, 2
- F. 4, 4
- G. 4, 6
- H. 8, 8
- I. 2, 6

Red turn!
You want to move to:



- A. 0, 6
- B. 6, 12

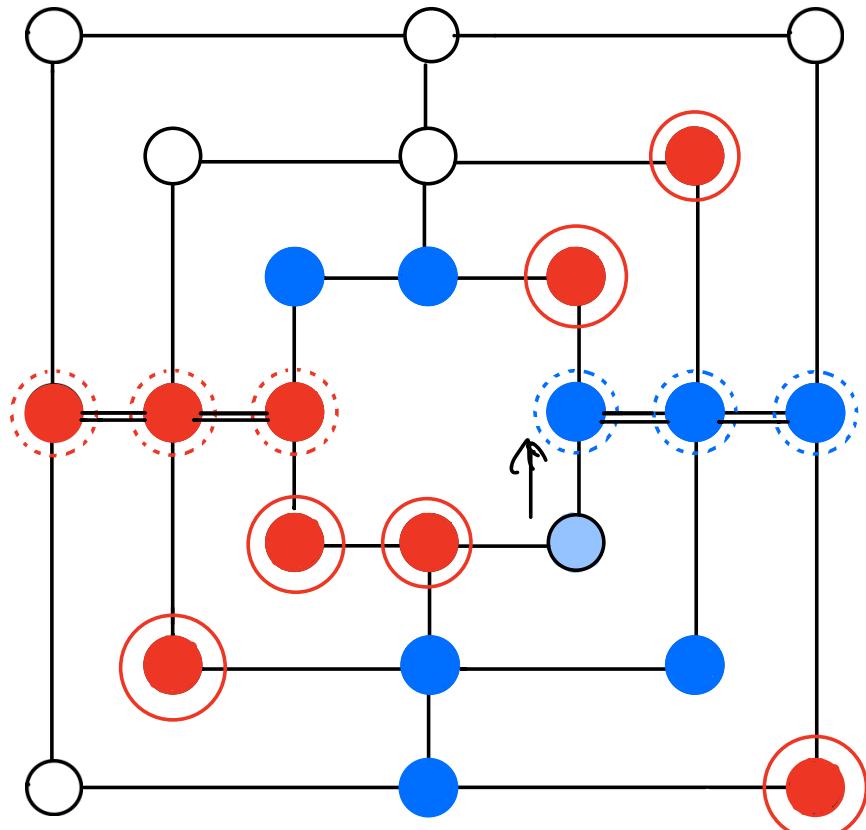
Stage 2:
When forms a mill can take a token
from opponent just same as the
situation in stage one



Blue turn!
Choose one token you want to take: A

- A. 0, 0
 - B. 12, 6
 - C. 6, 0
 - D. 6, 2
 - E. 10, 2
 - F. 6, 8
 - G. 8, 4
 - H. 4, 8
 - I. 10, 6

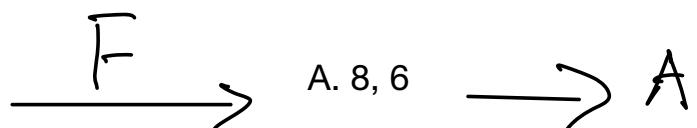
Stage 2
When forms a mill, like stage one
not able to take the token from mill



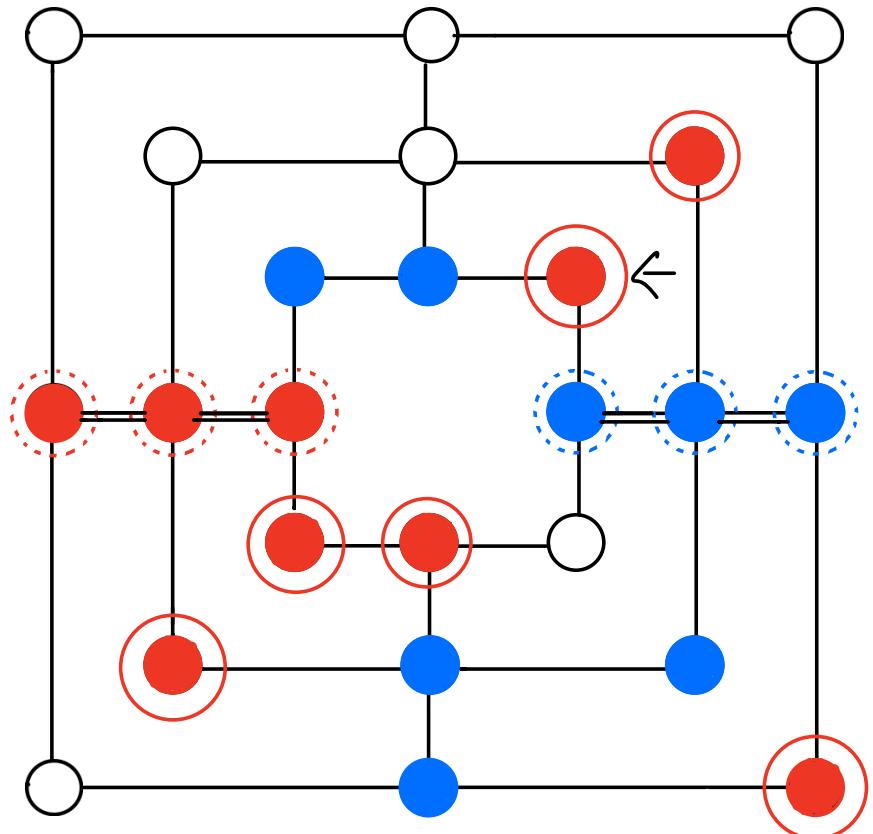
Blue turn!

Choose one token you want to take: You want to move to:

- A. 12, 0
- B. 10, 10
- C. 6, 4
- D. 2, 2
- E. 4, 4
- F. 8, 8



Stage 2
After we take the token, we repeat
these steps



Blue turn!
Choose one token you want to take: F

- A. 12, 0
- B. 10, 10
- C. 6, 4
- D. 2, 2
- E. 4, 4
- F. 8, 8