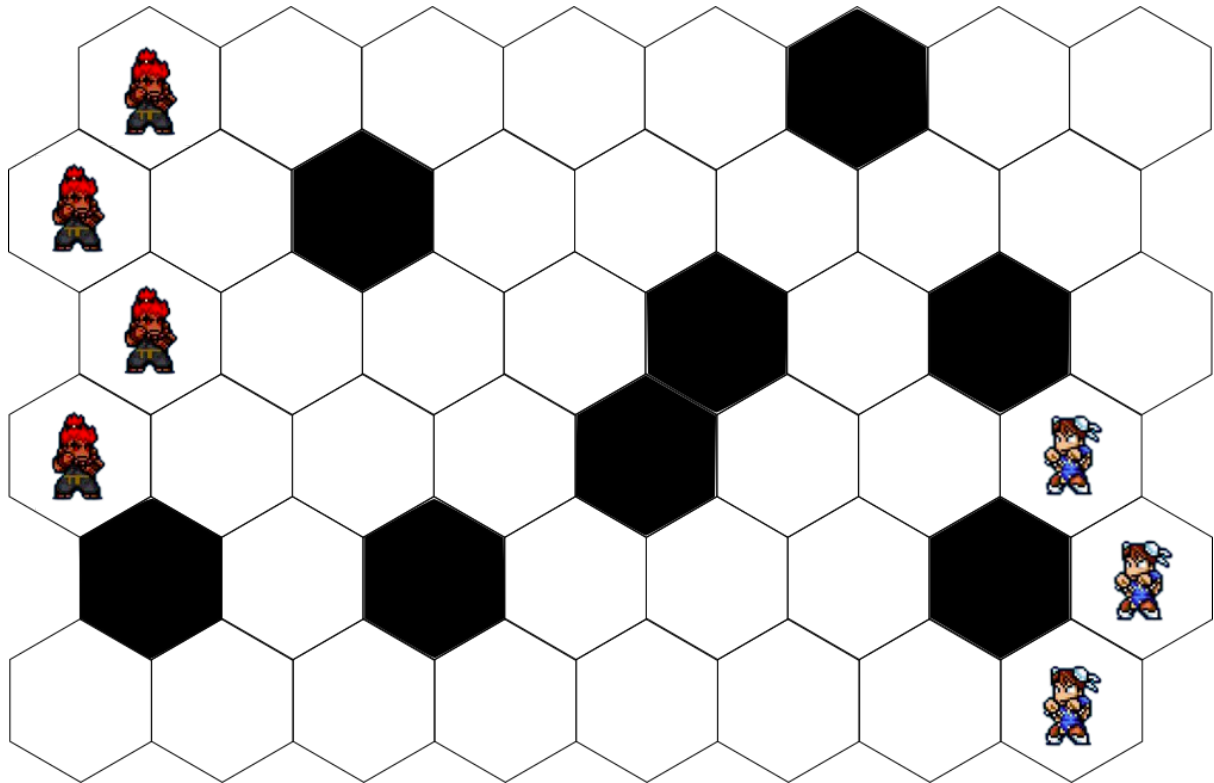
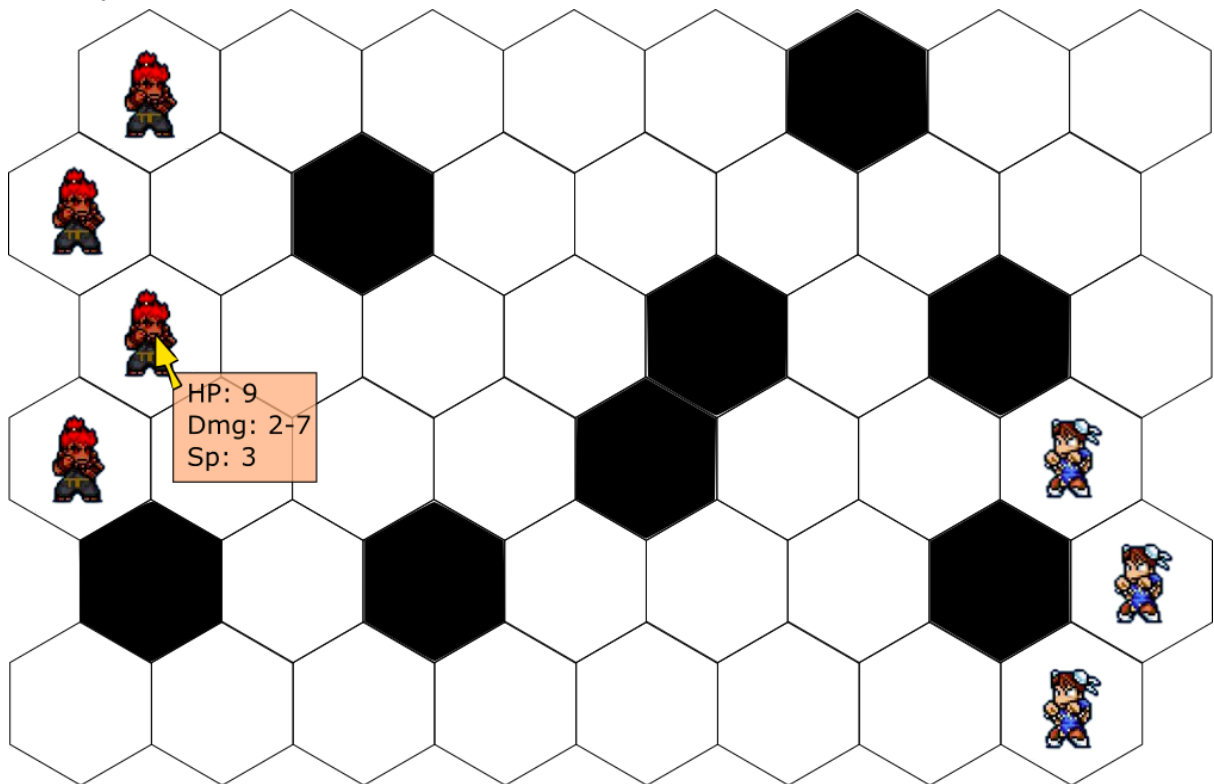


Game starts. Left player's turn.



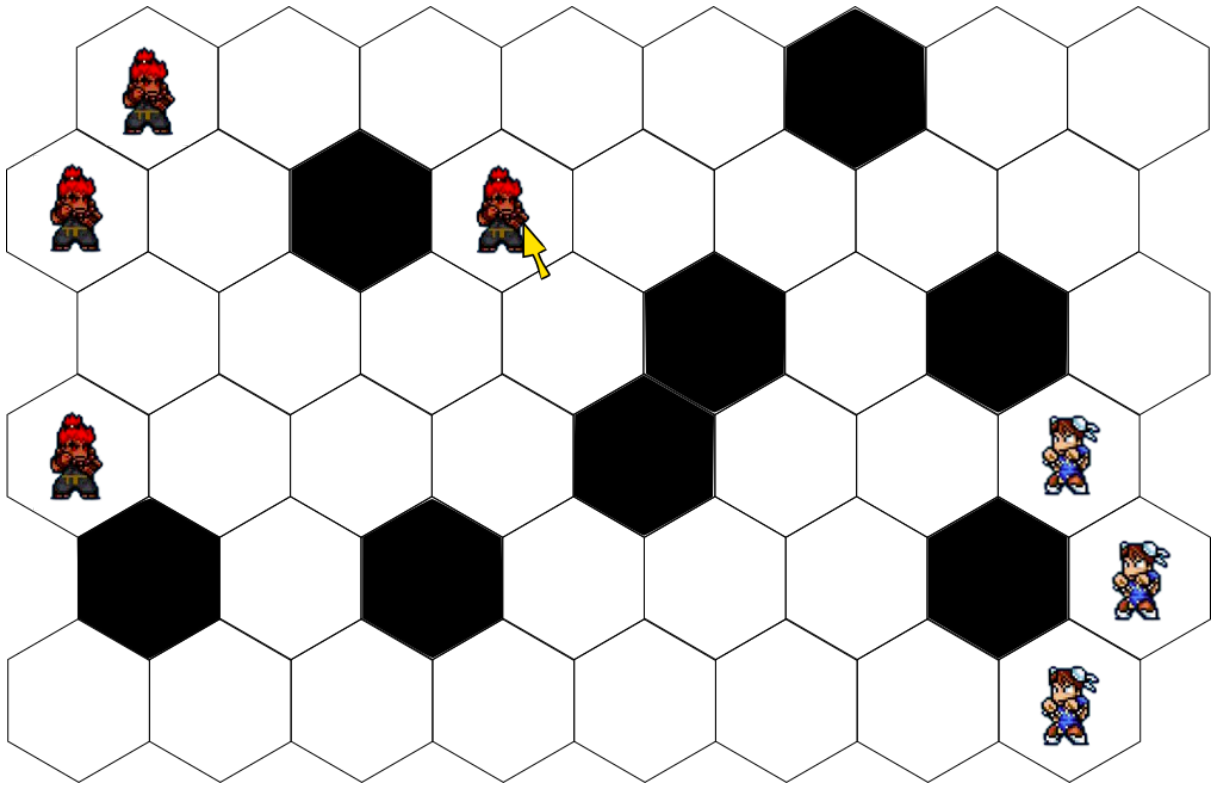
Left player hovers over a unit.



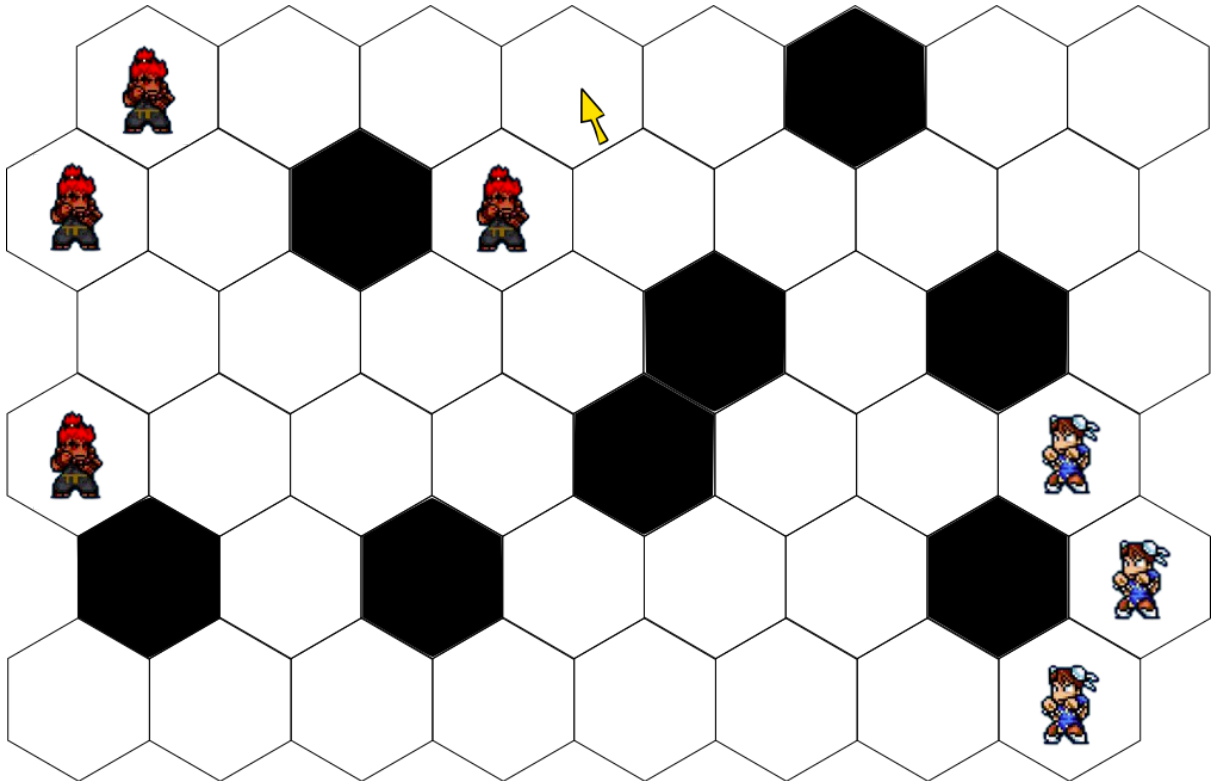
A hexagonal grid map with obstacles and characters. The map is composed of a 6x6 grid of hexagons. Some hexagons are black, representing obstacles. There are four black hexagons in the top row, one in the second row, one in the third row, one in the fourth row, one in the fifth row, and one in the sixth row. There are four red, spiky characters in the top-left corner, one in each of the four hexagons. There are three blue, spiky characters in the bottom-right corner, one in each of the three hexagons. A yellow arrow points to the hexagon in the third row, second column.

A hexagonal grid map with obstacles and characters. The grid is composed of white hexagons with black outlines. There are several black hexagons representing obstacles. On the left side, there are four red, spiky characters standing on white hexagons. On the right side, there are three blue, cat-like characters standing on white hexagons. A yellow mouse cursor is pointing at a white hexagon in the center of the grid.

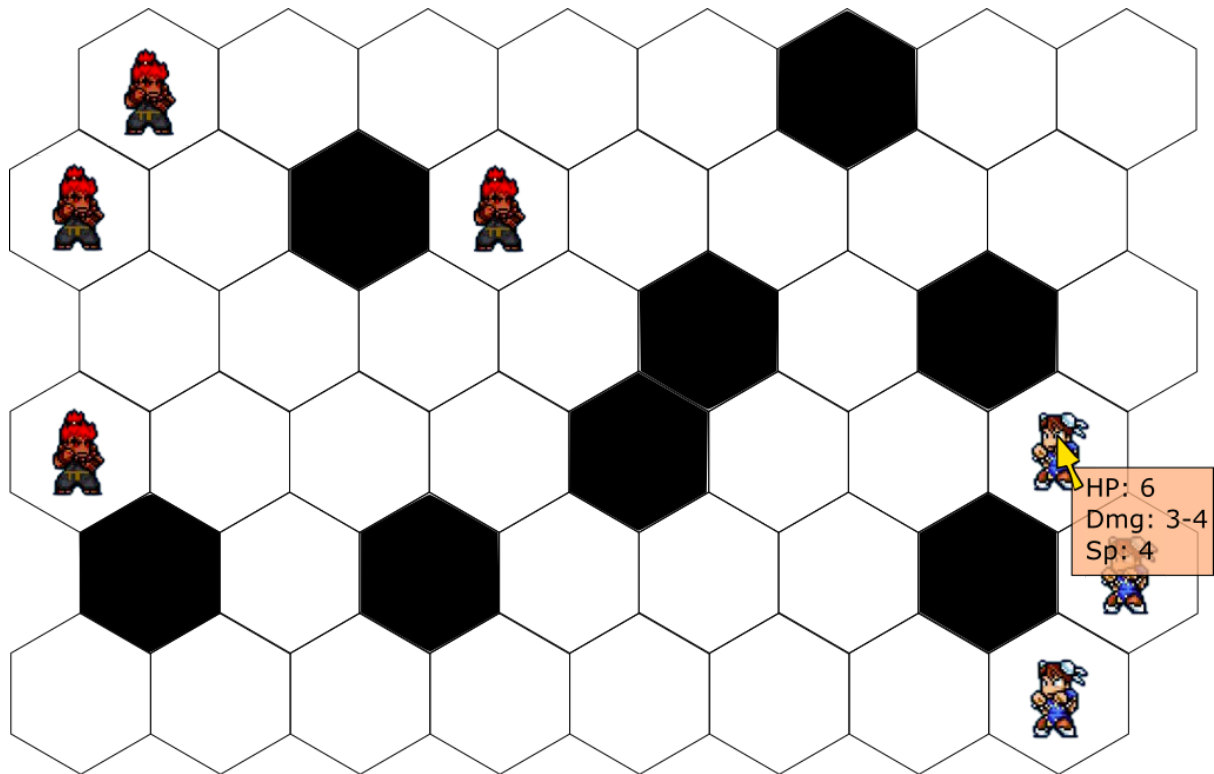
Unit moves to the selected cell.



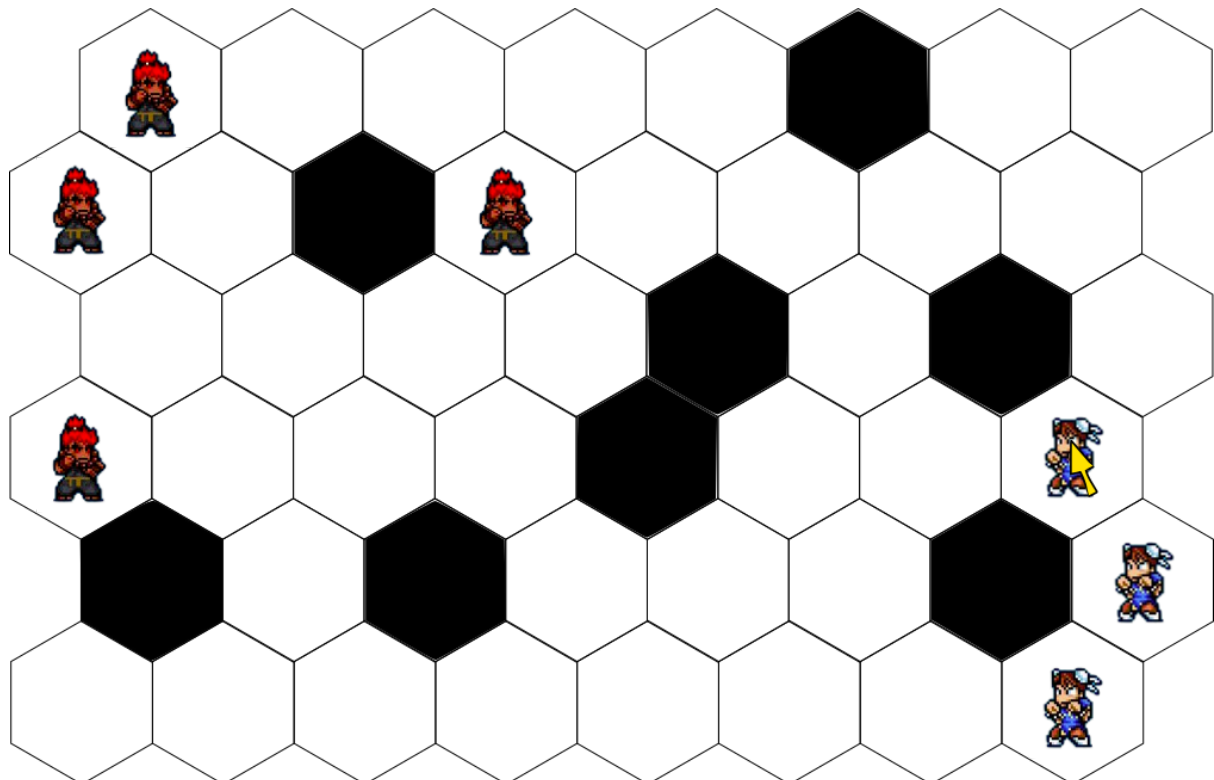
Left player selects the cell to attack. There is no enemies nearby. So he can click any cell.



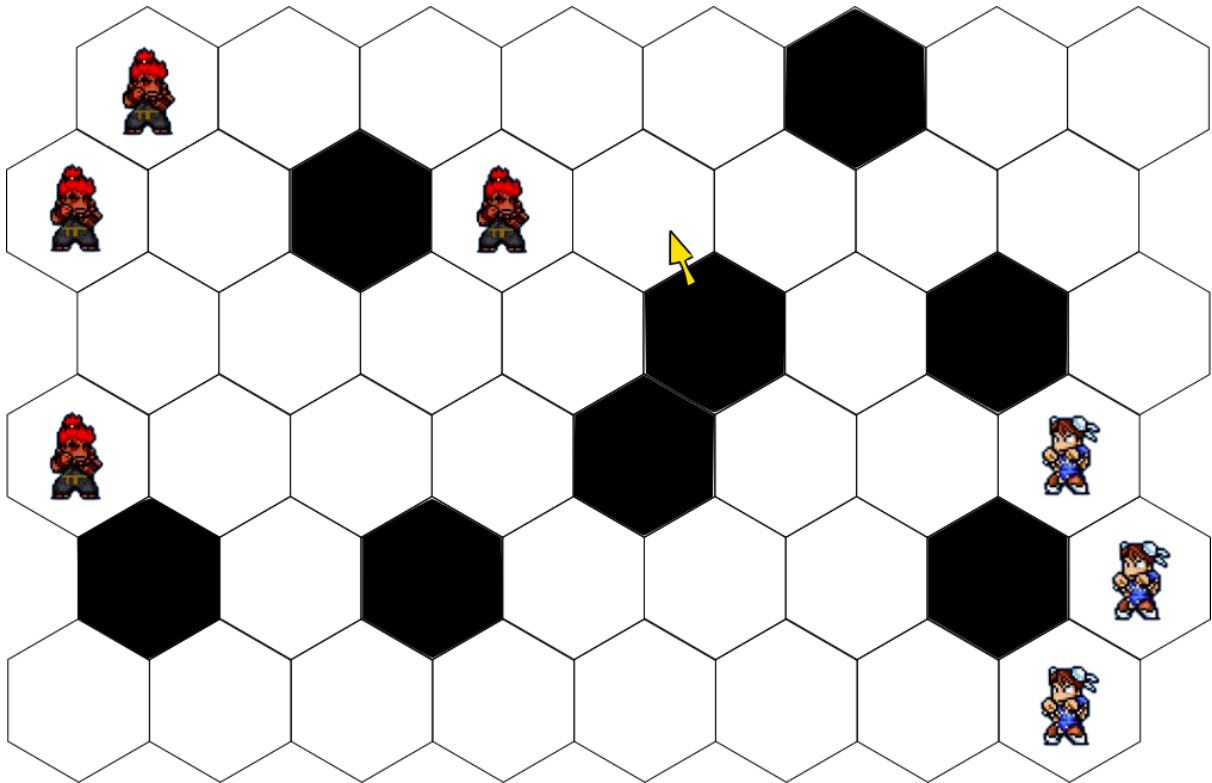
Attack ends. Nothing actually happened.  
Turn passes to the right player. He hovers over the unit.



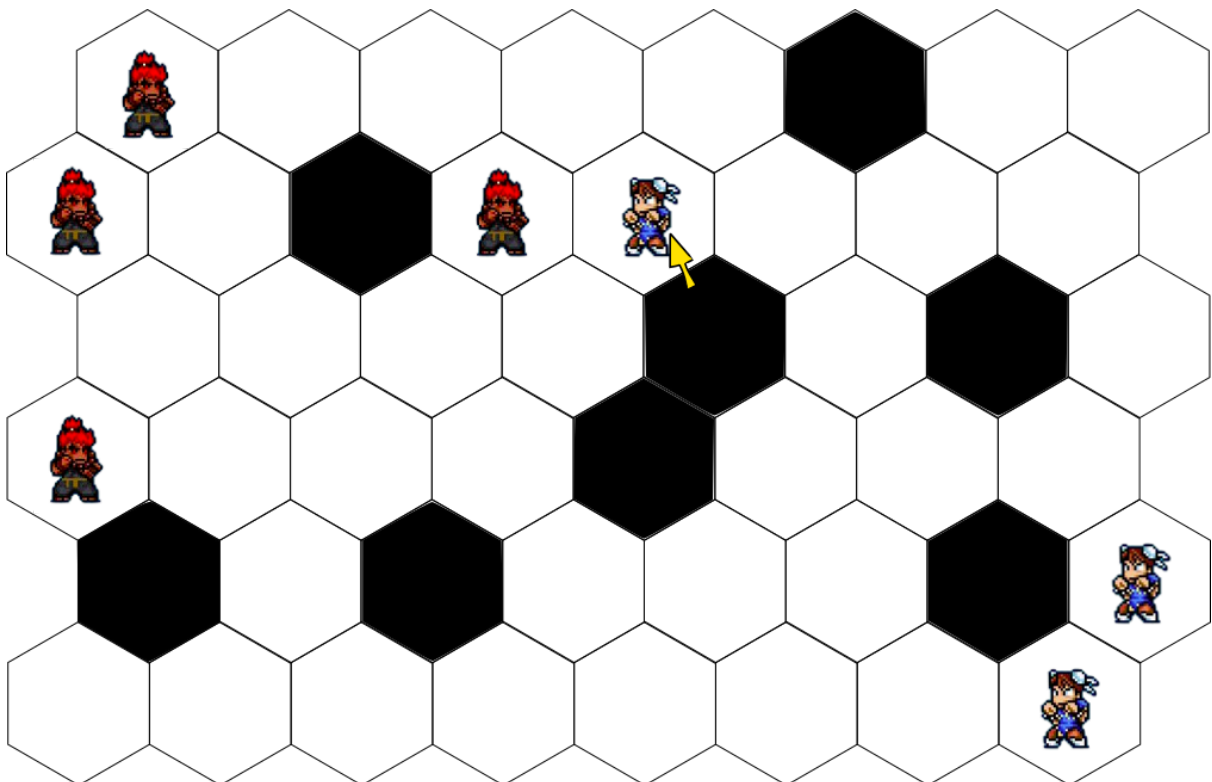
Right player selects the unit. (he has just moved the mouse, so the label disappeared)  
Nothing actually happened. But unit is selected.



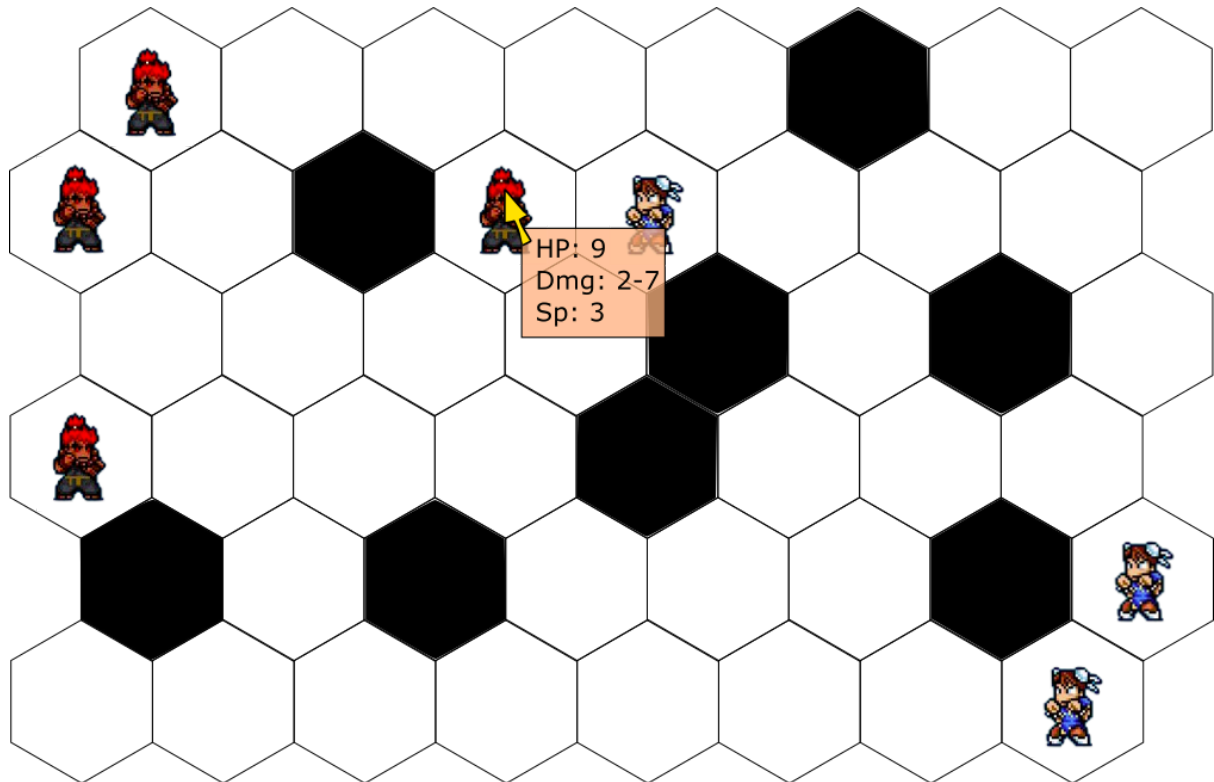
Right player selects the cell to move unit to.



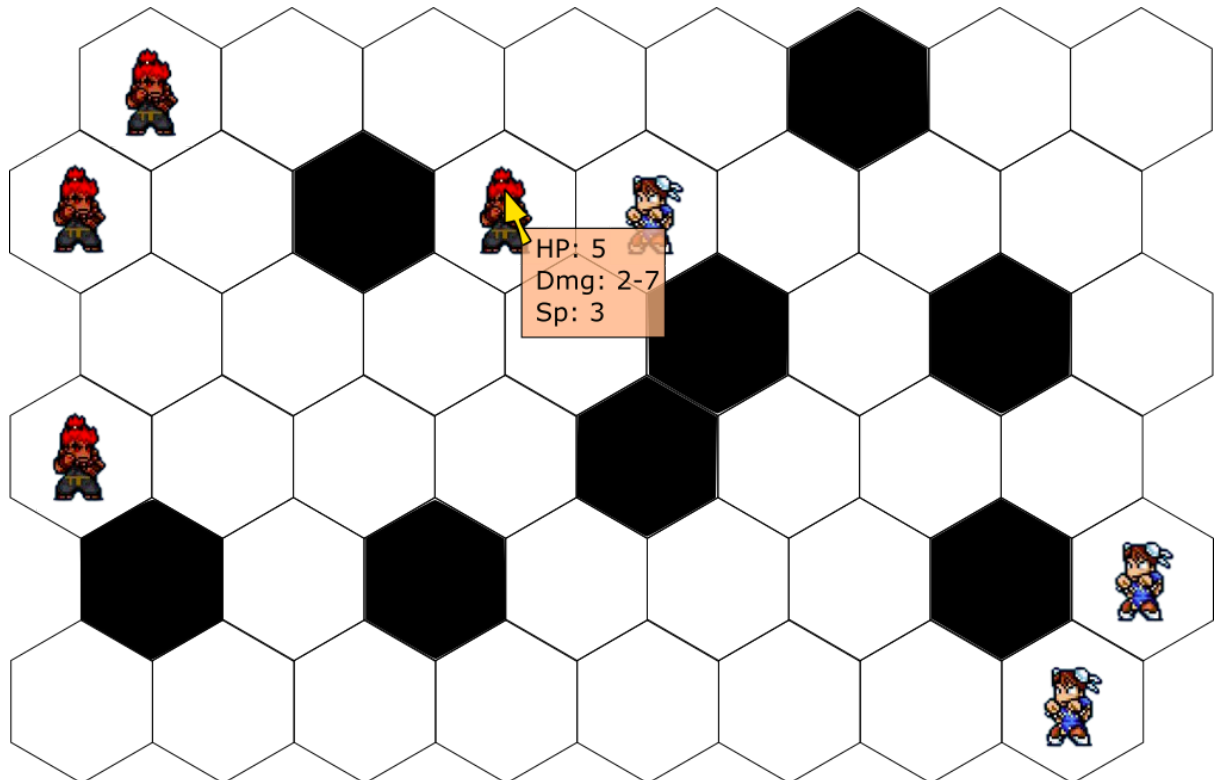
Unit moves to the selected cell.



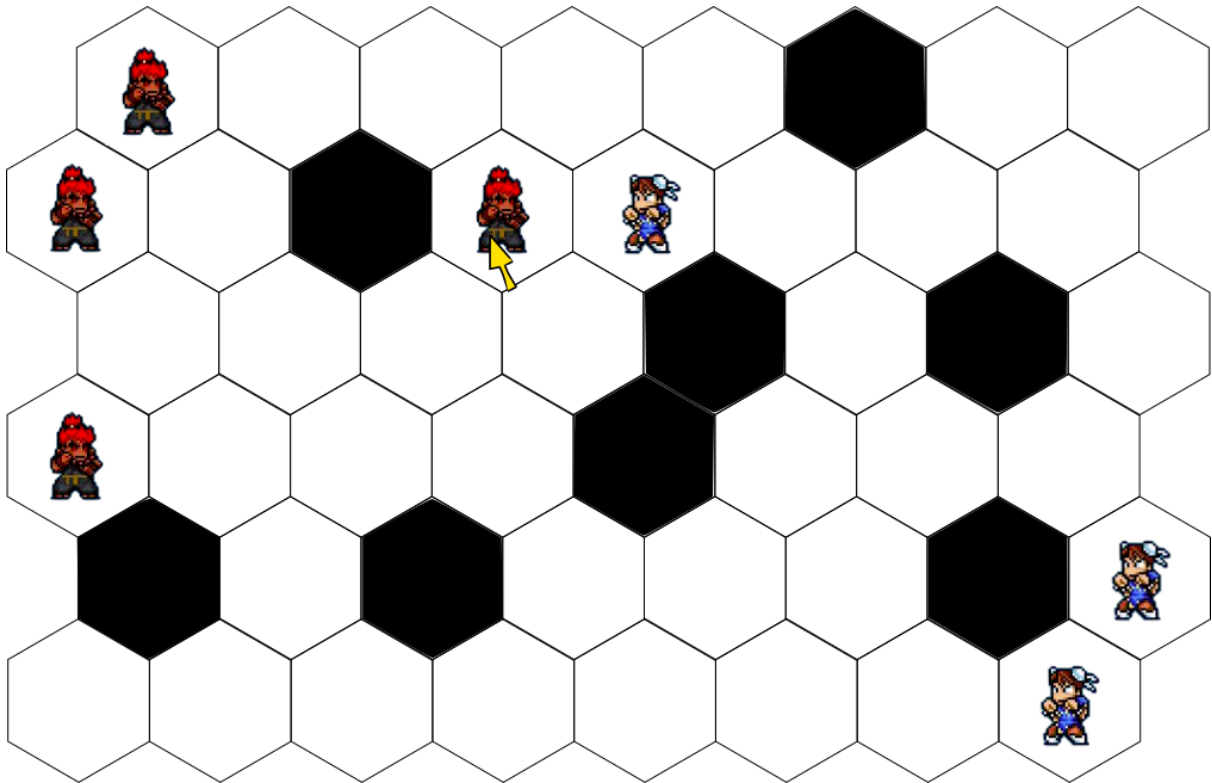
Right player selects the cell to attack. But he has waited a few seconds to see the enemy's characteristics.  
And then attacks it.



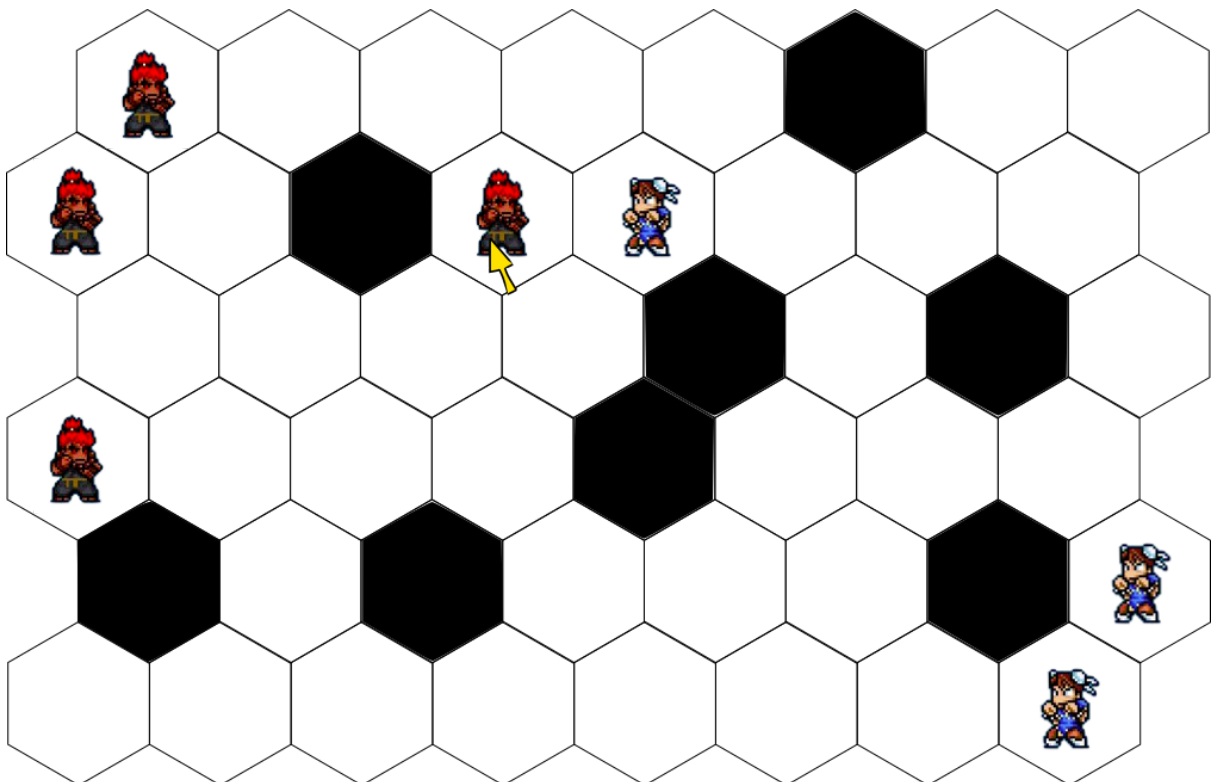
Nothing actually happened.  
But after a few seconds we can see, how have been enemy's characteristics changed.



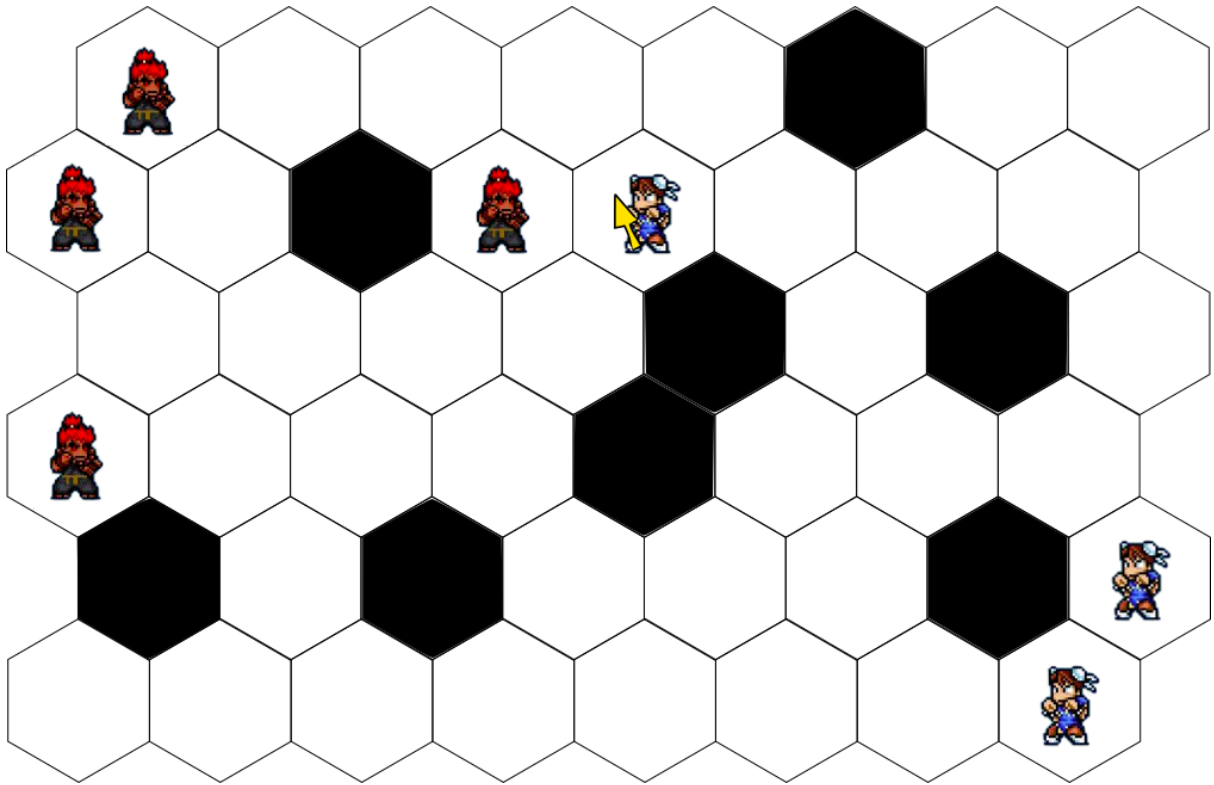
Turn passes to the left player. He selects the unit. (guess which one)



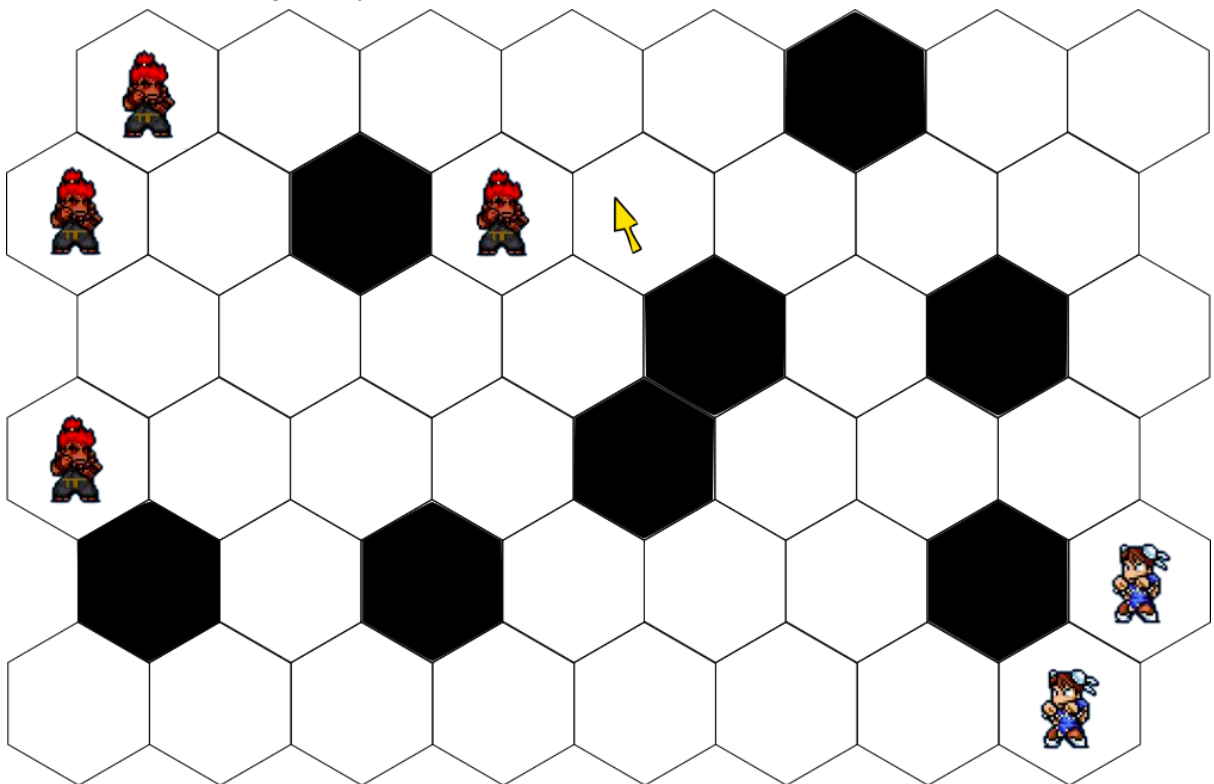
And then he selects the cell to move unit to. But he doesn't want to move unit. So he clicks to the cell unit is still in.



And then left player selects the cell to attack.



Oh! It looks like a great luck. Enemy died.  
Turn passes to the right player.



Thanks for watching!