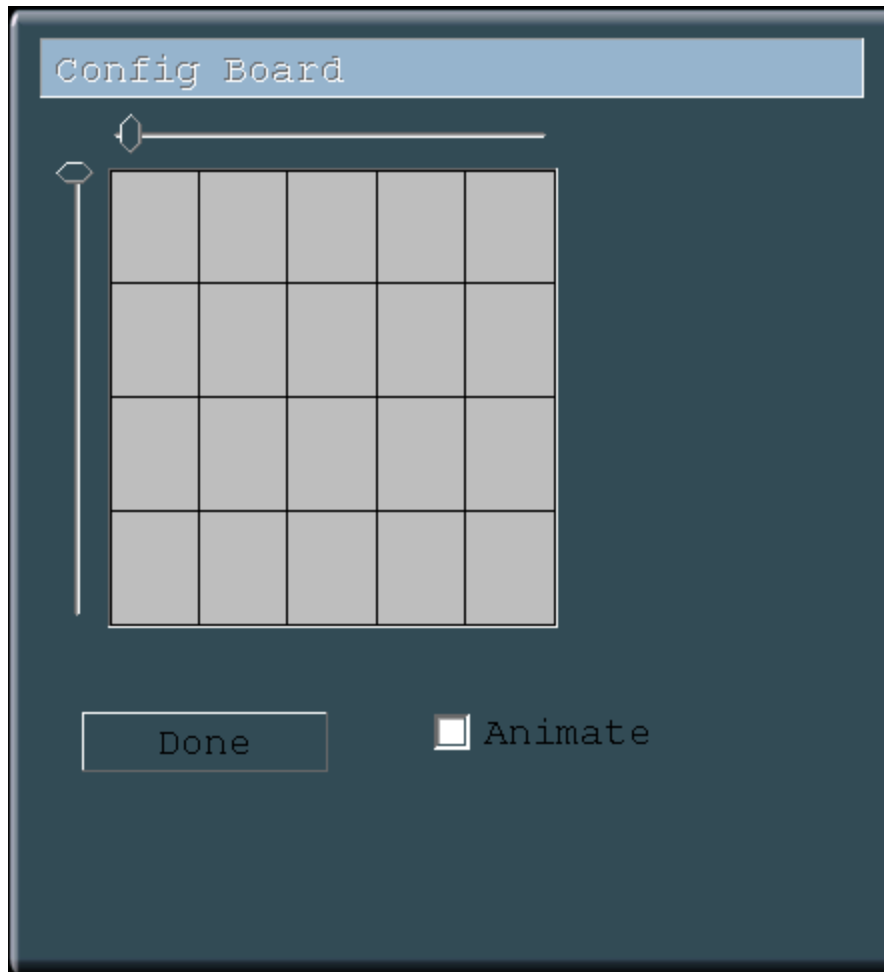


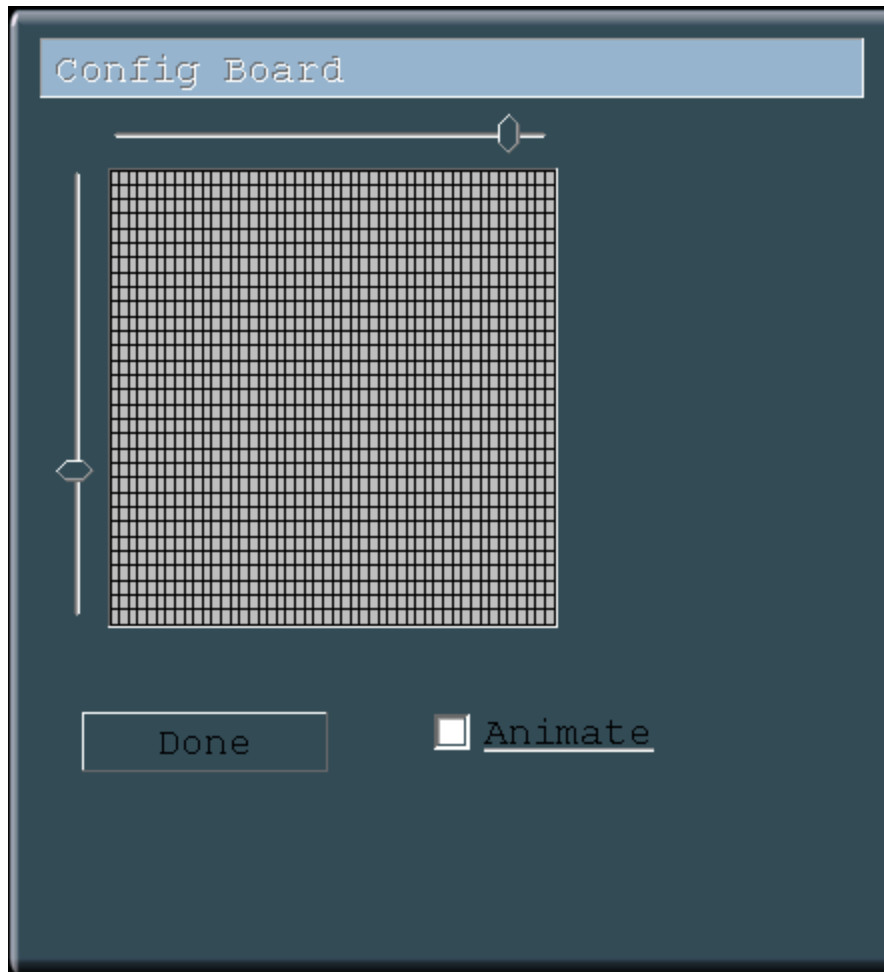
First Configuration screen... select piece color by clicking a color button.
If you want the player to be a computer check Computer. Default is human player.
As a human player you may click on a square that has no pieces in it, or in a square that has your pieces in it



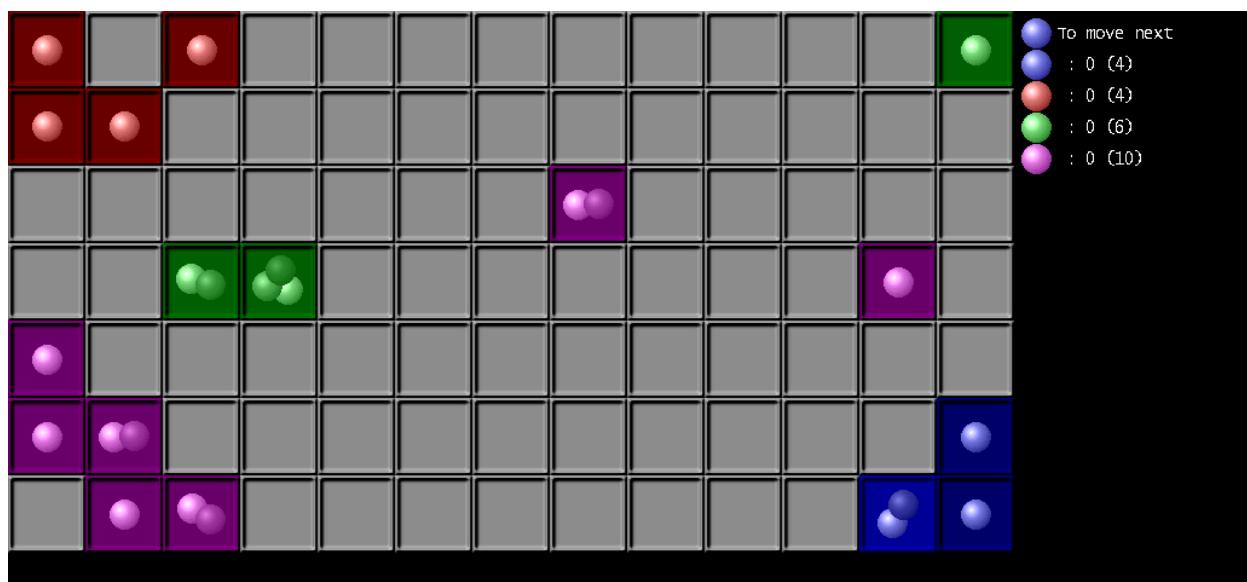
This is a after adding a few players, with computer player checked. Once you have added 2 players, you can click PlayGame.



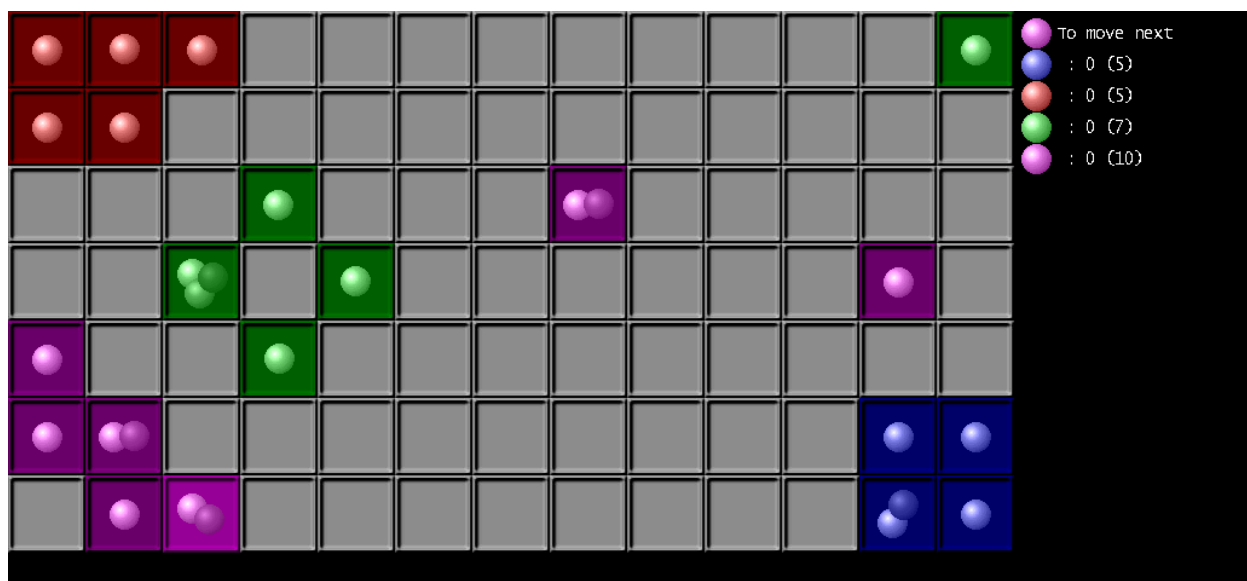
When you select play game, you get a screen that looks like this. Animate is selected by default. And a small game board is shown. This is practical for human players. Even a board double this size can work.



This is a large board configuration... this is suitable if you have all computer players, and make sure Animate is left as default.



This is a small board game in progress... Fill a corner to 2 pieces to make it blow up, and turn all other pieces near to your color. Fill an edge to 3... it can hold 2 without blowing up into near areas... a center peices can hold 3 and blows up on 4....



Green moved, and blew up into near areas. Blue added a peice near his own, red filled in a space...

This is a game just beginning on a large board... all the players have moved 38 times.

