

On the Subject of Qwirkle

All these symbols will have you seeing stars! Oh wait, you already are.

This module will display a valid state of the board game Quirkle, and four available tiles to place. To disarm the module, place four tiles in such a way that the state is still valid. After you place the first tile, the board will no longer be visible. After every tile is placed, the board will be permuted in some fashion, still invisible, and the unused tiles will shuffle out for four new ones.

The state is valid if, in each lines of tiles, all symbols are either the same shape with different colors, or the same color, but different shapes. Lines can be no longer than six tiles long.

Consult the table below to determine how the state permutes after each placement.

| After the...     | If...   | Then:                   | Else...                 |
|------------------|---|-------------------------|-------------------------|
| First placement  | Line of 6 tiles present in initial state                    | Rotate 180°             | No change               |
| Second placement | Previously placed tile was not a square, diamond, or circle | Mirror about the X-axis | Mirror about the Y-axis |
| Third placement  | Both tiles that have been placed are the same color         | Rotate 90° CW           | Rotate 90° CCW          |