# 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
Qwirkle, 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 permutated in some fashion, still invisible, and the unused tiles will
shuffle out for four new ones.
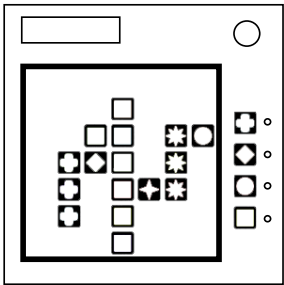
The state is valid if, in each line of tiles, all symbols are either the same shape
with different colors, or the same color, but different shapes. Lines can be no
longer than six tiles long. A tile can only be placed on an empty space
orthogonally adjacent to another tile.

Consult the table below to determine how the state permutates 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	Exactly two of the previous three tiles placed were the same color	Rotate 90° CW	Rotate 90° CCW