

Interacting with the Game:

1. **Rotating Pieces:** To rotate pieces in the construction site, simply scroll over the mouse wheel.
2. **Placing Pieces:** Drag pieces to the desired location on the game board. A yellow shadow will appear to indicate where the piece should be placed.
3. **Returning Pieces:** If you decide not to place a piece, release it when there is no yellow shadow, and it will return to the construction site.
4. **Score Variants:** If you want to enable the score variants click the checkbox in the setup screen.
5. **AI Variant:** To compete against an AI opponent, activate the AI variant. All the remaining player slots will be filled with AI, unless it's a single-player game, in which case the AI will take the place of the player.

Interpreting the User Interface (UI):

1. **Turn Indicator:** When it's your turn, your score will be highlighted.
2. **District and Plaza Shades:** On lower levels, districts and plazas will appear in a darker shade.
1. **Color Key:** The colors in the game correspond to official rules as follows:
 - Grey = Quarry
 - Blue = Houses
 - Yellow = Market
 - Red = Barrack
 - Purple = Temple
 - Green = Garden