

### 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. **Select AI:** To compete against an AI opponent, activate the AI increment the AI players. All the remaining player slots will be filled with AI up to 4.
6. **Single Player:** The single-player mode will be enabled if you only have 1 player playing compete against yourself to try get the highest possible score!

### 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.
3. **Tiles indicators:** Tiles with a white tile indicator are on higher levels.
4. **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