

Tiles

Click once to select a tile. It should turn a darker color to indicate it's selected.

Click again in a valid playbox to place the tile in an empty square.

If an invalid place is clicked, the selected tile will flash and be deselected.

A Right Click rotates the tile 90 deg clockwise

Buttons

Quit - exits the game

Reset - resets the game to original state (Tile placement and rotation)

New Game - sets the tiles back in a random starting position with a random rotation