

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. A prompt will appear asking if a save file should be made when the game has been changed.

Reset - Resets the game to the last save state. On a new file, it will reset the pieces to their original positions.

File - Loads or Saves a file in the game's directory or a file of the user's choice

Load - Allows user to type in the directory and name of a file to be loaded. If the file can't be loaded, the game will not have any tiles. Another loading attempt can be made using the "File" button.

Save - Saves the current sessions tile placement and rotation values.