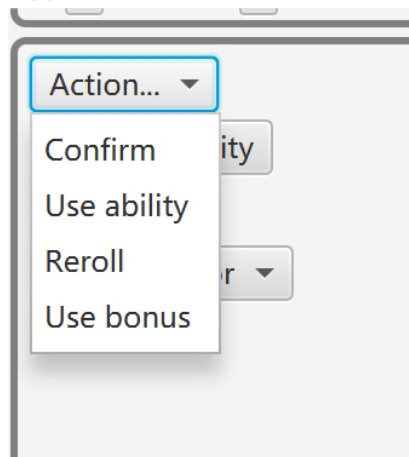# User Manual

Game Interface

The game interface is mainly divided into the following sections:

- Player Panel: Displays the current player's score, available abilities, and used abilities.
- Board Area: The main game area where players will place tiles.
- Tile Library: Displays the currently selectable tiles.
- Action Buttons:

（1）Action Buttons:

Rotate: Allows the player to rotate a tile.

Confirm: Confirm the tile's position.

Use Ability: Activates a special ability.

Reroll: Rerolls the dice.

Use Bonus: Uses a bonus.

(2) Confirm ability Button: This button is related to the ability track and increases the ability track's movement position.

(3) Pass Button: Clicking the Pass button clears all current actions and moves to the next player.

(4) Change Color Button: Related to the green ability, allows the player to select a color to change.

Game Rules

Game Objective

By strategically placing tiles of different colors and shapes, activating special abilities, and accumulating the highest score, you become the ultimate winner.

Player Actions

Each player takes turns performing the following steps:

(1) Click the Reroll Button: Click the Reroll button to roll the dice again.

(2) Select a Tile: Choose a tile from the tile pool.

(3) Place the Tile: Place the selected tile in a designated position on the board.

(4) Select an Ability Track: The interface will automatically switch to the non-active player's view, allowing you to select an ability track with available colors.

(5) Pass and Reroll: After selecting an ability track, the interface will automatically switch back to the active player's view. Select Pass, which will automatically reroll the dice on the current page and move the interface to the next player. Repeat the above steps.

Notes

(1) Activate Ability (Optional): Activate available special abilities as needed to gain additional advantages.

(2) Other Players Choose Ability Track: After the active player completes their actions, the other players (non-current players) can choose an unused dice and mark a square on the corresponding ability track.

For example, with three players, Player 0 chooses to place a red tile and then automatically switches to Player 1's screen. Player 1 can select one of the remaining colors from the current turn's dice (e.g., red, yellow, blue). If Player 0's dice are (red, white, blue, red, yellow) and Player 0 chooses white and red to place a tile of size 2, the remaining players should choose from the remaining colors (red, yellow, blue). If Player 1 chooses yellow, their yellow ability track advances by one, and Player 2 cannot choose yellow again, only red or blue. After all selections are complete, it returns to Player 0's screen.
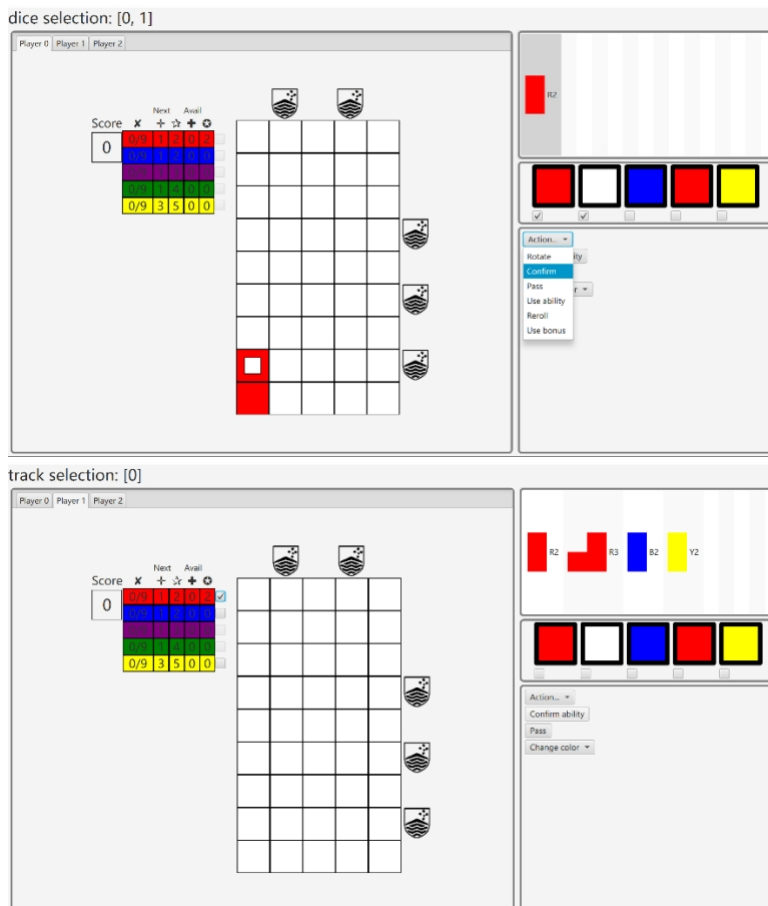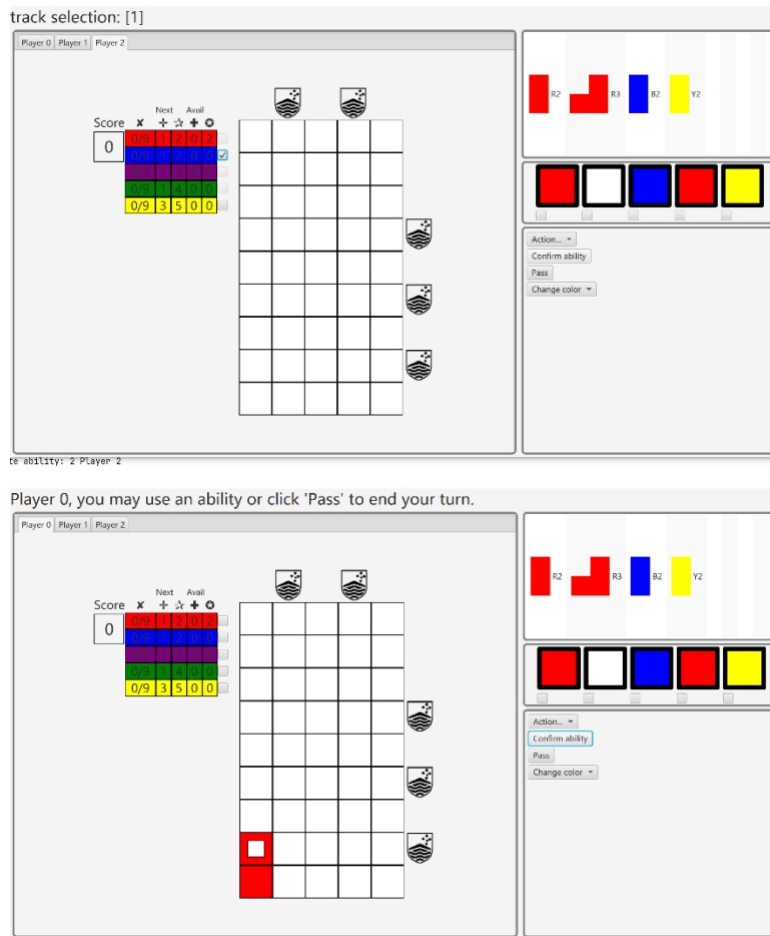
Tile Placement

- Position Selection: Players must choose a valid position on the board to place a tile. To place a tile, click the tile, adjust its position using the arrow keys, rotate the tile using the spacebar, and finally confirm the position. The tile must be entirely within the board's boundaries and cannot overlap with already placed tiles. Placing a tile in an invalid position will result in an error.
- **Window Status**: Each tile may have multiple windows. The status of these windows determines the tile's score in the game.

Ability Usage

Players can activate special effects in the game based on their abilities. Abilities are categorized by color, with each color corresponding to a different effect.

（1）Blue Ability

Function: Activating the blue ability allows the player to set all windows on a tile to true when placing it, thereby increasing the tile's value.

Usage Count: The blue ability can be used multiple times, with the available count decreasing each time it is used.

Activation Method:

1. Select the blue ability in the player panel, ensuring there are remaining uses.
2. Place the tile and confirm its final position before using the blue ability.
3. Click on the parts of the tile where windows need to be added.
4. Click the "Use Ability" button in the action section to add windows at the specified

locations.
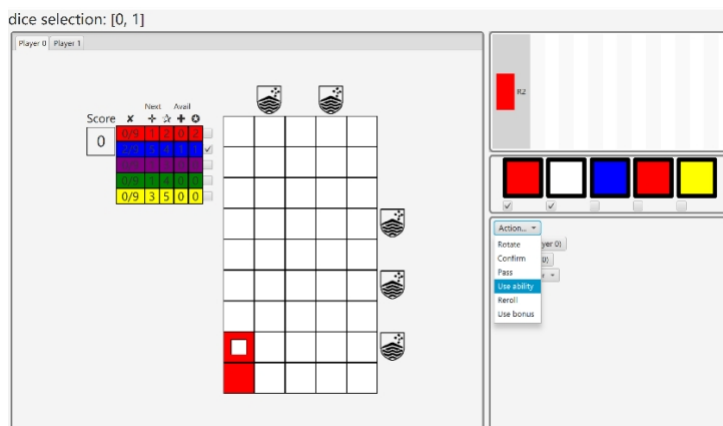
5. After confirmation, all windows on the placed tile will be set to true.
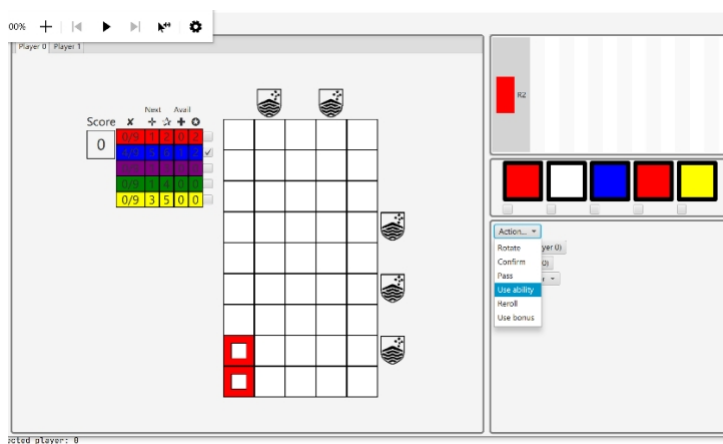
(2) Purple Ability

Function: Activating the purple ability allows the player to place a single tile of size 1 in a legal position and mark it as "X".

Usage Count: The purple ability can be used multiple times, with the available count decreasing each time it is used.
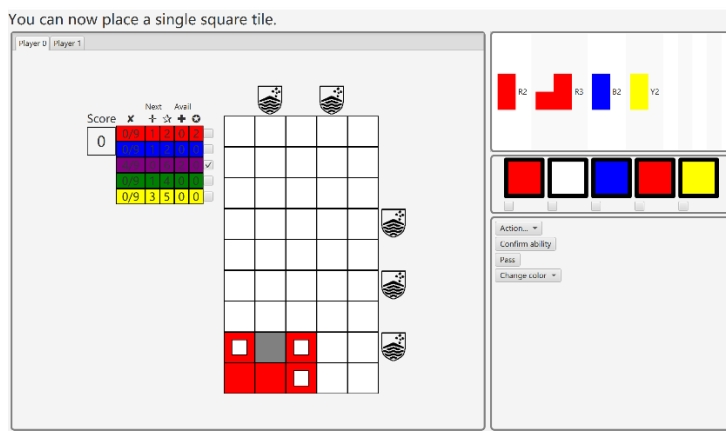
Activation Method:

1. Select the purple ability in the player panel, ensuring there are remaining uses.
2. Click the "Use Ability" button to place a single square anywhere.
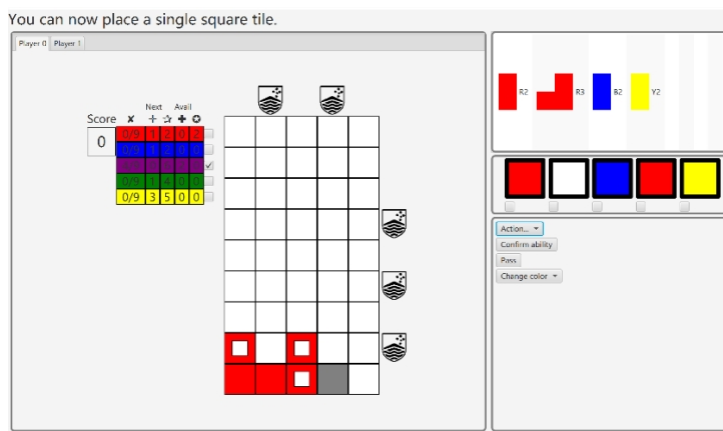
3. After activation, the single square appears and can be freely adjusted in position

using the arrow keys after clicking the square.

(3) Red Ability

Function: Activating the red ability allows the player to select any number of dice and reroll them.

Usage Count: The red ability can be used multiple times, with the available count decreasing each time it is used.

Activation Method:

1. Each player unlocks two reroll abilities at the start of the game, which can be used immediately.
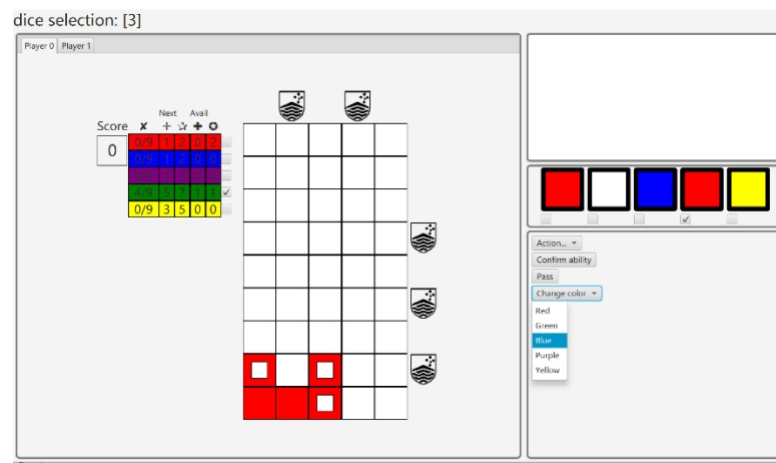2. Click the "Use Ability" button to reroll the selected dice.
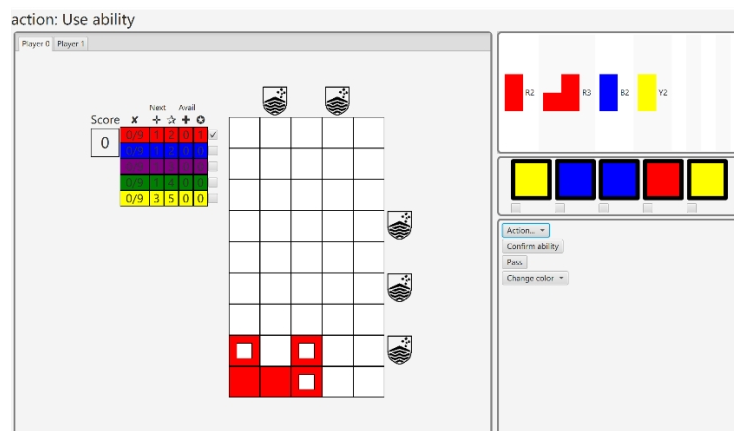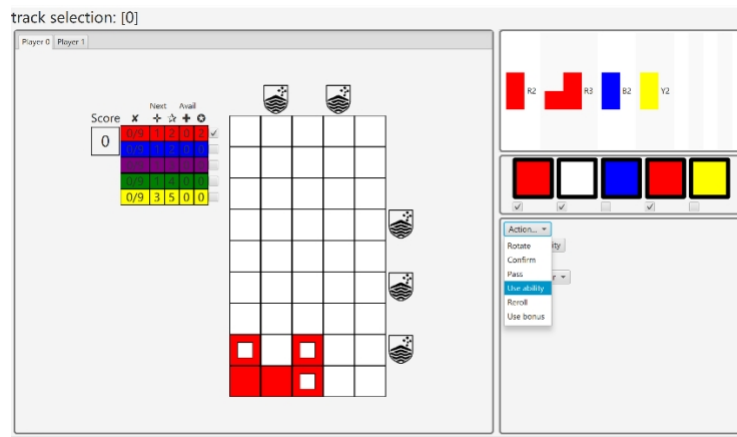
(4) Green Ability

Function: Activating the green ability allows the player to select any number of dice of the same color and change their color to another chosen color.
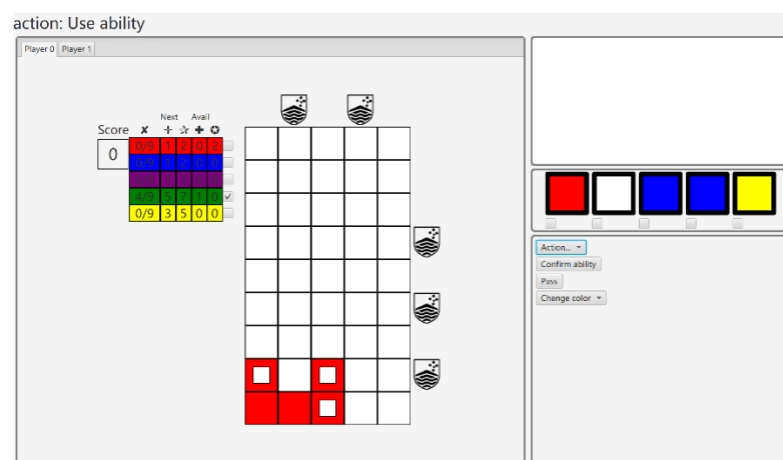
Usage Count: The green ability can be used multiple times, with the available count decreasing each time it is used.

Activation Method:

1. Select the dice whose color needs to be changed, then choose the desired new color in the "Change Color" section.

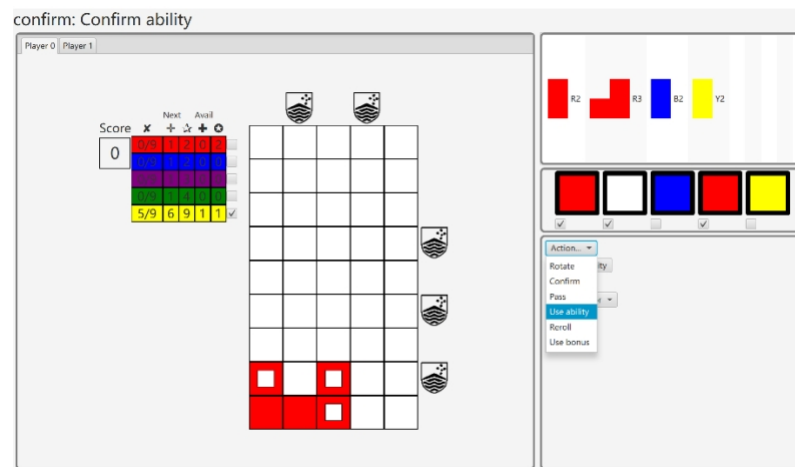2. Click the "Use Ability" button to change the selected dice's color.

(5) Yellow Ability

Function: Activating the yellow ability allows the player to choose a shape that has been marked off in the exterior wall tile area and redraw it on the building.
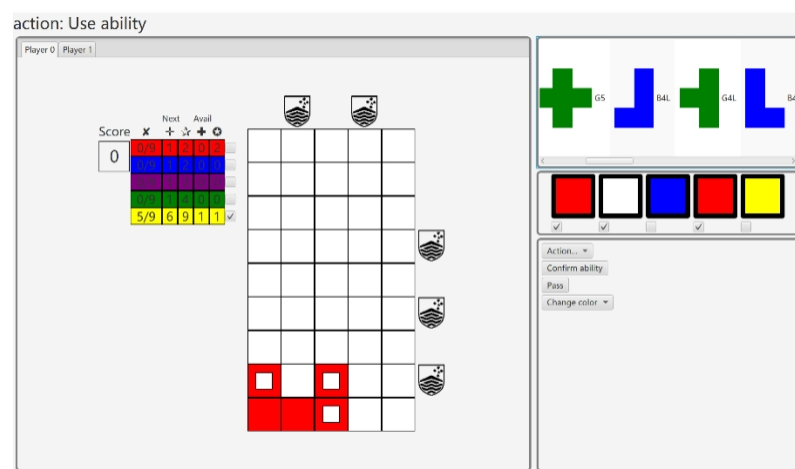
Usage Count: The yellow ability can be used multiple times, with the available count decreasing each time it is used.

Activation Method:

1. Select the yellow ability in the player panel, ensuring there are remaining uses.

2. Click the "Use Ability" button to reuse previously unavailable shapes, providing more drawing options.

Bonus

Bonuses are another important element on the ability tracks, enhancing the player's abilities. Bonuses allow players to treat their turn as if they have gained an additional dice of the corresponding color, enabling the selection of larger exterior wall tile shapes.
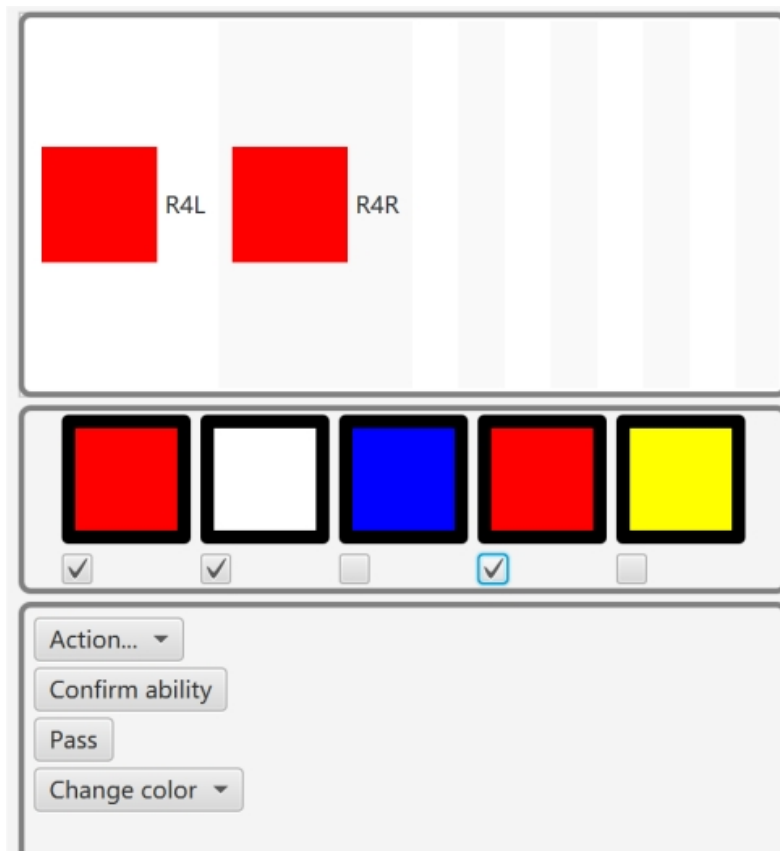
Activation Method:

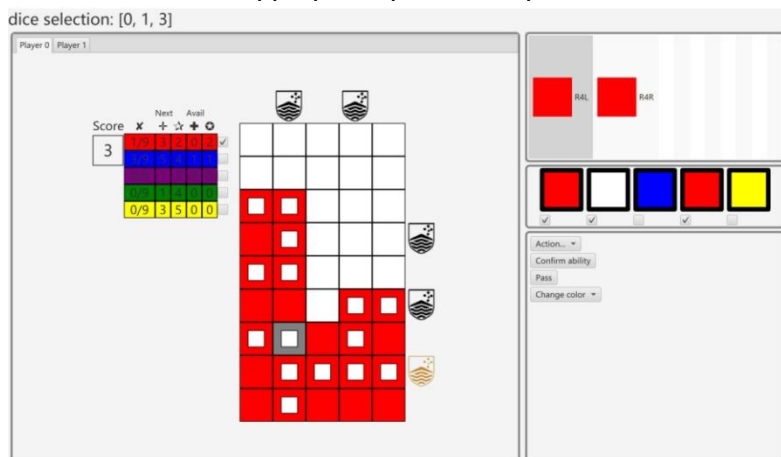1. Check the available color bonuses and click "Use Bonus".
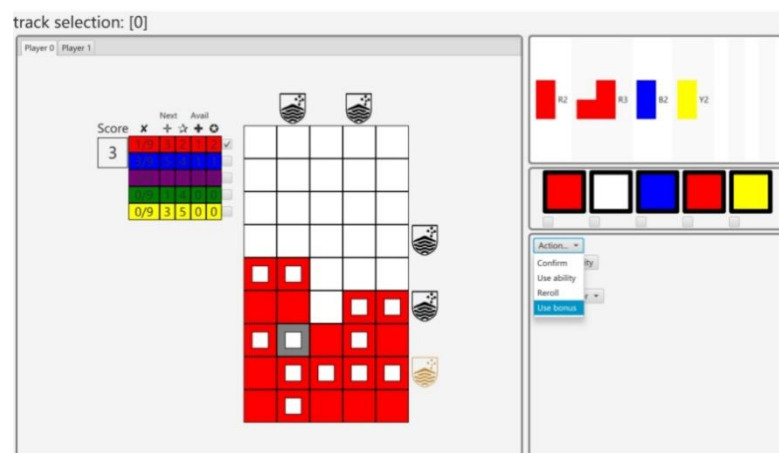
2. Select the corresponding color dice (e.g., selecting three dice will result in four

tiles).

3. Choose an appropriate position to place the tile.

Coats-of-Arms Rewards

Unlocking Badges: Badge rewards are triggered immediately when a player completes a row or column in the building that has a badge mark. The player must immediately select and execute one of the rewards without delaying.

Description: Completing certain rows or columns in the building can unlock badges (Coats-of-Arms). Each time a player completes a row or column with a badge, they can immediately receive a badge reward by selecting one of the following two options:

1. Draw a Single Square

- Effect: The player can draw an additional single square in their building, marked as "O".
- Rules: The drawn square must follow normal placement rules, meaning it must be on the bottom row or connected to at least one previously placed shape. This single square can help the player complete rows or columns faster, thereby increasing their score. If this square completes another badge-marked row or column, the player can immediately receive another badge reward, creating a chain reaction.
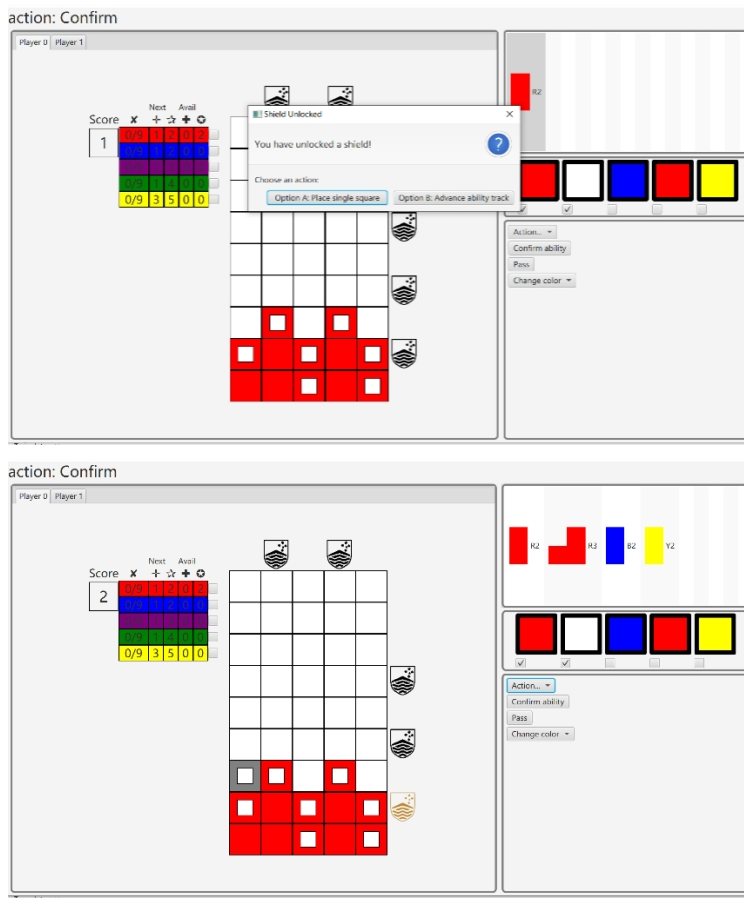
2. Mark Ability Track

- Effect: The player can mark two squares on any one ability track.
- Rules: The player can choose an ability track and mark two squares consecutively from left to right. Marked squares can help the player unlock certain abilities or rewards faster, providing an advantage in future turns. The player cannot mark one square on different ability tracks; both marks must be on the same track.
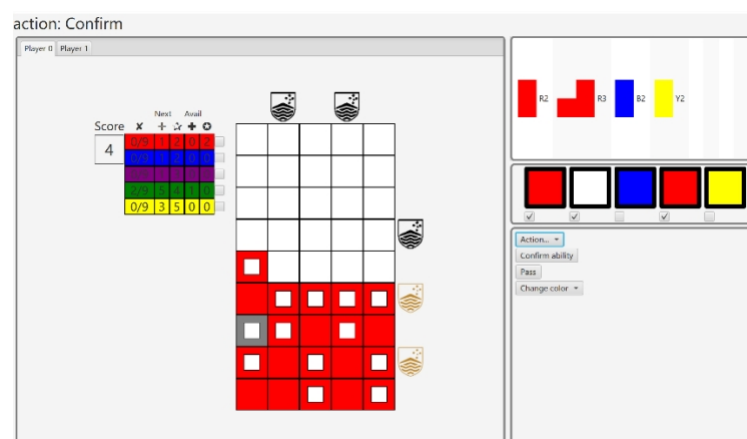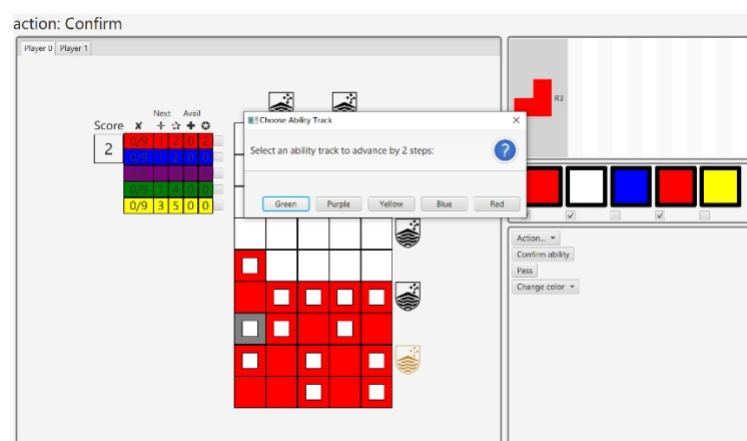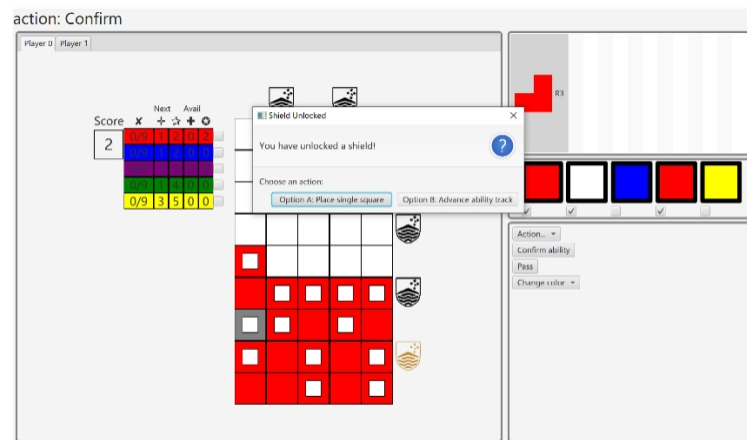
Scoring Rules

Players score points by completing rows or columns on the building blueprint. The amount of points depends on the type of squares in the row or column, i.e., whether the squares are marked as "X" or "O".

1. Completing a Row

- o   If the row contains at least one square marked as "X", the player earns **1 point**.
- o   If the entire row is marked as "O", the player earns **2 points**.

2. Completing a Column

- o   If the column contains at least one square marked as "X", the player earns **2 points**.

o   If the entire column is marked as "O", the player earns **4 points**.

3. Completing an Ability Track

When a player fully marks an ability track (i.e., all squares from left to right are marked as "X"), they immediately earn **2 points**.

Game End Conditions

The game ends when one of the following conditions is met:

1. Board is Completely Filled: When all available positions are occupied by tiles, the game ends, and final scores are calculated.
2. Player Reaches or Exceeds 12 Points: When any player's score reaches or exceeds

 Final Scoring

At the end of the game, all players' scores are tallied and compared. The player with the highest score wins the game.

Final scores

Player0   13
Player1   4

Play again

Quit