# Rotex

2014, CodeVandal, https://www.codevandal.com/games/rotex/
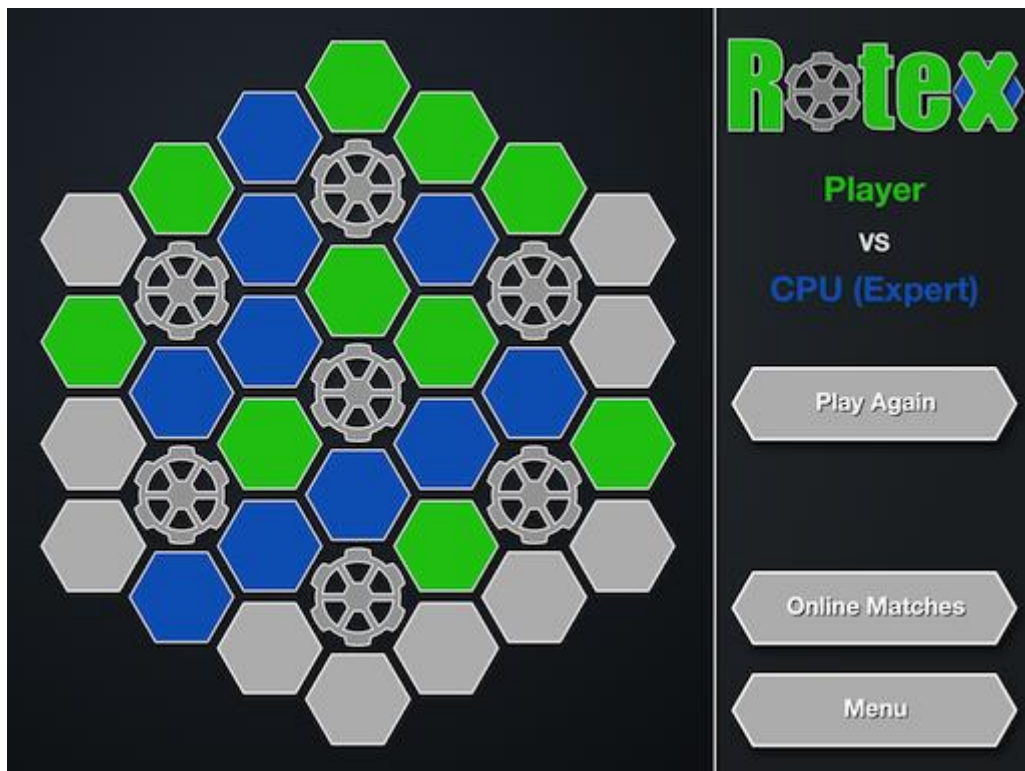


- Your objective is to be the first player to get five tiles in a row in any direction.
- On each turn, you must place a tile of your color on an empty space on the board. You must also select one of the seven Rotators to rotate a region of the board one notch clockwise.
- The game ends when a player gets five in a row, or when there are no more spaces left on which to place a tile.
- If neither player gets five in a row, or both get five in a row at the same time, the game is a draw.

Ref: https://videogamegeek.com/videogame/156758/rotex