Chartae (by Reiner Knizia)

Place the tile with the circle on the table.
All other tiles are shuffled and placed face-up as the deck.

Players take turns. In each turn either:
(a) *Rotate one tile 90 degrees clockwise.*
    This action cannot be chosen when both players have rotated in their last moves.
(b) *Place the tile on the top of the deck to extend the board.*
    The new tile should connect with at least one edge.
    Colors do not matter, but the board can never be larger than 3x3 tiles.

The game ends when the 3x3 square is completed.
The player whose color has the connected group of most tiles wins.
(Corner connections do not count, but full edge to half edge is OK.)
In the case of a tie, the player who placed the last tile loses.