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1. Five Special Tiles, When activated:

Bomber: All tiles in a 3-tile radius on the board are removed from the board. Only surviving tiles are scored for this round. It is represented as "B", worths 20.

Reverse-player-order: The turn ends as usual, but after this tile is activated play continues in the reverse of the previous order. It is represented as "R", worths 15.

Negative-points: The word that activated this tile is scored negatively for the player who activated the tile; i.e., the player loses (rather than gains) the points for the played word. It is represented as "N", worths 10.

NoEffect: the current turn ends and no tile is scored. It is represented as "E", worths 10.

ExtraTurn: the player who owns this tile gets an extra turn. It is represented as "T", worths 10.

2. Rules:

The game is consistent with most rules of a standard Scrabble game, except that there is no "challenge" and blankTile.

1) Each player has a rack with 7 tiles, 4 special tiles at maximum.

2) Either exchange or skip will make you lose a turn and you can only exchange or skip when no tiles are placed.

3) You could buy special tile when you have enough points at any time. When you buy a special tile, you must place it on the board immediately.

4) The game ends when the bag is empty and someone has no more tiles.

3. How to play this game:

1) First, you enter the number of players, and then the names. After you enter the main window, above the board is the information section where you can see your score and the number of remaining tiles. To the right of the board is your Tile rack. The buttons are under your rack and they are quite self-explanatory.

2) when you press Exchange, you will select several tiles from the rack and press Confirm to finish.

3) when you press Submit, this turn will ends if you play valid words. Otherwise, all tiles you placed return to your rack.

4) when you press Purchase, you need to input a number of the special tile, then you can buy it if you have enough score.

5) you can see the tile you pick up in the selected tile section, and you can also click on it to put it back to your rack.

6) It is only allowed to withdraw tiles from the board in the reverse order of their placement.

7) You can only place tile in the right location like in the same line and next to other tiles.

4. Others:

1) Main.java is in the GUI.

2) If the tile in the center is blown by a boomer, the player has to fill the center at first.

Have fun !!