

Behavior Contract

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When a player places tiles during a game, the pre-conditions are:

- For normal tiles:
 1. The player should have enough normal tiles to form a valid word
 2. There are available spaces to place new word
 3. The words placed on the board is valid
 - ✓ the first word must go through the center square
 - ✓ at least one tile must be adjacent to the existing tiles on the board
 - ✓ the direction of the word must be left-to-right or up-to-down
 - ✓ all the connected tiles in valid directions should form valid words or not (could be challenged later)
- For special tiles:
 1. The player should have special tiles
 2. The player could place the special tiles after normal placing of normal tiles
 3. The special tiles should be placed on empty cells

After this player's turn, the post-conditions are:

- Earn normal scores (may earn bonus with tiles on premium squares)
 1. do not activate special tiles
 2. no other players challenge the word
- Earn scores with special tiles activation
 1. one of the tiles is on other players' special tiles
 2. if more than one special tiles are activated, the boom effect has the most priority, the negative score has the second, the reverse players has the third, other special tiles are need further consideration. For example, if one boom and one negative score activate at the same time, the boom firstly destroys all tiles within 3 squares, and calculate the score of the remaining tiles, then take into consideration of the negative effect. The reverse turns always has effect after one player's turn is over.
- Challenge
 1. when the challenger is correct, the challenged tiles should be put back into the bags, and the corresponding scores should be deducted from the player, then the challenger do as usual, which is equivalent that the player who was challenged lost one turn.
 2. when the challenger is wrong, the challenger lose one turn to place tiles.