X		: Grame Syste
Laop	add Player C player)	→ →
	start Game()	
Optional/Loop	playSpecialTile (index, special Ti	10)
Optional /Loop	buySpeial Tiles aspecial Tiles, q	luantity)
← − − −	playletterTiles (letterTiles)	→ \
F	OR Oxdrange Tiles (letter Tiles)	>
Detional	challege (challega)	
	endTurn()	
e	Score	
¢	game Result	