

ABSTRACT**Method for Playing a Game**

A method for playing a board game, comprising:

- providing a board having spaces arranged in horizontal and vertical lines in a grid pattern, wherein the spaces include interior spaces within a periphery of the grid pattern and edge spaces at the periphery of the grid pattern;
- providing players with game pieces such that each player has a corresponding game piece that represents the player;
- distributing lettered tiles to the players such that each player has corresponding lettered tiles that represent the player and each lettered tile displays a single letter;
- placing the game pieces on the board such that each game piece is located on a corresponding space; and then
- for each player, during a turn for the player, using the game piece and the lettered tiles that represent the player:
 - generating a random number to determine a number of claimed spaces that form a continuous segment of adjacent spaces, are adjacent to a starting space where the game piece is located and include and extend to a landing space;
 - moving the game piece from the starting space along the claimed spaces to the landing space;
 - placing lettered tiles selected by the player on the claimed spaces such that each placed lettered tile is located on a corresponding claimed space;
 - awarding a victory point for the player once the placed lettered tiles from the turn or a previous turn are located on adjacent claimed spaces along a horizontal or vertical line of the grid pattern that include and extend between begin and end spaces, the placed lettered tiles are letters of a predetermined word regardless of the order of the placed lettered tiles, thereby forming the word, and the game piece is located on the begin or end space; and
 - declaring the player a winner once the player accumulates a predetermined number of victory points.

[Figure 1]