

Object: Score the most points by placing letter tiles on the gameboard squares, crossword fashion, to make words.

GAME SETUP

1. For this game, use the gameboard side with blank squares. (The pictures along the border are only ideas of words to use.)
2. The scoring chips are not used in this game. Keep score with a pencil and paper.
3. Set up the rest of the game as explained in the Beginner Game, Steps 3, 4 and 5.

HOW TO PLAY

1. **First Turn:** If you're the first player, make a complete word with two or more of your letter tiles. Then place the word on the gameboard squares crossword style (across or down, but never diagonally) so that one of the tiles covers the center star. Score one point for each tile in your word (see Turn 1 at right), and write down your score. Then draw as many tiles from the pool as you played, so that you have seven tiles again.
2. **All Other Turns:** Each player in turn now adds one or more tiles to those on the gameboard squares to form new words. All tiles played on any turn must be placed in a row facing the same way (left to right or top to bottom) and must form complete words.
3. New words may be formed by:
 - Adding one or more letters to a word already on the gameboard. (See Turn 2, at right.)
 - Placing a word at a right angle

ADVANCED GAME

2 to 4 Players • Ages 5 and Up

to a word on the gameboard. The new word must use one of the letters of a word on the gameboard, or must add one or more tiles to a word. (See Turns 3, 4 and 5, below.)

- Placing a complete word parallel to a word on the gameboard, so that all tiles right next to each other form complete words. (See Turn 6, below.)

4. No tiles may be moved after they are played.
5. On any turn you may pass, or

you may exchange one or more of your tiles with the same number of tiles from the pool. Exchanging tiles uses up your whole turn.

6. Keep playing until all tiles have been drawn and one player uses his or her last tile—or until all possible moves have been made.

7. **SCORING:** Score one point for each tile in each word you make. Add up your score after each turn, and write down the total.

When you make two or more words on your turn, you score for

each word, counting common tiles twice. (See Turns 4, 5 and 6, below.)

At the end of the game, each player subtracts one point for each tile he or she has left over.

HOW TO WIN

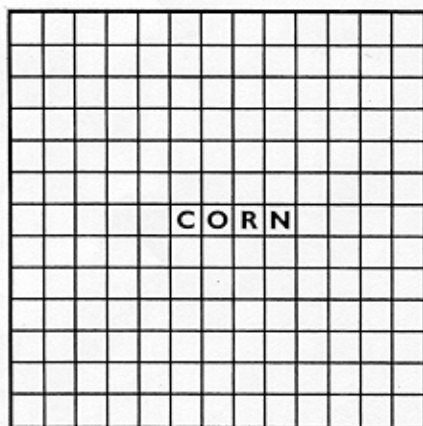
After the game ends, the player with the most points wins!

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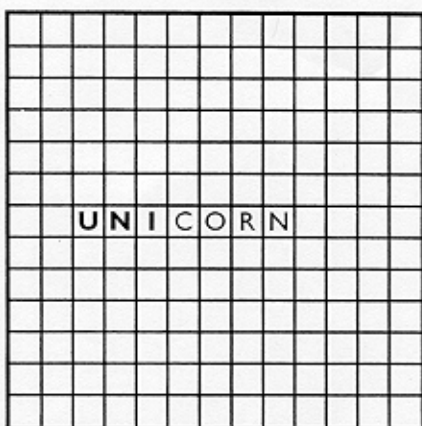
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EXAMPLES OF PLAY

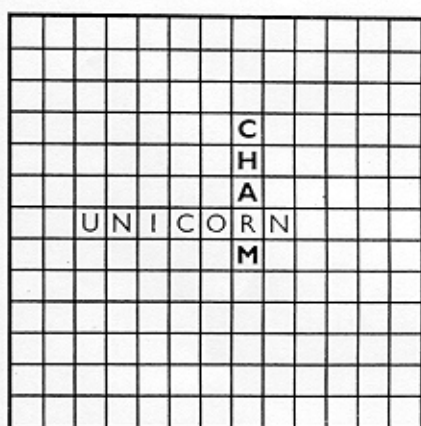
Bold letters show tiles being played on the turn.



Turn 1: Score 4 4 Points for CORN



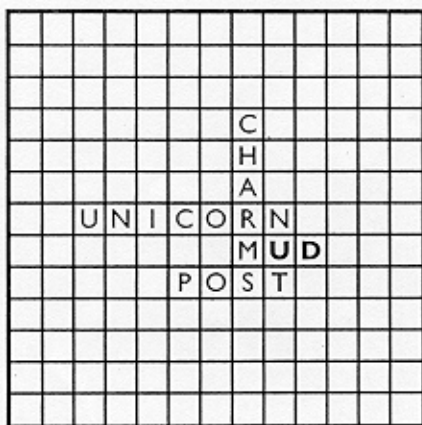
Turn 2: Score 7 7 Points for UNICORN



Turn 3: Score 5 5 Points for CHARM



Turn 4: Score 10 6 Points for CHARMS
4 Points for POST



Turn 5: Score 6 3 Points for MUD
3 Points for NUT



Turn 6: Score 7 3 Points for TAN
2 Points for PA
2 Points for ON