



Michael Graves

The highly acclaimed work of Michael Graves has restored a sense of humanity to modern architecture. Graves, one of the most noted architects of our time, has designed buildings for such clients as Disney™, including the company's corporate headquarters and the Walt Disney™ World Swan and Dolphin Hotels. Gifted in design at every scale, Michael Graves has created products for the home that carry labels such as Alessi, FAO Schwarz, and Steuben. His work has been recognized with scores of awards. Most recently Michael Graves was selected for the 2001 American Institute of Architects Gold Medal award, the highest honor given by the AIA to an individual. In 1999, President Clinton presented Michael Graves with the National Medal of Arts.

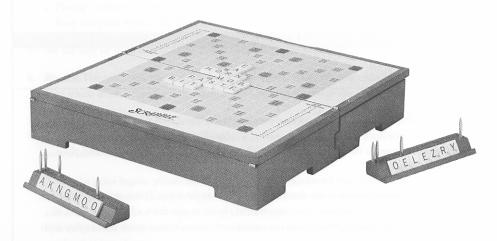
The Michael Graves Collection provides an inspired balance of form and function. Sensible and sublime, practical and whimsical, the objects envisioned by the world-renowned architect infuse our daily lives with joy.





game rules and instructions

AGES 8 to adult For 2 to 4 players





SECTION



Contents

Gameboard, 100 letter tiles, 4 tile racks with built-in scoring system, 16 scoring pegs, hourglass timer, tile storage bag

SECTION



Object of the Game

In the *SCRABBLE*® game, players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter tiles, as well as the premium squares on the board. In a 2-player game, a good player scores in the 300-400 point range.

SECTION



Setup

Place all letter tiles in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pool and remix. All players draw seven new letters each and place them in their racks.

If you'd like to time each turn for about three minutes, use the timer. This is *optional*. You might also use the timer to "handicap" more experienced players to give them a limited amount of time to form their words, while letting less experienced players have as much time as they need.

SECTION



Gameplay

The first player combines two or more of his or her letters to form a word, and places the
word on the board to read either across or down with one letter on the center ★ square.
Diagonal words are not allowed.

- 2. Complete your turn by counting and announcing the score for that turn. Then draw as many new letters as you played, always keeping seven letters on your rack, as long as there are enough left in the pouch.
- 3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.
- 4. New words may be formed by:
 - a. Adding one or more letters to a word or letters already on the board.
 - b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it. (See Turns 2, 3 and 4 in SECTION I.)
 - c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 5 in SECTION I.)
- 5. No tile may be shifted or replaced after it has been played and scored.
- 6. **Blanks:** The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
- 7. You may use a turn to exchange all, some, or none of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn.
- 8. Before the game begins, players should agree on which dictionary they will use, in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.
 - Any play may be challenged before the next player starts a turn. If the play challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her next turn. All words (not just one) made in one play are challenged simultaneously. If any word is unacceptable, the entire play is unacceptable. Only one turn is lost on any challenge. Consult the dictionary for challenges only.
- Ending the Game: The game ends when all letters have been drawn and one player uses his or her last letter, or when all possible plays have been made.



Scoring

In this Michael Graves edition of the SCRABBLE game, each tile rack carries a scoring device (much like a cribbage board) for scoring the points made by the individual player. There are two rows of holes, each row having 20 holes divided for convenience into groups of 5 holes each. At the left side of the rack there are four additional holes for the pegs. Each hole in the inside row represents one point; each hole in the outside row represents 20 points.

A player uses the inside row for a score of less than 20 points and places a peg in the outside row for each 20 points scored. For example, a player's first score is 18 and he or she places a peg in the 18th hole of the inside row. Their second score is 12, making a cumulative score of 30, so they insert a peg in the first hole of the outside row and one in the 10th hole of the inside row, removing the peg previously placed in the 18th hole of the inside row. Their third score is 11, which added to the 10 points already scored on the inside row gives him another 20 points on the outside row and 1 point on the inside row, from which he removes the peg placed in the 10th hole in the preceding turn. And so on. Each player has four pegs so that they can easily count from the pegs already in position. As soon as he/she has scored a new turn, they remove the pegs that have been left behind and places them in the extra holes provided for them at the left side of the rack. Scoring of words is as follows:

- 1. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
- The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
- 3. **Premium Letter Squares:** A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
- 4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.

If a word covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count).

NOTE: The center ** square is a pink square, which doubles the score for the first word.

- 5. Letter and word premiums count *only* on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
- 6. When a *blank* tile is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.

- 7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word. (See Turns 3, 4 and 5 in SECTION I.)
- 8. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after totaling your score for the turn.
- Unplayed Letters: When the game ends, each player's score is reduced by the sum of his or her unplayed letters. In addition, if a player used all his or her letters, the sum of the other players' unplayed letters is added to that player's score.

SECTIO



Winning the Game

The player with the highest final score wins the game. In case of a tie, the player with the highest score *before* adding or deducting unplayed letters wins.

SECTIO



Rules for Shorter Gameplay

New SCRABBLE game players should find these versions faster and more inviting than the standard version.

9-Tile SCRABBLE GAME

This variant is identical to the original game except players have 9 tiles on their racks instead of the usual 7. You score a 50-point Bingo bonus for using 7, 8, or all 9 tiles on your rack.

Finish Line SCRABBLE GAME

In this variant, the game is over when one player reaches a pre-decided score, no matter how many tiles are left. This variant allows mixed play-level groups, as the score needed to win depends on the level of the player (Beginner, Intermediate, or Expert). Here are the points needed to win the game.

	Beginner	Intermediate	Expert	
Two Players	70	120	200	
Three Players	60	100	180	
Four Players	50	90	160	

If players of the same level are playing, each needs to reach the same score. For example, two Intermediate players would be playing to 120 and four Beginners would each be playing to 50.





10 Ways to Become a SCRABBLE Game Expert

There's no doubt about it — it takes a stellar vocabulary and super strategies to become a *SCRABBLE* expert. Looking for instant results? These tips from seasoned *SCRABBLE* players could help you rule the board!

- 1. TWO- AND THREE-LETTER WORDS: Learn the 2-letter and 3-letter words. They are the building blocks of expert play and can boost your average score by as much as 50 points per game.
- 2. SECRET OF THE "S": Use an S to form two words at once. Pluralize one word while forming another at the same time. Hint: Use your S wisely. Don't add it unless you can earn at least 8 points by doing so.
- 3. SHUFFLE TILES: Shuffle the tiles on your rack frequently. Look for some common ways that letters go together. Some of these are BR, CH, CL, DLE, ED, ENT, EST, FUL, GHT, ING, NK, KLE, MIS, ISM, IUM, MB, MP, ND, NT, PR, PL, RE, STR, TH, UN, IVE and OUS. As you form these combinations, it may surprise you how words will often appear on your rack when you least expect them.
- **4. BONUS SQUARES:** Always look for ways to play across premium squares. Check especially for premium squares next to vowels.
- 5. CONSIDER YOUR NEXT PLAY: Make your play with an eye toward your next play. You can do so simply by saving some good tiles on your rack. Your best chance of having a great next rack is to save some combination of the letters "AEILNRST" (hint: think "starline"), ideally saving either the same number of vowels and consonants, or just one extra consonant.
- 6. BINGO'S: Always look for Bingo's (using all 7 tiles at once). Optimism and know-how will mean more 50-point bonuses. Learn common word beginnings and endings and know how to place them on your rack.
- 7. Q WITHOUT U: Learn the Q-without-U words. The Official SCRABBLE® Players Dictionary (third edition) lists these: QAT(S), QAID(S), QOPH(S), FAQIR(S), QANAT(S), TRANQ(S), QINDAR(S), QINTAR(S), QWERTY(S), SHEQEL, QINDARKA and SHEQALIM.
- **8. LOOK FOR HOOKS:** "Hooks" are single letters that you can add to existing words that form other words. We've already mentioned the "S hook," but also look for words you could end with a Y, E, R or D. Example: HAND(Y), PLAN(E), TAME(D, R).
- 9. CHOICE OF PLAYS: After you find a good play, if you have time, look for a better one. Always try to give yourself a choice of plays. By exercising your decision-making abilities, you'll likely develop keener strategic skills.

10. ATTITUDE: Keep in mind that anyone can beat anyone else with a certain amount of luck. Also remember that everyone draws poor combinations of tiles at times, so when you do, take pleasure in making the best play you can. Finally, don't dwell on your mistakes. Everyone makes them, so go easy on yourself and just enjoy playing!

SECTION



Examples of Word Formation and Scoring

In the following, the words or letters added on five successive turns are shown in bold type. The scores shown reflect the letter R being on the center ★ square. In Turn 1, count HORN; in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE; in Turn 5, BIT, PI and AT.

Turn 1: Score 14	Turn 2: Score 9	Turn 3: Score 25	
	F	F	
	A	A	
HORN	HORN	HORN	
	M	M	
		PASTE	
	The second secon		

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

SCRABBLE, the associated logo, the design of the distinctive SCRABBLE brand gameboard, and the distinctive letter tile designs are trademarks of Hasbro in the United States and Canada. The HASBRO and PARKER BROTHERS names and logos are ® and © 2003 Hasbro, Pawtucket, RI 02862 U.S.A. All Rights Reserved. ® denotes Reg. US Pat. & TM Office. www.scrabble.com

Distributed by Target Corporation, Minneapolis, MN 55403.

©2003 Target Brands, Inc. All Rights Reserved. www.target.com





