

## GAMEPLAY QUESTIONS?

Call Milton Bradley at:  
(413) 525-3545

Game Counselors are available  
Monday-Friday 8:00 AM - 4:45 PM  
(Eastern Time)



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**SUPER SCRABBLE®**  
Concept by Milton Bradley Company  
Program and Audiovisuals by Imagineering, Inc.  
Program and Design by Chung S. Lau  
Additional Design by Alex DeMeo  
Audio Engineering by Alex DeMeo  
Graphics by Mike Sullivan  
Musical Arrangement by Mark Van Hecke

Nintendo

GAME BOY™

DMG-SR-USA

Super  
**SCRABBLE®**

BRAND

CROSS-WORD GAME

INSTRUCTION  
BOOKLET

LICENSED BY



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## Thank You

Thank you for purchasing SUPER SCRABBLE! This exciting Game Pak from Milton Bradley brings all the fun of traditional SCRABBLE right to your fingertips!

Before you start to play, please read this instruction booklet carefully to ensure maximum enjoyment of your new game. Keep this booklet safe for future reference.

## How To Use This Booklet

SUPER SCRABBLE is as much fun to learn as it is to play. This booklet includes all the traditional SCRABBLE game rules, plus easy step-by-step instructions on using the Game Boy controls.

To quickly discover which buttons to push and when to push them, first turn to the Table of Contents. Then flip to the page that corresponds to the gameplay in question and look for the miniature Game Boy. All button-pushing steps are briefly outlined for you.

It's that easy!



## SAFETY TIPS

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This is a high precision game. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- To avoid malfunction, do not touch the terminals or let them come into contact with water.
- Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- Store the Game Pak in its protective case when not in use.



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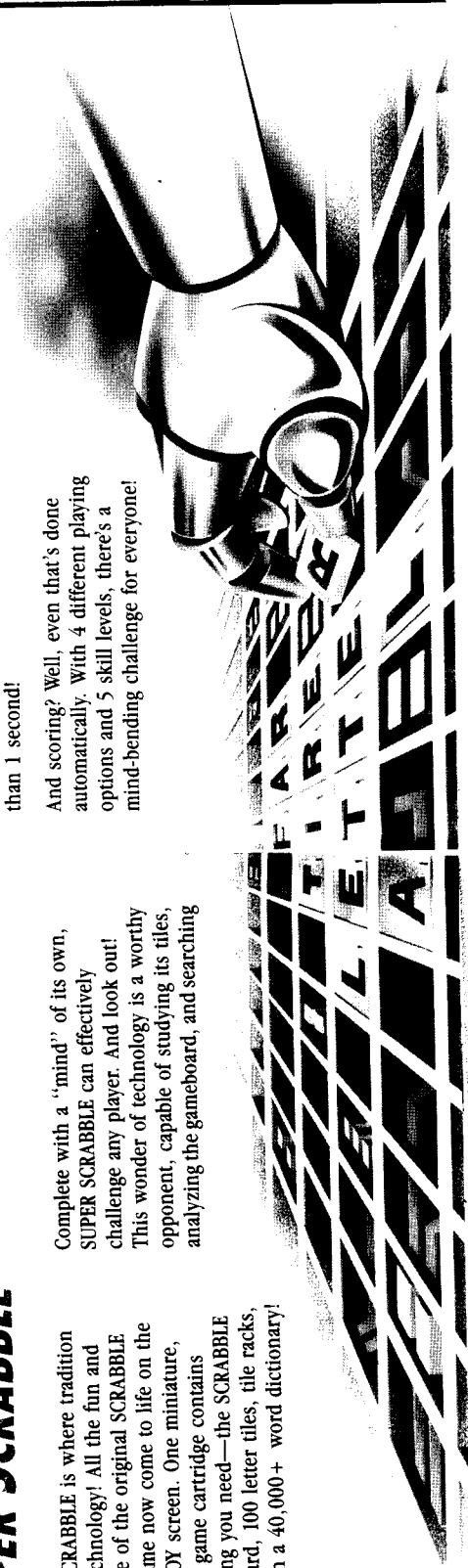
# WELCOME TO THE AGE OF SUPER SCRABBLE<sup>®</sup>

SUPER SCRABBLE is where tradition meets technology! All the fun and challenge of the original SCRABBLE board game now come to life on the GAME BOY screen. One miniature, portable game cartridge contains everything you need—the SCRABBLE gameboard, 100 letter tiles, tile racks, and even a 40,000+ word dictionary!

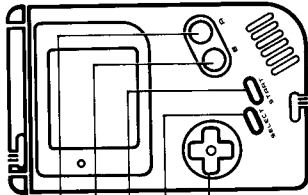
Complete with a "mind" of its own, SUPER SCRABBLE can effectively challenge any player. And look out! This wonder of technology is a worthy opponent, capable of studying its tiles, analyzing the gameboard, and searching

for the biggest point-scoring opportunity! A search of the 40,000+ word dictionary takes this cyborg mind less than 1 second!

And scoring? Well, even that's done automatically. With 4 different playing options and 5 skill levels, there's a mind-bending challenge for everyone!



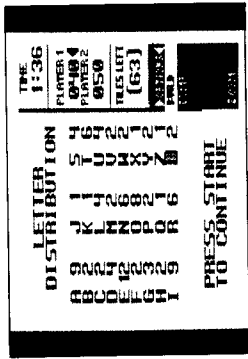
# USING THE CONTROLS



BUTTON A  
 BUTTON B  
 START BUTTON  
 SELECT BUTTON  
 CONTROL PAD

## To Pause/Resume

Press the START BUTTON to pause during game play. The LETTER DISTRIBUTION screen will appear. Press again to restart the game from the point at which it was stopped.



## To Reset

Press the SELECT and START BUTTONS simultaneously during the game to reset and return to the SUPER SCRABBLE title screen.

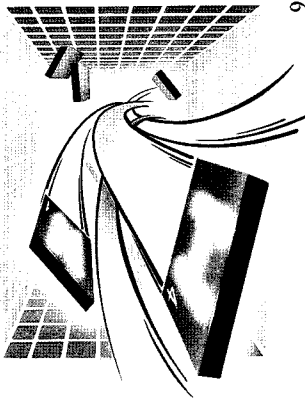
**IMPORTANT: The game cannot be played if only one of the GAME BOY units has been reset in a LINK game.**

## To End Game Early

To end the game before all the tiles have been selected, press the START BUTTON to pause the game; then press BUTTONS A and B simultaneously to display the final score screen.



**NOTE:** The controls, as they apply to various aspects of gameplay, are further explained throughout this instruction booklet.



# HOW TO PLAY

## Getting Started

Make sure the GAME BOY power switch is OFF. Insert the SUPER SCRABBLE Game Pak, then turn ON the power switch. "Nintendo®" will be displayed followed by the credits and title screen.

## Gameplay Demonstration

To preview SUPER SCRABBLE gameplay, do not select a play option. A brief demonstration of gameplay will automatically be displayed.


To return to the title screen, press the START BUTTON or BUTTON A.

## 4 Ways To Play!

The title screen gives you 4 different play options:

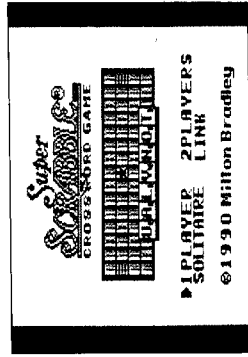
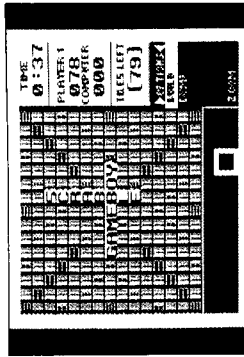
- 1-PLAYER—You against the computer.
- 2-PLAYERS—You against a friend, both sharing a single GAME BOY!
- LINK—You against a friend, each playing your own GAME BOY!
- SOLITAIRE—You against the clock trying to maximize points!

## How To Select Your Play Option

- Use the  CONTROL PAD to select 1-PLAYER, 2-PLAYERS, LINK or SOLITAIRE.

- Press the START BUTTON or BUTTON A to set your selection. The MUSIC/SKILL options screen is then displayed.

**NOTE:** If the Game Link™ cable is not connected, the LINK mode cannot be selected. Playing with the Game Link™ is discussed in detail on page 33.




## Music / Skill Options Screen

### Music Option

In all 4 play options, MUSIC ON is automatically engaged. You may, however, elect to turn the MUSIC OFF.

### How To Turn MUSIC OFF/ON

 • To turn the MUSIC OFF, press BUTTON B. To restart the music, simply press BUTTON B again.

### Skill Option



In a 1-PLAYER game, choose the computer's strength from 5 skill levels. Each level is the amount of time the computer has to form a word. The more time the computer has to "think," the stronger an opponent it becomes.

In a 2-PLAYER or LINK game, each player may choose from the same 5 skill levels. Hint: Handicap the stronger player with a shorter time to think.

In a SOLITAIRE game, choose from 5 different skill levels. Each level affects the amount of time you have to use up all 100 tiles.

**NOTE:** For a detailed explanation of SOLITAIRE, please refer to page 34.

### How To Select Skill



 • Use the  CONTROL PAD to select a skill level.

• Press BUTTON A to set your selection. The PICK A TILE screen is then displayed. (SELECT TILES screen is displayed in a SOLITAIRE game.)

## Who Goes First?

The PICK A TILE screen determines which player goes first. The player who selects the letter closest to the beginning of the alphabet begins play.

### How To Pick A Tile

 • Use the  CONTROL PAD to move the pointing finger to the tile you wish to select.

• Press BUTTON A to set your selection. After both players have selected a tile, the SELECT TILES screen is then displayed.



## Selecting Your Tiles

At the beginning of the game, each player selects 7 letter tiles for play. Players continue to select tiles on each turn, for a total of 7 tiles, to replace tiles previously used.


### How To Select Your Tiles

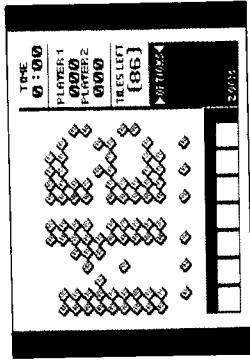
Tile selection is either automatic or manual.

#### Automatic Selection

- Press the SELECT BUTTON to automatically select 7 tiles for play.

#### Manual Selection

- Use the  CONTROL PAD to move the pointing finger and manually select 7 tiles.



- Press BUTTON A after selecting each tile to set your selection.

#### After Selecting

After all 7 tiles have been selected and set, PLAYER (#) UP is shown. That player must press BUTTON A. The words GET READY appear at the bottom of the screen. The gameboard screen is then displayed.

## A Look At The Gameboard

The SUPER SCRABBLE gameboard features the same playing squares as the traditional SCRABBLE gameboard.

To score the greatest number of points, it is best to place letters on the premium squares.

**NOTE:** For a magnified view of the gameboard, refer to the ZOOM option on page 25.

## Premium Square Symbols

Center ★ Square

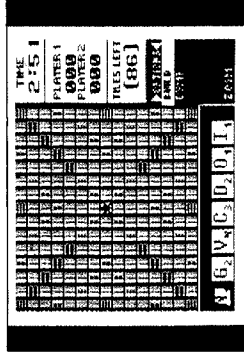
(*Double word score for the first word played in a game.*)

Double Word Score

Triple Word Score

Double Letter Score

Triple Letter Score





## Forming And Placing Words

Players alternate turns forming and placing words on the gameboard.

When you are forming and placing a word, the BUILD option is automatically engaged.



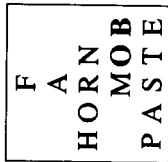
**IMPORTANT:** The first word of the game must be placed so that one tile covers the center ★ square.

## Basic Rules Of Word Building

1. Words are formed with two or more letters and are placed crossword fashion in rows on the gameboard.

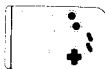
2. New letters are added to existing letters on the gameboard to form new words. All letters played on a turn must be placed in one row across or down the gameboard. Diagonal words are not permitted.

If letters from a new word touch letters in adjacent rows, those letters together must form complete words. For example, adding "O" and "B" to form "MOB" also forms "NOT" and "BE."



3. Words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe are NOT permitted.

## How To Build A Word



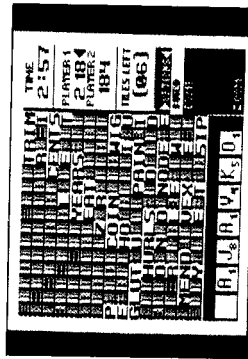
• Use the  CONTROL PAD to select a tile from your playing rack.

• Press BUTTON A to set your selection.

• Press BUTTON A to automatically place the tile on the gameboard.

• Use the  CONTROL PAD to position the tile.

- Press BUTTON A to set the tile's location on the gameboard.
- After following the above steps for each letter, press the SELECT BUTTON to set the word. BUT WAIT! You may have a problem that must be corrected *before* you set your word. (See MISPLACED LETTER on next page.)



▲ RACK ▶

▲ BLANK TILE

### Oops! Misplaced Letter?

- Press **BUTTON B** to return a misplaced tile(s) from the gameboard back to your playing rack.

### Invalid Move

If, at any time, the words **INVALID MOVE** appear at the bottom of the screen, this indicates that you have performed an illegal move.

- Use the **CONTROL PAD** to re-position your tile on the gameboard, or press **BUTTON B** to return your tiles(s) to your playing rack and try again.

### Blank Tiles

The two blank tiles may be used as any letters. To play a blank, select the letter it represents. It remains that letter for the rest of the game.

- Use the **CONTROL PAD** to select the letter your blank tile represents.
- Press **BUTTON A** to set your selection.

**NOTE:** Although the blank tile now represents a letter, it will appear as a blank tile on the gameboard—just as in traditional Scrabble! To see what letter the blank tile represents, simply use the **ZOOM** option. For a detailed explanation of **ZOOM**, please refer to page 25.

### Like To Fiddle With Your Tiles?

If you're one of those fidgety players who likes to re-arrange the tiles on your playing rack, you're in luck!

- Use the **CONTROL PAD** to select the tile that you want to move.
- Press **BUTTON A** to set your selection.

- Use the **CONTROL PAD** to move to the location on the rack where you want to place the selected tile.
- Press **BUTTON A** to move the selected tile to that rack location.

*Not applicable in a 1-PLAYER game while the computer is THINKING.*

### Can't Make A Word?

If you are having difficulty making a word, don't panic! You can either **PASS** or **DUMP** your tiles.

### How To Pass

- Press the **SELECT BUTTON** to **PASS**.

### Using The Dump Option

**NOTE:** If you would like to use your turn to exchange one or more of your letters, please refer to the **DUMP** option on page 26.

## End Of Turn

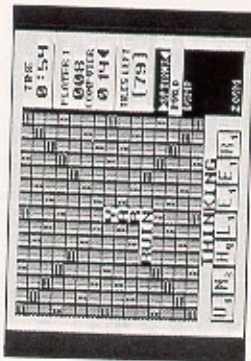
Your turn ends and play passes to your opponent when you complete one of the following tasks:

- ▶ BUILD a word
- ▶ PASS
- ▶ DUMP your tiles

**NOTE:** For a different method of building words, please refer to page 27.

## Thinking

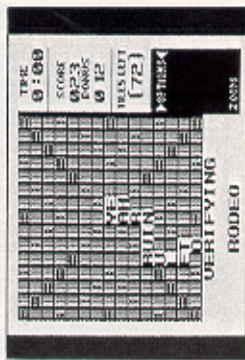
In a 1-PLAYER game while the computer is THINKING, *your* tile rack appears. Use the computer's time to study your letters and plan your next move!



## Challenges

### 1-Player Game

The computer will automatically search its built-in 40,000+ word dictionary for each word that you place and set. The word VERIFYING will appear at the bottom of the screen.



When the computer completes the search, the word FOUND or the words NOT FOUND will appear at the bottom of the screen. If a word is NOT FOUND, the computer automatically initiates a CHALLENGE. You may then ACCEPT or OVERRIDE the computer's ruling.

**NOTE:** Please refer to HOW TO ACCEPT/OVERRIDE on page 23.

### 2-Player or Link Game

At the beginning of your turn, you may elect to challenge your opponent's word by selecting the CHALLENGE OPTION.

▶ CHALLENGE ◀

### How To Select The Challenge Option



- Use the **CONTROL PAD** to select **CHALLENGE** from the **OPTIONS** section of the gameboard screen.

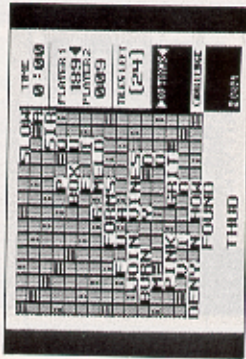
- Press **BUTTON A** to set your selection.

### The Challenge Option

When the computer is engaged in a **CHALLENGE**, the word **VERIFYING** will appear at the bottom of the screen as the computer searches its built-in 40,000+ word dictionary for the challenged word. Following the

search, the word **FOUND** or the words **NOT FOUND** will appear at the bottom of the screen.

If the challenged word is **NOT FOUND** by the computer, you and your opponent must agree to either **ACCEPT** or **OVERRIDE** the computer's ruling.



If you **ACCEPT** the computer's ruling, the challenged tiles are automatically returned to your opponent's rack and he or she loses that turn.

**ACCEPT**

If you choose to **OVERRIDE** the computer's decision, points from the challenged word are added to your opponent's score, and you (as the challenger) lose your next turn.

**OVERRIDE**

*The well-stocked **SUPER SCRABBLE** dictionary is derived from **The American Heritage Dictionary**,*

*and also includes selected favorite **SCRABBLE** words. However, in case a legal word is **NOT FOUND**, simply use the **OVERRIDE** option.*




### How To Accept/Override

- Use the **CONTROL PAD** to select **ACCEPT** from the **OPTIONS** menu if you agree with the computer's ruling, **OR** to select **OVERRIDE** if you disagree with the ruling and want the word counted and added to the challenged player's score.
- Press **BUTTON A** to set your selection.

## MORE ABOUT OPTIONS

The **OPTIONS** menu allows a player to **BUILD** a word on the gameboard, **DUMP** any amount of tiles from a playing rack for new letters, **CHALLENGE** an opponent's word, **ACCEPT** or **OVERRIDE** the challenge, and **ZOOM** to any part of the gameboard for a close-up view.

### How To Select An Option

- Use the  CONTROL PAD to move to the **OPTIONS** section of the gameboard screen.

## ▶ OPTIONS ◀

BUILD

DUMP



CHALLENGE



ACCEPT

OVERRIDE

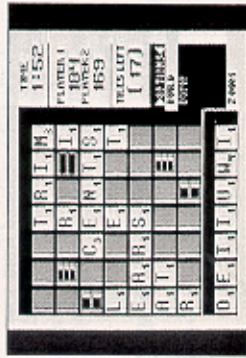
ZOOM

## Zoom

- Use the  CONTROL PAD to select **ZOOM** if you would like a magnified view of a section of the gameboard.
- Press **BUTTON A** to set your selection. A pointing finger will appear in the gameboard area. The words "SELECT ZONE AND PUSH A TO ZOOM" will appear at the bottom of the screen.
- Use the  CONTROL PAD to move the pointing finger to the area of the gameboard where you would like to zoom in.
- Press **BUTTON A** to activate the zoom.

- Use the  CONTROL PAD to scroll around to any location on the gameboard by moving the pointing finger.
- To return to the full-size view of the gameboard, use the  CONTROL PAD to again select **ZOOM**.

- Press **BUTTON A** to set your selection.

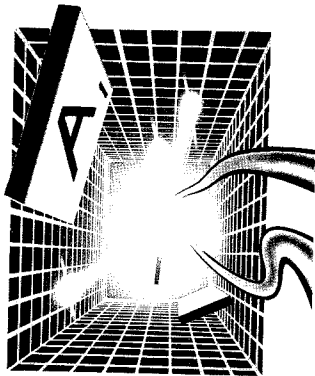


## Dump

- Use the **⊕** CONTROL PAD to select DUMP if you would like to exchange single tiles or your entire tile rack.
- Press **BUTTON A** to set your selection.
- Use the **⊕** CONTROL PAD to select each tile to be replaced from your playing rack.
- Press **BUTTON A** after selecting each tile to set your selection.
- Press the **SELECT BUTTON** to DUMP your selected tiles.

**TIP:** To DUMP your entire playing rack, simply select and set the DUMP option and then press the SELECT BUTTON.

**REMINDER:** The DUMP option uses up your turn.



## ANOTHER WAY TO BUILD WORDS

- Press **BUTTON A** to set your selection.
- Press **BUTTON A** to place the selected tile on the selected square.
- Press **BUTTON A** to set the tile's placement.
- After following the above steps for each letter, press the **SELECT BUTTON** to set your word.

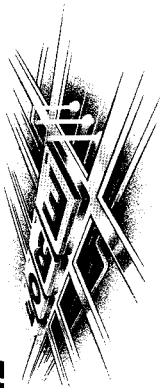


For a fun alternative on how to build words, try the pointing finger method!

- Use the **⊕** CONTROL PAD to place the pointing finger on the gameboard.
- Point to the square where you intend to place a tile and press **BUTTON A** to set that location.
- Use the **⊕** CONTROL PAD to select a tile for placement from your playing rack.

# 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.



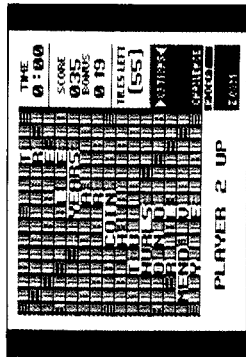
# SCORING

All scoring is automatically done by the computer after you have successfully placed and set a word.

The value of each letter is indicated by a number at the bottom of the tile. The value of a blank is zero.

The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

After building and setting a word, check the score area of the gameboard. The SCORE is the word's face value; the BONUS is the score earned from premium squares and 50-point bonuses; the TOTAL is the combined score.



**Scoring For Premium Squares**  
Premium squares count only on the turn in which a tile is placed on them. On all other turns, letters are scored at their face value.

If a word is formed that covers both a premium letter square and a premium word square, the score for double or triple letter values is calculated before doubling or tripling the word score.



Your score is 24. Double the "E" tile before you triple the word score.

## More About Scoring

If a word is formed that 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).

When a blank tile is played on a premium word square, the value of the word is doubled or tripled, even though the blank has no score value.

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.

**BONUS!** Any player who plays 7 tiles on a turn scores an extra premium of 50 points after totaling his or her 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 letters, the sum of the other player's unplayed letters is added to that player's score.

# How To Win

The player with the highest final score wins the game.

In case of a tie, the player with the higher score (before adding or deducting unplayed letters) wins.

## Final Score Screen

When the game ends, the words GAME OVER appear at the bottom of the screen. The FINAL SCORE screen will immediately follow. Shown are your SCORE, UNUSED tiles, REDUCED points, BONUS points, and your FINAL SCORE after all scoring deductions have been made. The HIGH SCORE SCREEN is then displayed.

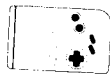
FINAL SCORES	
SCORE PLAYER 1	271
UNUSED	KUO
REDUCED	19
BONUS	00
TOTAL SCORE	252
SCORE PLAYER 2	204
UNUSED	ATA
REDUCED	03
BONUS	00
TOTAL SCORE	201


## High Score Screen

The top five high scores for each game session are recorded on this screen. You may enter your name beside your score.



## How To Enter Your Name For High Score



- Use the  CONTROL PAD to select a letter.
- Press **START** to set your selection.
- After setting each letter, press the **START** to set the name.

# How To Play A LINK GAME

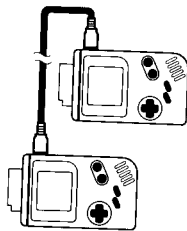
You need:

- 2 GAME BOY units
- 2 SUPER SCRABBLE Game Paks
- 1 Game Link™ cable

1. Connect the Game Link™ cable as shown in the diagram. After checking that the Game Paks have been inserted correctly in place, turn the power switch of both units ON.
2. Check that both units display the title screen. Then select "LINK" on each of the GAME BOY units.

**NOTE:** For details on operation after this, see HOW TO PLAY on page 10.

**IMPORTANT:** If step 1 is not done properly, or if the cable is disconnected or re-plugged during the game, the game will not function. In this case, turn OFF both units' power switches, and begin the set-up procedure from step 1 again.

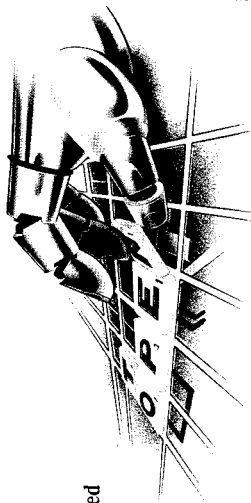


# SOLITAIRE

The game of SOLITAIRE is a race against the clock! Choose from five fantastic SKILL levels for 5 minutes to 9 minutes of mind-bending challenge! Simply select your tiles, BUILD a word, or DUMP your tiles as fast as you can. The object is simple—see how many points you can score before time runs out!

The game ends when the timer reaches zero. The FINAL SCORE SCREEN is then displayed, followed by the HIGH SCORE SCREEN.

**NOTE:** For additional information on SKILL OPTIONS, SELECTING YOUR TILES, FORMING AND PLACING WORDS, and how to DUMP your tiles, please refer to the TABLE OF CONTENTS on page 5.



## MILTON BRADLEY COMPANY 90-DAY LIMITED WARRANTY

Milton Bradley Company warrants to the original purchaser only, that the Game Pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the Game Pak is found defective within 90 days from the date of purchase, it will be replaced. Simply return the Game Pak to Milton Bradley Company along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Milton Bradley Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages from personal injury, even if Milton Bradley Company has been advised of the possibilities of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Milton Bradley Company  
Attn: Consumer Service  
443 Shaker Road  
East Longmeadow, MA 01028

For Warranty Information:  
Telephone: 413-525-6411  
Ask for Consumer Service  
Representative