

Every Word's A WINNER

# SCRABBLE<sup>®</sup>

CROSSWORD GAME

## RULES FOR 2 TO 4 PLAYERS/ AGES 8+

### Contents:

- Gameboard
- 100 Letter Tiles
- 4 Tile Racks
- 12 Power Tiles
- Letter pouch

**Object:** Play your letter tiles to form words crossword-style on the board. Try to score the most points by placing your tiles strategically and taking advantage of premium squares. To win, have the highest score when the game ends.

### So, What's Different?

SCRABBLE now offers this tempting variety of ways to play:

- **Classic SCRABBLE Game** (page 1). It's straight-up SCRABBLE, the game you already know and love.
- **Power Tile Game** (page 5). Special tiles offer a strategic twist for more scoring options.
- **Team Game** (page 7). Buddy up for more social play. (Try this game with Power Tiles for double the fun!).

### Classic SCRABBLE Game

#### SETUP

1. Place the 12 colored tiles out of play. They're used only in the Power Tile Game.
2. Place all letter tiles in the pouch and give it a shake to mix them up.
3. Each player draws one tile. The player with the letter closest to "A" will go first. A blank tile beats any letter.
4. Return the tiles to the pouch and remix them.
5. All players draw seven new tiles and place them on their racks. Keep your tiles secret from your opponents.
6. Agree on a dictionary and keep it nearby, to be used *only* in case of a challenge.
7. Choose a player to be the scorekeeper. This player takes a pencil and paper (not provided) and will keep a running tally of everyone's score.

## GAMEPLAY

1. If you're the first player, combine two or more of your letters to form a word, then place the word on the board either across or down, with any letter on the center ★ square.
2. Tally your score and announce it to the scorekeeper. (See **Scoring** on page 3). Then draw as many tiles as you played, to reload your rack to seven tiles. This ends your turn.
3. Play continues to the left, with each player adding one or more letters to a word on the board to form one or more new words. You'll score points for each new word you form on your turn.
4. **Forming Words:** Form new words by connecting them to words on the board, in either of two ways:
  - Form a word at right angles to a word on the board. (See Turns 2, 3 and 4 on page 4.) The new word must use at least one letter already on the board, or add a letter to it.
  - Form a word parallel to a word on the board, so that all letters next to it form new words. (See Turn 5 on page 4.)
5. You cannot move or replace a tile after you've played and scored it.
6. **Blanks:** You may play a blank tile to represent any letter. Just state the letter that it represents. It stays that letter for the rest of the game.
7. **Exchanging Tiles:** Cursed with a tough letter mix? You may use your turn to exchange one or more of your letters with new ones from the pouch. Just place your unwanted letter(s) facedown, draw the same number of new letters, then place your unwanted letter(s) into the pouch and

mix them up. You score no points for this turn.

8. **Passing:** You may pass (choose not to make a play) on any turn.

9. **Acceptable Words:** Any word that is a part of speech (for example, a noun, verb, adjective or adverb), including a plural, form or tense of the word, is acceptable, as long as it can be found in a standard English dictionary (or the Official SCRABBLE Players Dictionary, if you're using it).

Words that are *not* acceptable are:

- Words that are always capitalized
- Abbreviations
- Prefixes and suffixes that stand alone
- Words requiring a hyphen or an apostrophe

10. **Challenges:** Any play may be challenged by any other player before the next player starts a turn.

- If the challenged play is unacceptable, the challenged player takes back *all* tiles he or she played on that turn, and loses that turn.
- If the challenged play is acceptable, the challenger loses his or her next turn.

*All* of the words formed in one play are challenged at the same time. If *any* word is unacceptable, the entire play is unacceptable. Only one turn is lost on any challenge.

11. **Ending the Game:** The game ends when all letters have been drawn and one player uses his or her last letter; or when all players pass.

## SCORING

1. The score value of each letter is shown by the number on the tile. The score value of a blank is zero.

2. On your turn, you'll score the total value of all letters in each new word that you form on that turn, *plus* any bonus points you scored for placing letters on premium squares.

3. **Premium Letter Squares:** A blue square doubles the score of a letter placed on it; a green square triples the letter score.

4. **Premium Word Squares:** The score for an entire word is doubled when you place one of its letters on a red square; it is tripled when you place one of its letters on an orange square.

Include any bonus points for double or triple letter values *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 red square, which doubles the score for the first word played.

5. Letter and word bonuses count *only* on the turn on which they're played. On later turns, letters already played on premium squares count at face value.

6. When you play a blank tile on a red or orange square, the value of the word is doubled or tripled, even though the blank itself has no score value.

7. **Scoring Multiple Words:** When you form two or more words in the same play, you score for each word. Count the common letter (with full premium square bonus, if any) for each word. (See Turns 3, 4 and 5 on page 4.)

8. **BINGO!** If you play all seven of your tiles on your turn, it's a bingo. You'll score a bonus of 50 points *after* totaling your score for the turn.

9. **Unplayed Letters:** When the game ends, the scorekeeper *deducts* the total value of each player's unplayed tiles from that player's score.

Also, if any player used all of his or her letters, the scorekeeper *adds* the total value of all other players' unplayed tiles to that player's score.

## HOW TO WIN

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

## RULES FOR SHORTER GAMEPLAY

New SCRABBLE players may find these versions faster and more fun than the classic game.

**9-Tile SCRABBLE:** Play it like the classic game, except players keep 9 tiles on their racks instead of 7. You score a 50-point Bingo bonus for playing 7, 8, or all 9 tiles on your rack.

**Finish Line SCRABBLE:** This game ends when one player scores the pre-decided number of points, no matter how many tiles are left. It's great for mixed play-level groups, because the score needed to win depends on each player's level (Beginner, Intermediate or Expert). See the chart below.

If every player is at the same level, each one needs to reach the same score. For example, two Intermediate players would play for 120 points.

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

## WORD FORMING AND SCORING EXAMPLES

The letters added on these five consecutive turns are outlined in red. Scores reflect the **R** being on the center ★ square.

TRIPLE LETTER SCORE				TRIPLE LETTER SCORE
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
	H <sub>4</sub>	O <sub>1</sub>	R <sub>1</sub>	N <sub>1</sub>
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
TRIPLE LETTER SCORE				TRIPLE LETTER SCORE

Turn 1  
HORN  
Score 14

TRIPLE LETTER SCORE		F <sub>4</sub>		TRIPLE LETTER SCORE
	DOUBLE LETTER SCORE	A <sub>1</sub>	DOUBLE LETTER SCORE	
	H <sub>4</sub>	O <sub>1</sub>	R <sub>1</sub>	N <sub>1</sub>
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
TRIPLE LETTER SCORE		M <sub>3</sub>		TRIPLE LETTER SCORE

Turn 2  
FARM  
Score 9

TRIPLE LETTER SCORE		F <sub>4</sub>		TRIPLE LETTER SCORE
	DOUBLE LETTER SCORE	A <sub>1</sub>	DOUBLE LETTER SCORE	
	H <sub>4</sub>	O <sub>1</sub>	R <sub>1</sub>	N <sub>1</sub>
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
TRIPLE LETTER SCORE		M <sub>3</sub>		TRIPLE LETTER SCORE
	P <sub>3</sub>	A <sub>1</sub>	S <sub>1</sub>	T <sub>1</sub>
				E <sub>1</sub>

Turn 3  
PASTE & FARMS  
Score 25

TRIPLE LETTER SCORE		F <sub>4</sub>		TRIPLE LETTER SCORE
	DOUBLE LETTER SCORE	A <sub>1</sub>	DOUBLE LETTER SCORE	
	H <sub>4</sub>	O <sub>1</sub>	R <sub>1</sub>	N <sub>1</sub>
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
TRIPLE LETTER SCORE		M <sub>3</sub>		TRIPLE LETTER SCORE
	P <sub>3</sub>	A <sub>1</sub>	S <sub>1</sub>	T <sub>1</sub>
			O <sub>1</sub>	B <sub>3</sub>

Turn 4  
MOB, NOT & BE  
Score 16

TRIPLE LETTER SCORE		F <sub>4</sub>		TRIPLE LETTER SCORE
	DOUBLE LETTER SCORE	A <sub>1</sub>	DOUBLE LETTER SCORE	
	H <sub>4</sub>	O <sub>1</sub>	R <sub>1</sub>	N <sub>1</sub>
	DOUBLE LETTER SCORE		DOUBLE LETTER SCORE	
TRIPLE LETTER SCORE		M <sub>3</sub>		TRIPLE LETTER SCORE
	P <sub>3</sub>	A <sub>1</sub>	S <sub>1</sub>	T <sub>1</sub>
			O <sub>1</sub>	B <sub>3</sub>
	B <sub>3</sub>	I <sub>1</sub>	T <sub>1</sub>	

Turn 5  
BIT, PI & AT  
Score 16

## Power Tile Game

This game plays like Classic SCRABBLE, except that you can play your Power Tiles to “break the rules” and boost your score!

### SETUP

Set up your game as for Classic SCRABBLE, drawing for first play and placing seven tiles on your racks. Each player then takes three Power Tiles of the same color. Place your 3-point blank on your rack beside your letter tiles. Place your two star tiles near your rack. See Figure 1.

**FIGURE 1**

**SET UP YOUR POWER TILES THIS WAY**



### GAMEPLAY

The Classic SCRABBLE rules apply, except that you can play Power Tiles on your turns.

### PLAYING YOUR 3-POINT BLANK

Play this tile as you would play a blank tile in the classic game. The difference is that you'll score three points for it (or more, if you play it on a premium square). Your 3-point blank will improve your chances of forming longer words which may cover multiple premium squares; and may also improve your chances of playing that elusive seven-tile bingo! See Figure 2.

*Note:* Any player who uses the 3-point blank to form a new word on a future turn, also scores 3 points for it.

**FIGURE 2**

**PLAY YOUR 3-POINT BLANK AS AN “S”  
ON THE DOUBLE WORD SQUARE  
TO SCORE 28 POINTS!**



P<sub>3</sub> L<sub>1</sub> A<sub>1</sub> Y<sub>4</sub>

## PLAYING YOUR STAR TILES

You can play each star tile *once*, to do either of two things (your choice):

**Reload and play:** At the beginning of your turn, before playing any tiles, place one star tile out of play. Then exchange one or more of your tiles as you would in the classic game. Unlike in the classic game, though, you can now take your turn!

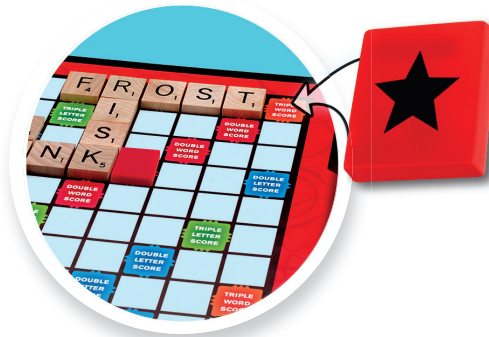
**OR**

**Block and save:** At the end of your turn (after scoring and before reloading your rack), place a star tile on any empty square on the board. It will now prevent any opponent from playing a tile on that square, until you can play one later.  
*Hint:* Use these tiles to block and save premium squares!

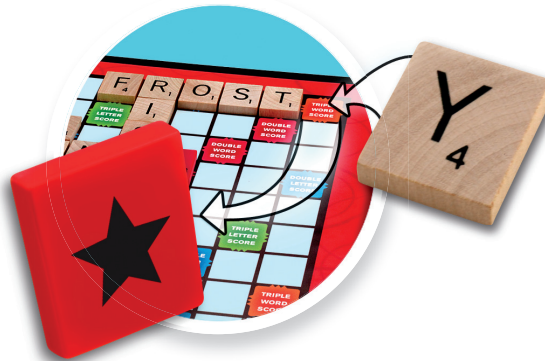
On any later turn, you may replace your star tile with a letter tile to form a word that covers that square. This word must connect to a word on the board as in the classic game. See Figure 3. Score the normal premium square bonus if your star tile covers a premium square.

After removing the star tile from the board, place it out of play.

**FIGURE 3**  
YOU PLACE A STAR TILE ON THIS TRIPLE WORD SQUARE TO SAVE IT.



LATER, YOU TURN "FROST"  
INTO "FROSTY"  
TO SCORE 36 POINTS!



## Team Game

To play a 4-player team game, choose a teammate, then sit so that one of you takes a turn right after the other. Set up and play as in the classic game, with the following special team rules:

**Scoring:** Teammates score as a single player would, by combining their scores.

**Trading Tiles:** At the beginning of your turn, you may exchange a tile with your teammate this way:

- Take a tile from your rack and show it to all players.
- Decide on a letter you could use, then ask your teammate if he or she has that letter and would like to trade.
- If your teammate has that letter *and is willing to trade*, exchange the tiles. If not, you may ask for another letter, and so on, until either your teammate agrees to make a trade, or you run out of letters to ask for.

After trading a tile (or not), take your turn as in classic SCRABBLE.

**Team Game with Power Tiles:** If you enjoy team play, try it with Power Tiles. In this game, you can block and save squares for yourself or your teammate!

## 10 Ways to Become an Instant SCRABBLE 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 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 your tiles often. Look for some common ways that letters go together, such as: BR, CH, CL, DLE, ED, ENT, 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 often words will 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 this just by saving some good tiles on your rack. Your best odds of having a great next rack is to save some combination of the letters AEILNRST (think "starline"), ideally saving either the same number of vowels and consonants, or just one extra consonant.

### 6. BINGOS

Always look for bingos (plays that use 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 (fourth edition) lists these: MBAQANGA(S), QABALA(S), QABALAH(S), QADI(S), 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 to 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 tile combinations at times, so when you do, just enjoy 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!

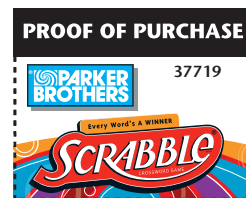
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PARKER BROTHERS

