



FOR 2 TO 4 PLAYERS • AGES 8+

CONTENTS: Game Pod, SCRABBLE Gameboard, 12 Letter Dice, Letter Pouch, One-minute Timer, Score Pad, Pencil

OBJECT: Be the first to score 200 points by forming high scoring words, taking advantage of the values of the letter dice as well as the premium squares on the board.

Depending on the number and skill level of the players, you may adjust the 200-point goal higher or lower.

GAME SETUP

Each player rolls one letter die. The player who rolled the letter closest to "A" plays first. A blank die beats any letter.

Set up the gameboard in the center of the play area. Place all 12 letter dice in the pouch. Now you're ready to play.

Decide which dictionary to use in case of a challenge. Also decide whether or not you will use the timer (some players may prefer a longer time limit, or no time limit at all).

GAMEPLAY

To start play, the first player randomly draws 7 dice from the pouch and rolls them. If you're using the timer, flip it over.

The first player combines 2 or more of his/her letters to form a word, and places the word on the board to read either across or down with one letter on the ★ square. Diagonal words are not allowed. If the player does not have his/her word on the board when time is up, he/she loses the turn and play passes to the left.

After playing a word, the player places any remaining dice back in the pouch and records his/her score. See SCORING. Play passes to the left.

The second player, and then each player in turn, draws 7 dice from the pouch and rolls them. *Note: If there are fewer than 7 dice, the player takes all of the dice in the pouch. Players can never roll more than 7 dice.* This time the player must add one or more letters to the word already played to form a new word(s). All letters played 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 an adjacent row, these must form complete words, crossword fashion, also. The player gets full credit for all words formed or modified on his/her turn. See *EXAMPLES OF WORD FORMATION AND SCORING*.

Challenging a Word

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/her dice and loses that turn. If the play challenged is acceptable, the challenger loses his/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.

Removing Letters to End Your Turn

Once the word is formed and the score tallied, the player *removes* the letters that were there at the start of the turn, minus any letter that was used to form the new word, and places them in the pouch. Therefore, there is never more than one word on the board at the start of any turn.

If a player extends the current word and does not form a second word, all of the dice are returned to the pouch at the end of the turn. The next player would then start his/her word in the center ★ square.

New Words May be Formed By:

- Adding one or more letters to a word already on the board.
- Placing a word at a right angle 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.
- Place a complete word parallel to a word already on the board so the adjacent letters also form complete words.

(See *EXAMPLES OF WORD FORMATION AND SCORING* on other side.)

SCORING

1. The scorekeeper tallies each player's score, entering it after each turn. The number below the letter on the dice indicates the score value of each letter. The score value of a blank is zero.

2. 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. If you're setting a time limit, a player scores no points if he/she is unable to form a word (or extend the current word) before time runs out.

4. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

5. 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 word played on this square.

6. 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.

7. When a blank 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.

8. When 2 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.

9. BINGO! If you play 7 letter dice on a turn, it's a Bingo. You score a bonus of 50 points after totaling your score for the turn.

WINNING

The first player to score 200 points (or the adjusted number of points agreed to) wins the game!

ADVANCED PLAY

Want to make things a little more challenging? Instead of returning all dice to the pouch after a player forms a word, any unused dice are passed (with the current letters up) to the next player. This player then draws the remaining dice (up to a total of 7) and rolls them. This allows players to choose which letters to leave for their opponents.

STORAGE

Done playing for now? Storing your game is easy: just place the game parts in the handy portable game pod, and snap on the cover.

Visit our website at www.scrabble.com for tips as well as a two- and three-letter word list to boost your average score!

EXAMPLES OF WORD FORMATION AND SCORING

In the following, the words or letters added on five successive turns are shown.

TURN 1: Score 30

The F is scored as a double letter first; then the total word score is doubled because the O is on the center ★ square.



TURN 2: Score 16

The total word score is doubled because the G is on a double word square.



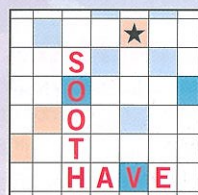
TURN 3: Score 18

This player scores for making the words AS, NO, GO and SOOT. The O in SOOT and NO is tripled for each word because it is on a triple word square.



TURN 4: Score 26

Here the player scores for the words SOOTH and HAVE, tripling the V on the triple letter square.



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

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