

GAME RULES
FOR 2 TO 4 PLAYERS
AGES 8+

SCRABBLE®

CROSSWORD GAME

SWITCH-UP

SCRABBLE Switch-Up offers plenty of player-pleasing variety. Some games provide special rules for younger players; others have card decks that add the element of surprise. You'll also find games with fun themes, quick-play game variations, and extra premium squares to boost your scores.

Have fun playing them all!



CONTENTS

- Gameboard base and grid • 3 Two-sided game sheets & 9 Mini-boards
- 100 Letter tiles • 4 Tile racks • Cloth bag • 4 Foam feet • 8 Black Blocker tiles
- 12 Yellow Blank tiles • Plastic Storage Bag • 30 Cards • Label sheet

THE FIRST TIME YOU PLAY

Remove the game parts from their bags. Separate the game sheets from the parts sheet. Discard or recycle the waste materials. Divide the cards into two decks: the Hyper-Race deck and the Bustin' Out! deck.

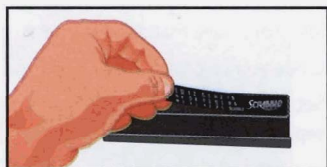


Apply one foam foot to each corner of the underside of the base, in the recessed square.

To attach the grid, slide the two back tabs of the grid into the two slots in the back of the base. Then press down on each side of the grid to snap the side tabs into the base.



Apply one SCRABBLE Switch-Up logo label to the recessed area on opposite sides of the gameboard base.



Apply one letter distribution label to each tile rack.

SETTING UP YOUR GAME

It's easy: first, decide which game you'd like to play, and take that game sheet. (All six games are shown on the bottom of the box, and each game's name is printed in the bottom right corner of the sheet.)

Lift up the grid, fit your chosen game sheet onto the base, then snap the grid down on top of it. Now you're ready to play!

Note: Setting up the mini-boards for SCRABBLE Surprise is a little different. It's explained separately in the rules for this game on page 9.



THE GAME RULES

Each of the six games is explained on the following pages, beginning with the standard rules for the classic SCRABBLE game. Enjoy!

Classic SCRABBLE® BRAND

CROSSWORD GAME

FOR 2 TO 4 PLAYERS

Object: Players form interlocking words, crossword fashion, on the board using letter tiles of different values. Score points by taking advantage of the letter tiles and the premium board squares. To win, have the highest score when the game ends.

What you'll need: Classic SCRABBLE gameboard in grid, 100 tan letter tiles, bag, tile racks, pencil and paper (not provided).

Getting Started

Place all tan letter tiles in the bag 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 tiles to the bag and remix. All players draw seven new tiles each and place them in their racks.

Gameplay

1. The first player combines two or more of his/her letters to form a word, and places it on the board to read either across or down with one tile on the center ★ square.
2. Complete your turn by counting and announcing your score for that turn. Then draw from the bag to replenish your tiles to seven. Play then passes to the left.
3. 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 to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his/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 on page 4.)
 - c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See next page.)
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 any or all of your tiles. This can be a useful strategy if you have a bad combination of tiles on your rack (for example, ZXQWRPH). To exchange tiles, place your discarded tile(s) facedown. Draw the same number of tiles from the bag, then mix your discarded tile(s) into the bag. This ends your turn.
8. Before the game begins, players should agree 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, except for: 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's turn. If the challenged play is unacceptable, the challenged player takes back his/her tiles and loses that turn. If the challenged play is acceptable, the challenger loses his/her next turn. All words 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.
9. **Ending the Game:** The game ends when all tiles have been drawn and one player uses his/her last tile, or when all possible plays have been made.

SCORING

1. The scorekeeper enters each player's score at the end of his/her turn. The score value of each letter is indicated by the number at the bottom of the tile. 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 any additional points for tiles placed 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 one of its letters is placed on a red square; it is tripled when one of its letters is placed on an orange 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 red 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, tiles already played on premium squares count at face value.
6. When a blank tile is played 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. 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 below.)
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.
9. **Unplayed Tiles:** When the game ends, each player's score is reduced by the sum of his or her unplayed tiles. In addition, if a player used all of his/her tiles, the sum of the other players' unplayed tiles 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 highest score before adding or deducting unplayed tiles wins.

WORD FORMATION AND SCORING

The letters or words added on these five turns are circled in red. The scores shown reflect the letter R being on the center ★ square.



Turn 1 HORN Score 14



Turn 2 FARM Score 9



Turn 3 PASTE & FARMS Score 25



Turn 4 MOB, NOT & BE Score 16



Turn 5 BIT, PI & AT Score 16

Blanks & Blockers

FOR 2 TO 4 PLAYERS

Object: Play words on the board as in classic SCRABBLE. Collect special tiles by covering Blank and Blocker squares, and play them strategically. To win, have the highest score when the game ends.

What you'll need: Blanks & Blockers game sheet in grid, 100 tan letter tiles, 12 yellow Blank tiles, 8 black Blocker tiles, bag, tile racks, pencil and paper (not provided).

What's different about this game? Special rules for the Blank and Blocker tiles add an exciting level of strategy to your game. It's also a great way to "level the playing field" between beginners and experienced players. "Rookies" can take advantage of the Blanks and Blockers, while "Pros" must play by the classic SCRABBLE rules!

Getting Started


Set up as for a classic SCRABBLE game. Place the Blank and Blocker tiles in separate piles nearby.

How to Play

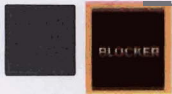
Gameplay is the same as for the classic SCRABBLE game, with the addition of the special rules for Blanks and Blockers.

ON YOUR TURN

1. Place a word on the board just as you would in classic SCRABBLE. The first play must cover the center ★ square. All words played after the first turn must connect crossword-style to words already played, as in a classic SCRABBLE game. *Note:* Bingo rules apply, as long as the Bingo uses all seven (tan) letters in your rack.
2. **Blank and Blocker Squares:** Do the following if you play a word that covers a Blank or Blocker square on your turn. Your turn is then over.



Blanks: Take one yellow Blank tile from the pile. Keep it in addition to the seven tiles in your rack. You may play these tiles on any future turn, just as you would play tan blanks in classic SCRABBLE. You may play them in addition to tan blanks. In Pro versus Rookie games, only Rookies may take Blank tiles when covering blank squares.



Blockers: Take one Blocker tile from the pile. You may play it immediately, or keep it in addition to the seven tiles in your rack, to play on any future turn. In Pro versus Rookie games, only Rookies may take Blocker tiles when covering Blocker squares. Pros are not allowed to do this.

Playing a Blocker: You may play a Blocker tile on any turn, in addition to playing your word. Play the tile on any empty square. Blockers act as obstacles: no tile can be played on a square with a Blocker. In Pro versus Rookie games, a Rookie may replace a Blocker tile with a letter tile or a tan or yellow blank, to form a word that covers that square. Pros are not allowed to do this.

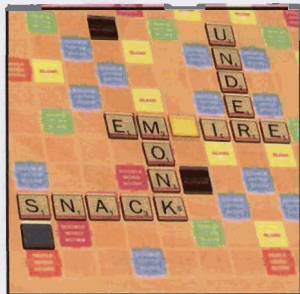
The illustration at right shows an example of playing a Blocker tile.

How to Win

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 tiles wins.

Play It Your Way!

If you have an intermediate-level player, you may allow that player to follow the rules for Blanks, but not for Blockers. This game is also fun with all experienced players!



Bustin' Out!

FOR 2 TO 4 PLAYERS

Object: Form words crossword-style to “tunnel” to your “bust out” corner. To win, be the first player to reach your corner by playing a tile there.

What you'll need: Bustin' Out! game sheet in grid, 100 tan letter tiles, 12 yellow Blank tiles, 8 black Blocker tiles, tile racks, bag, Bustin' Out! card deck.

What different about this game? It has a fun theme that will appeal to younger players; and best of all, there's no scoring!

Getting Started

Set up as for a classic SCRABBLE game. Place the Blank and Blocker tiles in separate piles, and the card deck facedown nearby. The gameboard corner closest to you is your “bust out” corner (the four squares that show your “escape vehicle”). The youngest player goes first. Play then passes to the left.

How to Play

ON YOUR TURN

1. Place a word on the board just as you would in classic SCRABBLE. The first play must cover the center ★ square. All words played after the first turn must connect crossword-style to words already played, as in a classic SCRABBLE game.

Try to “steer” your words toward your “bust-out” corner. You cannot place a tile on a solid brick square, or on any of the four “bust-out” squares chosen by another player.

2. **Special squares:** Do the following if you cover a special square while playing a word on your turn. Your turn is then over.



Flashlight: Take a yellow Blank tile from the pile, and keep it in addition to the tiles in your rack. On any future turn, you may play it just as you would play a tan blank tile in a classic SCRABBLE game. You may play more than one yellow Blank tile on any turn, and you may play them in addition to tan blank tiles.



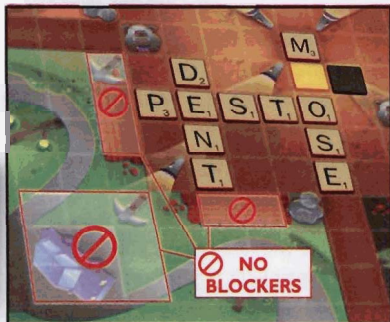
Rocks: Take a Blocker tile from the pile. You may play it immediately, or keep it in addition to the tiles in your rack, to play on a future turn. You may place a Blocker on any empty square, except for pickaxe squares, solid red brick squares, and corner squares and the squares next to them. See the illustration below. Blockers act as obstacles: no tile can be played on a square with a Blocker tile.



Pickaxe: You may immediately remove one Blocker tile from the board and return it to the pile.



Guard Dog: Draw the top card from the deck, read it aloud, then do what it says. After doing so, place the card faceup in a discard pile beside the deck.



How to Win

The first player to make a word with at least one tile on one of his/her “bust out” corner squares wins!

Play it Your Way!

For a shorter game, play without using the Blockers. Just ignore any Rock squares that you cover.

Hyper-Race

FOR 2 PLAYERS

Object: Play tiles crossword-style from your space station at the top to Earth on the bottom. To win, be the first to reach Earth by playing a tile there.

What you'll need: Hyper-Race game sheet in grid, 100 tan letter tiles, 12 yellow Blank tiles, tile racks, bag, Hyper-Race card deck.

What's different about this game? It's a 2-player race game with a theme that will appeal to younger players; and there's no scoring!

Getting Started

Set up as for a classic SCRABBLE game. Then place the yellow Blank tiles in a separate pile, and the card deck facedown nearby. Each player chooses a side of the gameboard to play on. The youngest player goes first. Players alternate turns.

How to Play

1. On your turn, place a word on the board just as you would in classic SCRABBLE. Your first word must cover one square of the space station at the top of the board. All words that you play on future turns must connect crossword-style to words that you've played on your side of the board. See the example at right.

Try to "steer" your words toward the Earth squares at the bottom of the board. The closer the tiles are to the bottom, the faster you'll be able to place a tile on an Earth square!

2. **Special squares:** Do the following if you cover a special square while playing a word on your turn. Your turn is then over.



Comet: Your spaceship gets a boost! Take a yellow Blank tile from the pile, and keep it in addition to the tiles in your rack. On any future turn, you may play it just as you would play a tan blank tile in a classic

SCRABBLE game. You may play more than one yellow Blank on any turn, and you may play them in addition to tan blank tiles.

Note: If you use a yellow Blank in a Bingo (a word that uses all seven of the tiles on your rack), it does not count as one of the seven tiles in the Bingo.



Flying Saucers: Your spaceship has a close encounter! Draw the top card from the deck, read it aloud, then do what it says. After doing so, place the card faceup in a discard pile beside the deck.



How to Win

The first player to place a tile on a bottom-row Earth square while making a word wins the game!

Play it Your Way!

For a shorter game, play without using the card deck. Just ignore any flying saucer squares that you cover.

Free for All

FOR 2 TO 4 PLAYERS

Object: Play tiles on the board to form words that connect horizontally, vertically or diagonally. Score points for up to three words on each turn. To win, have the most points after three rounds of play.

What you'll need: Free for All game sheet in grid, 100 tan letter tiles, tile racks, bag, pencil and paper (not provided).

What's different about this game? It's ideal for players who are looking for a whole new way to play SCRABBLE. The tiles do not have to connect crossword-style. They may take the form of a block or a chain . . . which means that on each turn, you can create multiple new words!

Getting Started

Set up as for a classic SCRABBLE game. Decide who will go first. Play passes to the left.

The game grid: During the game, tiles are played only on the 9x9 grid bordered by the white clouds. Players cannot play tiles outside of this grid.

How to Play

ON YOUR TURN

1. The first player places a word on the board with letters connecting horizontally, vertically or diagonally, or any combination of these. The first word must cover the center ★ square. See the Turn 1 Example at right.
2. Count and announce your score for up to three words with any letters that connect horizontally, vertically or diagonally. Then replenish your rack to seven tiles. This ends your turn.
3. The second player, and then each in turn, adds one or more letters to those already played, to form new words. (Note: Bingo rules apply.) Follow these rules when playing your letters and scoring your words:
 - All of the letters that you play must be used in at least one of the words for which you score.
 - All of the words you score must include at least one of the letters you played on your turn.
 - You can score for all forms of a word, including plurals; for the Turn 2 Example at right, you could score for both "ride" and "rides."
 - You cannot use the same tile twice in a word.

Players keep a running tally of their scores as they do in classic SCRABBLE.

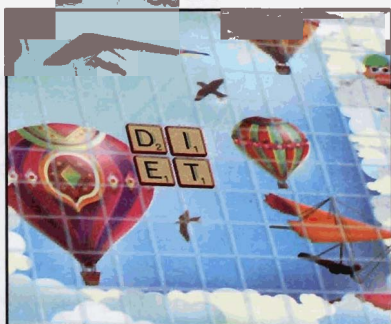
How to Win

Keep playing until all players have taken three turns (three rounds of play). The player with the highest point total wins the game!

Play it Your Way!

For an added challenge, players may agree before the game begins to play more than three rounds.

TURN 1 EXAMPLE



Matt plays the first word, DIET. He then scores for DIET, EDIT, and TIDE, for a total of 15 points.

TURN 2 EXAMPLE



Chris plays an R and an S. She then scores for STRIDE, TRIED, and RIDES, for a total of 19 points.

Surprise

FOR 2 TO 4 PLAYERS

Object: Form words on the gameboard crossword-style, and have the most points at the end of the game to win.

What You'll Need: Classic SCRABBLE game sheet in grid with one or more 9 Surprise mini-boards, 100 tan letter tiles, 12 yellow Blank tiles, bag, tile racks, pencil and paper (not provided).

What's different about this game? All of the Classic SCRABBLE rules all apply in this game, but here's the twist: you get to create your own custom gameboard, with features that aren't like any other SCRABBLE board you've ever seen!

Getting Started

1. Insert the Classic SCRABBLE gameboard under the grid. Then choose one or more of the 9 mini-boards to place on the classic board.

Placing the mini-boards: On the light blue side of each mini-board, there are premium spaces just like those on a classic SCRABBLE board. On the opposite side, you'll see new premium spaces such as "Wild" and "Quadruple Letter." Place one or more mini-boards on top of the classic board, in any location you'd like: in the corners, in the middle, or off to the sides. You can even overlap them. Just make sure that at least one ★ space is visible. See the examples at right.

Once you've created the board you want, snap the grid in place and you're ready to play!

2. Set up the rest of the game parts as for a classic SCRABBLE game. Place the yellow Blank tiles in a separate pile nearby.

How to Play

Gameplay is the same as in classic SCRABBLE, with the addition of the special squares.



"Wild" Spaces: If, on your turn, you cover a "Wild" space while playing a word, take one yellow Blank tile from the pile. Keep it in addition to the tiles on your rack. You may play the Blank on any future turn, just as you would play a tan blank tile in a classic SCRABBLE game, and you may play them in addition to tan blank tiles.

Note: Bingo rules apply, as long as the Bingo uses all seven (tan) letters in your rack.

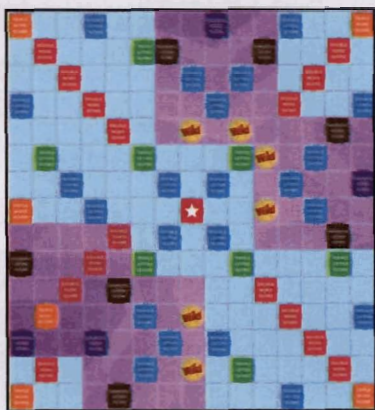
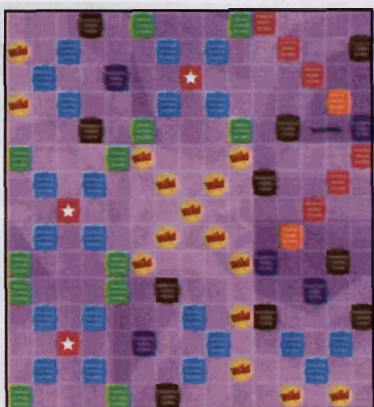
Quadruple Letter and Quadruple Word Premium Squares: These squares play just like Triple Letter and Triple Word squares, except that you multiply by 4 instead of 3.

Star Spaces: In this game, the center ★ square might be anywhere on the board, and there may be more than one of them. In such a case, you may start on any of these spaces. All ★ squares count as double word premium squares.

Play it Your Way!

You may want to make up your own rule about who gets to design the gameboard. Maybe the loser gets to set it up next time. Be sure all players agree to this rule, before you start to play. You might also consider adding a 10 point bonus for any play which connects the letter matrix of one star to the letter matrix of another star.

EXAMPLES OF MINI-BOARD PLACEMENT



Storing Your Game

Done playing? Place your game parts in the game base as follows:

- **Small square compartment:** card decks with mini-boards on top.
- **Small rectangular compartment:** racks.
- **Large compartment:** tan tiles (in the cloth bag) and black and yellow tiles (in the plastic bag).
- Place the game sheets and rules on top, then snap the grid shut.

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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