

## MAINTENANCE

Both the plastic gameboard and the carrying case can be wiped clean with a damp cloth.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

### PROOF OF PURCHASE

 PARKER BROTHERS

05843

Every word's a WINNER.  
**SCRABBLE**  
CROSSWORD GAME

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2 TO 4 PLAYERS/AGES 8+

Every word's a WINNER.®

**SCRABBLE**  
CROSSWORD GAME

GAMEPLAY  
INSTRUCTIONS

# CONTENTS

Zipper case, gameboard, 100 snap-in letter tiles, 4 plastic tile racks, letter pouch, score pad

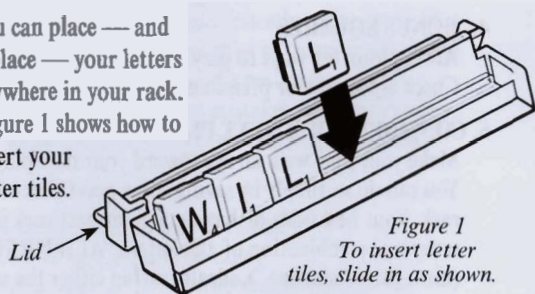
## OBJECT

In Scrabble, 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 values, as well as the premium squares on the board. In a 2-player game, a good player scores in the 300-400 point range.

## GAME SETUP

1. Remove the racks from the plastic bag and discard the bag. Place one rack in front of you and lift the lid. All players do the same. Place any unused racks out of the game.
2. Remove the score pad and letter pouch from their storage compartments. Players each draw one letter tile from the pouch, for first play. The player drawing the letter nearest the beginning of the alphabet goes first. A blank tile supersedes all other tiles. Return the drawn letters to the pouch and shake them up.
3. Each player now draws seven new letters and places them in his or her rack.

You can place — and replace — your letters anywhere in your rack. Figure 1 shows how to insert your letter tiles.



## GAMEPLAY

1. The first player combines two or more of his or her letters to form a word, and snaps the letter tiles into the squares on the board to read either across or down, with one letter on the center ★ square. Diagonal words are not permitted.
2. A player completes a turn by counting and announcing the score for the turn. The player then draws as many new letters as played, thus always keeping seven letters in his or her rack.
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 one complete word. If, at the same time, they touch other letters in adjacent rows, they 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:

- Adding one or more letters to a word or letters already on the board.
- 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 the examples on the right.)
- Placing a complete word parallel to a word already played so that adjacent letters also form complete words. (See Turn 5 in the examples on the right.)

5. No letter may be shifted after it has been played.

6. The two blank tiles may be used as any letters. When playing a blank, the player must state which letter it represents. It remains that letter for the rest of the game.

7. A player may use a turn to exchange all, some, or none of the letters in his or her rack. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pouch, then mix your discarded letters with those remaining in the pouch. This ends your turn.

8. Before the game begins, the players should agree upon the 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 word may be challenged before the next player starts a turn. If the word challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the word challenged is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges only.

9. 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

10. Keep a tally of each player's score, entering it on the score pad after each turn. 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.

11. 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.

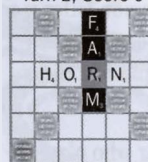
### EXAMPLES OF WORD FORMATION AND SCORING

In the example below, the words added on five successive turns are shown in bold type. The scores shown are the correct scores if the letter R is placed 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



Turn 4; Score 16



Turn 5; Score 16



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

13. **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 then re-doubled (4 times the letter count), or tripled then re-tripled (9 times the letter count). **NOTE:** The center ★ square is red, which doubles the score for the first word.

14. 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.

15. 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.

16. 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 the examples on the left.

17. **BINGO!** Any player who plays seven tiles on a turn scores a premium of 50 points, *after* totaling his or her score for the turn.

18. **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 players' unplayed letters is *added* to that player's score.

## HOW TO WIN

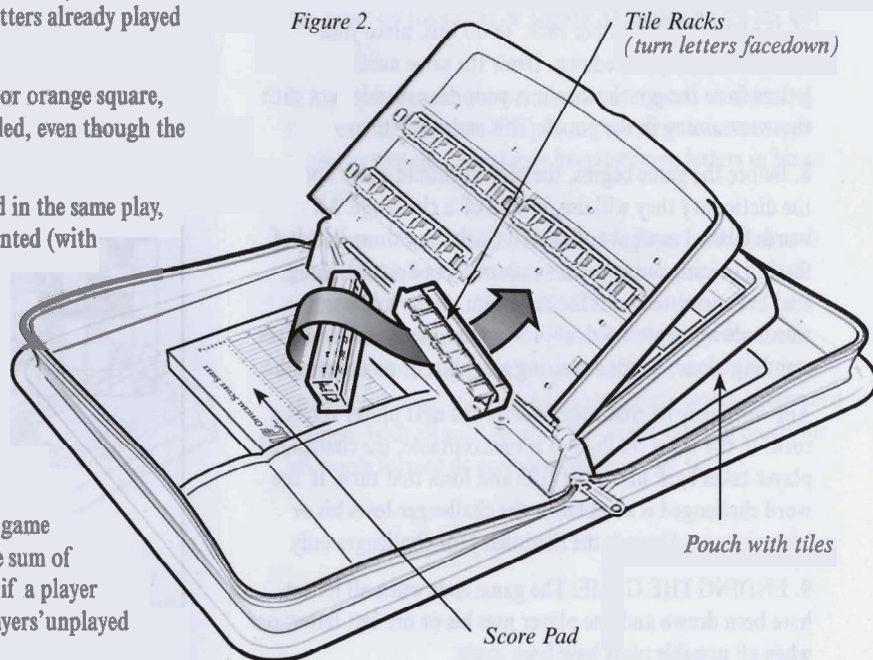
The player with the highest final score wins the game. In case of a tie, the player with the highest score *before* adding or deducting unplayed letters wins.

## STORAGE

It's a snap to store your game, even if you're not finished playing! First, make sure any tiles on the gameboard and in the racks are securely in place. Then store the pouch and score pad in their compartments. See Figure 2, below.

Before closing the gameboard, slide the racks into the slots with the lids closed and the letters *facedown*, to keep them

Figure 2.





**confidential.** See Figure 2. Be sure the player numbers match those on the score pad. (Remember your player number, so you'll know which rack is yours when you continue your game.) Then fold the gameboard and zip the case.

## WHAT'S A BINGO?

A Bingo is a play that uses all 7 of your tiles, for a 50-point bonus. Bingos are the key to high scores, and they can be easier to find than you might think!

Look for common word beginnings, like UN, DE, RE and OUT. Place them together at the beginning of your rack. Place common word endings like ES, ED, ER, LY, ING, ERS, IER, EST and IES together at the end of your rack.



### You've Got Company!

There are an estimated 40 million leisure SCRABBLE players in the U.S. and Canada alone. Among these are more than 10,000 enthusiasts, many of whom compete in over 200 official tournaments each year. SCRABBLE players all over North America belong to nearly 300 sanctioned clubs which meet every week. Their organization, the National SCRABBLE Association, is headquartered in Greenport, N.Y. You may reach them at their web site, [www.scrabble-assoc.com](http://www.scrabble-assoc.com), or phone 631-477-0033.

## 10 WAYS TO BECOME AN INSTANT 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 10 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 many 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 odds 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. BINGOS

Always look for Bingos (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 (Fourth Edition)* lists these: QABALA(S), QABALAH(S), QADI(S), QAT(S), QAID(S), QI(S), QOPH(S), FAQIR(S), MBAQANGA(S), QANAT(S), TRANQ(S), QINDAR(S), QINTAR(S), QWERTY(S), SHEQEL(S), 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!

Excerpted from "*Everything SCRABBLE®*"

by John D. Williams Jr. and Joe Edley

For more information: [www.scrabbleassociation.com](http://www.scrabbleassociation.com)

## IF YOU CAN MASTER THESE 2-LETTER WORDS, THEY CAN IMPROVE YOUR SCORE!

AA	EH	LI	OY
AB	EL	LO	PA
AD	EM	MA	PE
AE	EN	ME	PI
AG	ER	MI	QI
AH	ES	MM	RE
AI	ET	MO	SH
AL	EX	MU	SI
AM	FA	MY	SO
AN	FE	NA	TA
AR	GO	NE	TI
AS	HA	NO	TO
AT	HE	NU	UH
AW	HI	OD	UM
AX	HM	OE	UN
AY	HO	OF	UP
BA	ID	OH	US
BE	IF	OI	UT
BI	IN	OM	WE
BO	IS	ON	WO
BY	IT	OP	XI
DE	JO	OR	XU
DO	KA	OS	YA
ED	KI	OW	YE
EF	LA	OX	YO
			ZA