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S C R A B B L E®

GAMEPLAY GUIDE

AGES 8 & UP
2 TO 4 PLAYERS

Contents

SCRABBLE® Equipment consists of one folding game board, 100 urea letter tiles, four metal tile racks, one fabric tile pouch, one scorepad with pencil, and one sand timer with die-cast end caps.

Setup

Letters: Place all letter tiles in the pouch, or facedown beside the board, 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 letters to the pool and remix. All players draw seven new letters each and place them on their racks.

Timer: If you’d like to time each turn for about three minutes, use the timer. This is optional. You might also use the timer to “handicap” more experienced players to give them a limited amount of time to form their words, while letting less experienced players have as much time as they need.

Scorekeeper: Pick a player to keep score on the supplied score pad.

Object

In the SCRABBLE® game, players form interlocking words, crossword fashion, on the game board using letter tiles of different values. Each player competes for high score by taking advantage of the letter tiles, as well as the premium squares on the board. In a 2-player game, a good player scores in the 300-400 point range.

Gameplay

Some players like to adapt the standard game rules by suspending some restrictions, or adding others as described in the “variations.” All players must agree, before the game begins, to allow these changes.

1. The first player combines two or more of their letters to form a word and places the word on the board to read either across or down with one letter on the center ★ square. Diagonal words are not allowed. Since it uses a “premium square,” the score for this first word is doubled. (See page 5.)

★ Variation:

A long first word opens the game up faster, so you may set a minimum length of 3, 4, or 5 letters for the first word placed on the board. If the first player cannot make a word of the agreed-upon length, play passes until a player can do so.

2. Complete your turn by counting and announcing your score for that turn. (See Scoring, page 5.) Then draw as many new letters as you played; always keep seven letters on your rack, as long as there are enough left in the bag.
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 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 their 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 6.)
 - c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 5 on page 6.)
5. No tile may be shifted or replaced after it has been played and scored.

★ Variations:

- a. You are allowed to rearrange the letters of a word already on the board (as in anagrams) before adding one or more new tiles to it. The final word (or words) must be acceptable. Premium spaces covered by the original word are disregarded in scoring the new or altered words.
- b. To “recycle” high-scoring letters during the game: At the start of your turn, you may replace any single letter already on the board with one from your own rack to form an acceptable new word (or words). You may do so again on the same turn so long as you replace only one letter at a time and form an acceptable new word. You do not

receive any score for the exchange, but you score in the usual fashion when you add a recycled letter to the board at the end of this or a subsequent turn.

- 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.

✦ **Variation:**

To keep the blanks in circulation: If you have or draw the letter that a blank on the board is representing, you may, on your turn, play your letter tile in the blank's place and take the blank. You may replace both blanks on the same turn if you have the necessary letter tiles. This exchange does not score any points. Proceed with your regular turn; use the blank(s) now or later.

- You may use a turn to exchange all or some of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn.

Note: You cannot exchange tiles if there are fewer than seven tiles left to draw.

- 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 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 their tiles and loses that turn. If the play challenged is acceptable, the challenger loses their 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.

✦ **Variation:**

You may waive the limitations on dictionary use. This is especially beneficial to younger players or players interested in vocabulary development.

- Ending the Game:** The game ends when all letters have been drawn and one player uses their last letter, or when all possible plays have been made.

Scoring

- The scorekeeper tallies 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.
- 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.
- Premium Letter Squares:** A **turquoise** square doubles the score of a letter placed on it; an **orange** square triples the letter score.
- 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 **teal** 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 redoubled (4 times the letter count), or tripled then re-tripled (9 times the letter count).

Note: The center ★ square is **pink**, which doubles the score for the first word.

- 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.
- When a **blank** tile is played on a **pink** or **teal** square, the value of the word is doubled or tripled, even though the blank itself 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. (See Turns 3, 4, and 5 on page 6.)
- 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.
- Unplayed Letters:** When the game ends, each player's score is reduced by the sum of their unplayed letters. In addition, if a player has used all their 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 deducting or adding unplayed letters wins.

Examples of Word Formation and Scoring

The letters or words added on these five turns are shown in bold type. Scores reflect the R being on the center ★ square.

	H	O	R	N

Turn 1
HORN
score 14

		F		
		A		
	H	O	R	N
		M		

Turn 2
FARM
score 9

			F	
			A	
	H	O	R	N
			M	
	P	A	S	T

Turn 3
PASTE & FARMS
score 25

		F		
		A		
	H	O	R	N
		M	O	B
	P	A	S	T

Turn 4
MOB, NOT & BE
score 16

			F	
			A	
	H	O	R	N
			M	O
	P	A	S	T
	B	I	T	

Turn 5
BIT, PI & AT
score 16

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