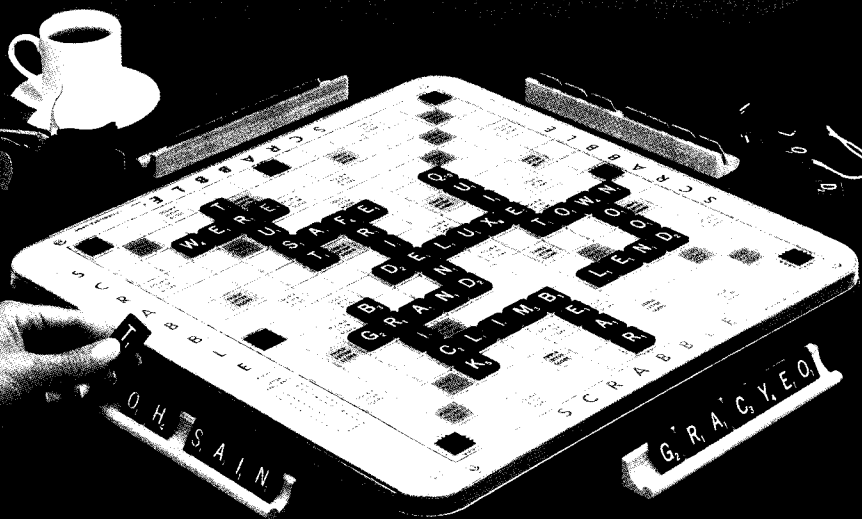


Deluxe Edition

SCRABBLE[®]

CROSSWORD GAME



GUIDE
BOOKLET



Table of contents

GAME INSTRUCTIONS Standard rules for 2 to 4 players.	PAGES 3-7
GUIDE GAME A start-to-finish, turn-by-turn account of a 2-player game.	8-9
SOME DO'S AND DON'TS Rules clarifications and subtle points, with examples.	10-11
VARIATIONS IN PLAY Scrabble with a twist—interesting ways to shake up your game.	12-14
SOLITAIRE GAMES Fun for one—3 ways to compete with yourself in 1-player games.	15

Deluxe Edition

SCRABBLE®

C R O S S W O R D G A M E

Game instructions For 2 to 4 players

Contents

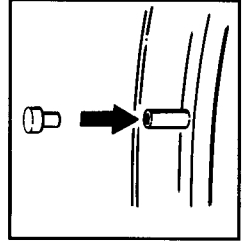
Gameboard on turntable base, rubber feet, 100 letter tiles, 4 racks, letter pouch, score pad

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 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.

The First Time You Play

Before you play your first game, insert 3 rubber feet into your turntable base.



Remove the feet from the bag, and discard the bag. Turn the base upside-down. Insert one rubber foot into each of the 3 holes, as shown.

Setup

Turn all letter tiles facedown at the side of the board or pour them into the pouch or another container, and shuffle. Draw for first play. The player drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all other tiles. Return the exposed letters to the pool and reshuffle. Each player then draws seven new letters and places them in his or her rack.

Game play

- 1 The first player combines two or more of his or her letters to form a word, and places it 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:
 - 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 7.)

c. Placing a complete word parallel to a word already played so that adjacent letters also form complete words (See Turn 5 on page 7.)

- 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 pool, then mix your discarded letters with those in the pool. 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 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.
- 12** *Premium Letter Squares:* A light blue square doubles the score of a letter placed on it; a dark blue 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 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 then re-doubled (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.
- 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 pink or red 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 on opposite page.)
- 17** 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.

Examples of word formation and scoring

In the following, the words added on five successive turns are shown in colored 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

	H	O	R	N

TURN 2: SCORE 9

	F			
	A	R	N	
	H	O	R	M

TURN 3: SCORE 25

	F			
	A			
	H	O	R	N
	P	A	S	T
	E			

TURN 4: SCORE 16

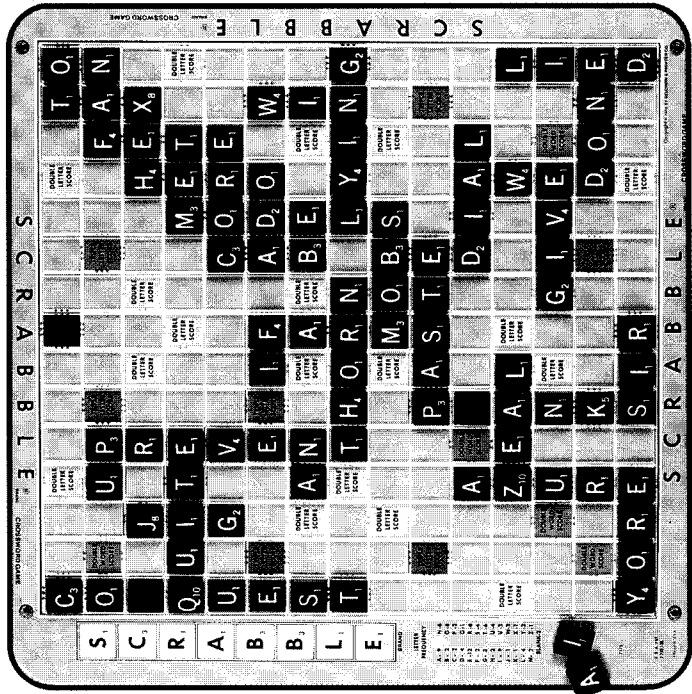
	F			
	A			
	H	O	R	N
	M	O	B	
	P	A	S	T
	E			

TURN 5: SCORE 16

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

Guide game

The Guide Game illustrates the rules and the method of scoring. It is suggested that you set up the Guide Game on your own board play by play according to the sequence of plays given on the opposite page, counting the score for each turn and then checking it with the printed score. If you come to a score that you do not understand, you should consult the rules to find out why the score is as it is. The Guide Game also illustrates two important characteristics of a skillfully-played game: (1) good distribution of words over all parts of the board, and (2) effective use of the premium squares with a resulting high score.



Sequence of plays with scores

PLAYER A		PLAYER B	
TURN	WORD	TURN	WORD
1)	HORN	2)	FARM
3)	PASTE, FARMS	4)	MOB, NOT, BE
5)	DIAL, BED	*6)	PREVENT, THORN
7)	MODELS, MOBS	8)	QUITE
9)	PRANK	10)	SIR, PRANKS
11)	HERO, ME, OR, DO	12)	AWE
13)	CORE	14)	ZEAL
15)	AZURE	16)	LYING
17)	HEX	18)	TAX
*19)	CONQUEST	20)	JIG
21)	YORE	22)	TO, ON, AN
23)	DONE, AWED	24)	FETE, FAN, MET
25)	WIN	26)	LIED
27)	GIVE	28)	IF
29)	BE	30)	CAB, ADO
31)	UP	32)	AN
			458
		A and I left in rack	-2
		Final score	456
		Final score	368

TOTAL COMBINED SCORE: 824

*Since all 7 files were used, there is a 50 point bonus (see Rule 17)

Some do's and don'ts

- 1 Play only across the board from left to right, or down—never play diagonally or upwards.
- 2 Do not place letters on the board that result in incomplete or non-existent words. Refer to the Guide Game, Turn 11. At this point ADO has not been played. If the player had wished to make HERD instead of HERO, he or she would have been left with DD instead of DO, which is an impossible play.
- 3 Words must be separated from each other by a vacant square as in crossword puzzles, unless both words together form a complete word. Refer to the Guide Game as it appears after Turn 26. A player might wish to make GATE beginning with the G in LYING. But this would bring the final E into contact with LIED. The result would be GATELIED, which is not a word, so that this too would be an impossible play.
- 4 When one player has used all his or her letters and the pool is empty, the game is at an end. No more plays may be made. In some games no player succeeds in using all letters. In this case, the game continues until all possible plays have been made. A player who is unable to make a play passes that turn, but must make a play on the next turn, if possible.
- 5 Before the game starts, the players should agree on which dictionary to use. *The dictionary should be consulted for challenges only.* A player may not search for words to fit the letters in his or her rack during the course of the game. Neither can a player check the spelling of a word *before* it is placed on the board.

6 Most standard dictionaries (abridged) contain words that have been assimilated into our language. Therefore, if a word is listed as a part of speech, regardless of its origin, and follows the conditions set forth in Rule 8, it is acceptable.

7 Most standard dictionaries do not show regular plurals or verb endings. A player should check the introduction to the dictionary to see how these inflected forms are handled. Regular plurals and verbs are acceptable, i.e. BOAT, BOATS; TALK, TALKED, TALKING, TALKS.

8 If a player adds an S to a word already on the board, that player receives credit for the entire word. For example, APPLE is on the board. If a player adds an S to make APPLES, he or she receives credit for the entire word.

9 Once a blank tile has been placed on the board representing a certain letter, the blank cannot be removed nor can the letter it represents be changed during the course of the game.

10 There is no limit to the number of times players may use a certain word during the course of a game. For example, if players wish to use the word IS several times during a game, this is acceptable.

Variations in play

After players have become familiar with the game, they may wish to vary the standard rules by suspending some restrictions, or adding others, and working out other changes. Any deviation from the standard rules, it is assumed, would be agreed to in advance by the players concerned.

The following are interesting variations of the standard rules.

◆ *Variation:* *Rule 1*

Set a minimum of not less than 3, 4 or 5 letters for the first word to be played. If the player who has the first turn cannot make a word with as many letters as the minimum set, the play would pass to the left until a player is reached who can put down such a word. The longer the first word, the more rapidly the game is opened up.

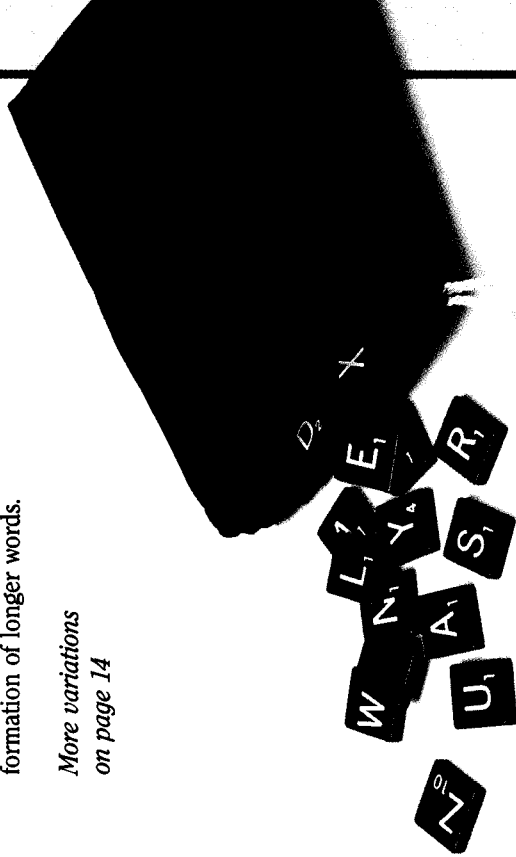
◆ *Variations:* *Rule 5*

Experienced players may find it stimulating to waive the rule against shifting any letter already played and permit a method of play familiar to anagram players. One suggested variation allows the order of letters in a word to be changed provided at least one new letter is added and provided the change results in an acceptable new word or words. Premium spaces previously covered are disregarded in scoring the new or altered words.

Here's another interesting anagram-type variation to Rule 5:

A player, at the start of any turn and before adding any letter to the board, may replace any single letter already on the board with one from his or her own rack which will form an acceptable new word or words. Any number of such substitutions may be made on a turn—but only one letter at a time and only when correct words result from each individual change. No score is counted for the exchanges, but letters thus acquired are scored in the usual way when added to the board at the conclusion of the turn or in a subsequent turn. This method of play tends to increase scores by permitting repeated use of high-scoring letters or by making possible the formation of longer words.

*More variations
on page 14*



◆ **Variation:**
Rule 6

Rule 6 stipulates that when a blank has been played, it cannot be changed. An interesting variation provides that a player who has, or draws, a letter represented on the board by a blank may, on his or her turn, substitute the letter and pick up the blank. Both blanks may be picked up at the same time if the player has both required letters. This substitution is not a turn nor does the player score the value of the letter substituted. The player proceeds with his or her regular turn, using the blanks then or later. In this way the blanks are kept in circulation, thereby adding to the interest of the game.

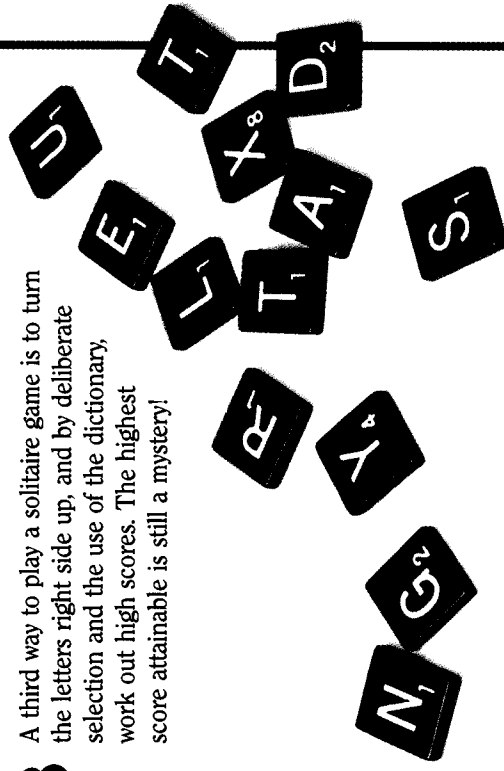
◆ **Variation:**
Rule 8

The limitations on the use of a dictionary may be waived, and the dictionary used freely to look up words to fit the letters on a player's rack. This suggestion is made chiefly for the benefit of younger players and those especially interested in vocabulary development.

Solitaire games

The game was designed for two to four players, but many people have found it an absorbing form of solitaire. Three methods of competing with oneself are popular:

- 1 Compete with your own tallies, keeping a careful record of total scores. The regular rules apply, although a solitaire player may adopt any of the suggested variations.
- 2 Set up two sets of letters, one for yourself and one for an imaginary opponent. With this method you can keep track of your total scores and watch your skill develop.
- 3 A third way to play a solitaire game is to turn the letters right side up, and by deliberate selection and the use of the dictionary, work out high scores. The highest score attainable is still a mystery!



© 1948, 1949, 1953, 1957, 1966, 1976, 1987, 1989 Milton Bradley Company. All Rights Reserved.
4034