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. 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. Figures 1A and 1B show how to insert and remove your letters.

   Figure 1A.
   To insert letter tiles, slide in as shown.

   Figure 1B.
   To remove a letter tile, pull forward, then lift out.

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 compete 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.
SCORING

1. 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 tile is zero.

2. 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.

3. Premium Word Squares: The square for an entire word is doubled when both of its letters are placed on a pink square; it is tripled when one of its letters is placed on a pink square. Include premium points for double or triple letter values, if any, before doubling or tripling the word score.

4. A word that covers two premium word squares, the score is doubled (then re-doubled or tripled, if tripled, 9 times the letter count). Note: The center square is pink, which doubles the score for the first word.

5. Letter and word premium points only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.

6. 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.

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, 5 in the example on the left.)

8. Any player who plays seven tiles on a turn scores a premium of 20 points, after totaling his or her score for the turn.

9. UNPLANCED 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 this 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.
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 item. 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, P.O. Box 267, Station A, Longueuil, Quebec, J4H 3X6

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