

RULES FOR PLAYING

SCRABBLE®
BRAND

IPSWICH™

CROSS CONNECTION WORD GAME

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CONTENTS:

Four Playing Boards
153 Letter Tiles
Tile Bag
Score Pad
Rules Booklet

INDEX

Introduction	3
Section I — Method of Play	
To Begin	3
The Play	4
Forming Words	4
Scoring	5
Continuation of Play	7
Section II — Strategy	
A. Letter Trading	8
B. Bonus Point Scoring	8
C. How to Approach the Board	12
D. Letter Passing	15

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Rules for Playing

SCRABBLE® IPSWICH™

BRAND

CROSS CONNECTION WORD GAME

For 2, 3 or 4 Players
Ages 10 to Adult

SCORING:

1. At the end of 10 minutes, or when time runs out, the player with the highest score wins. If two or more players have the same score, the player with the most words formed wins.
2. All tiles have a value of 1 point.
3. When two or more words are formed in the same row or column, the score for each word is added.

INTRODUCTION:

IPSWICH™ is a word game for 2, 3 and 4 players. The play consists of forming interlocking words, crossword fashion on the board, using letter tiles. In each of five Rounds players compete for high score by forming words on a crossword puzzle pattern on individual game boards, taking advantage of letter usage points and bonus points. The Method of Play is described in Section I. Players may refer to Section II for tips on strategy.

SECTION I—METHOD OF PLAY

TO BEGIN:

1. Remove all tiles from plastic bag, pour into drawstring bag and mix. Draw for first play. The player drawing the letter nearest the beginning of the alphabet receives the Master board, marked with a circled "M". In two or three player games, be sure that the Master board is used. Put the exposed tiles back and mix again.
2. Starting with the player holding the Master board and moving clockwise, each player draws 14 tiles. Players place them face up on their playing boards.
3. There are five Rounds per game, regardless of the number of players. Each Round has a time limit of 10 minutes. Any convenient timer may be used to keep time. Players designate a scorekeeper for the game.

THE PLAY:

1. After all players have drawn 14 tiles, players have 1 minute to decide whether or not to trade tiles. You may trade up to one half the tiles you have drawn at the beginning of each Round. You incur a two point penalty deduction from your score for every tile you trade in. You never **have** to trade, but you may find it advantageous to do so. (See Section II — Strategy, Letter Trading, page 8.)
2. When all players have decided on their trades, the scorekeeper registers each player's penalty point deduction on the score sheet in the small inset box, as shown below, marking down "2" for one tile trades, "4" for two tile trades and so on. For players who are not trading any tiles, a "0" is entered on the score sheet.

SCRABBLE[®] **IPSWICH**[™]
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CROSS CONNECTION WORD GAME

Round	No. of Tiles	Player No. 1	Player No. 2	Player No. 3	Player No. 4
1	14	2	4	0	6
2	16				
3	18				
4	20				
5	22				
PLAYOFF	14				

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3. When all trades have been declared and registered, the players wishing to trade — beginning with the player holding the Master board — choose their replacement tiles from the tile bag. **They retain their trade-in tiles** until all players have drawn replacements. Then all trade-in tiles are returned to the tile bag and the tiles are thoroughly mixed.
4. When tile trading has been completed, Round 1 begins. Players now have 10 minutes in which to form words crossword fashion on their playing boards. The object is to form the single highest scoring word or words you can. It's here that the game's main strategy comes into play. (See Section II — Strategy, Bonus Point Scoring, page 8.)

FORMING WORDS:

1. Every player **MUST** form a word in the main (lower) horizontal row of the crossword puzzle pattern and this word **MUST BEGIN IN THE SPACE MARKED START**. There may be only one word placed in this main horizontal row. The number of tiles needed to make each Bonus Point score is indicated by the circled numbers inside the Bonus Point scoring spaces. (See Section II — Strategy, Bonus Point Scoring, page 8.)
2. Words may be placed in either or both of the two vertical columns but **ONLY** if the vertical word(s) intersect(s) with a word in the main horizontal row. A main horizontal word of 2, 3 or 4 letters allows the use of only the left-hand vertical column; a main horizontal word of 5 letters or more allows the use of both vertical columns. There may be only one word placed in each of the vertical columns.
3. A word may be placed in the shorter horizontal row **ONLY** if it intersects with a word in one (or both) of the vertical columns. Vertical words must intersect with a word in the main horizontal row.
4. Two words may be placed in the shorter horizontal row but they **MUST** be separated by a blank space in the crossword puzzle pattern. This is the only instance in which two words may appear in the same row or column.

5. A special Bonus Point score is awarded for a crossword formation in which the shorter horizontal word intersects with words in **both** vertical columns **and** the main horizontal row, forming a square. (See Section II — Strategy, Bonus Point Scoring, page 11.)

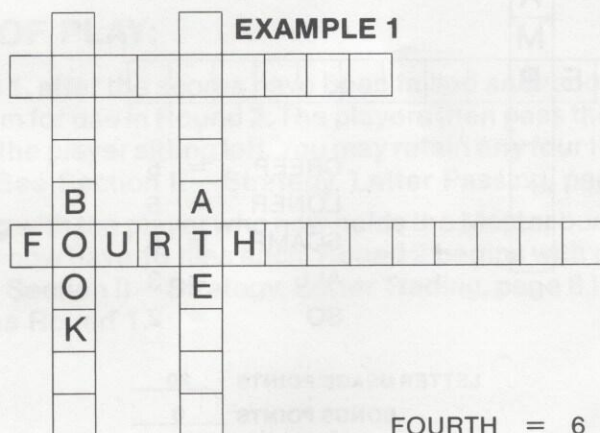
Remember — In all Five ROUNDS, every player **MUST** form a word in the main (lower) horizontal row of the crossword puzzle pattern and this word **MUST BEGIN IN THE SPACE MARKED START**.

6. Before the game begins, the players should agree upon the dictionary they will use. All standard English words may be used, in either their American or British spelling. 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 Round begins. If the word is found to be unacceptable, the player must remove the tiles and receives zero score for that **word**. If the word is acceptable the challenger is not penalized.

NOTE: If the challenged word has been formed on the **main horizontal row** and has been found unacceptable, all words which intersect with that word are then invalid and the player receives zero score for that **Round**.

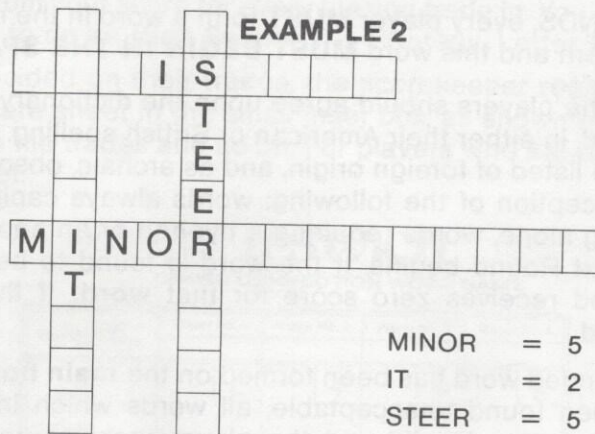
SCORING:

1. At the end of 10 minutes crossword formation stops. However, an additional one minute grace period can be allowed for players to complete word formation. After the grace period, the playing boards are displayed and each player's score is tallied by the scorekeeper.
2. All tiles have a value of 1 point.
3. When two or more words are formed in the same play, each is scored. The common letter is counted for each word. See Examples 1, 2, 3.



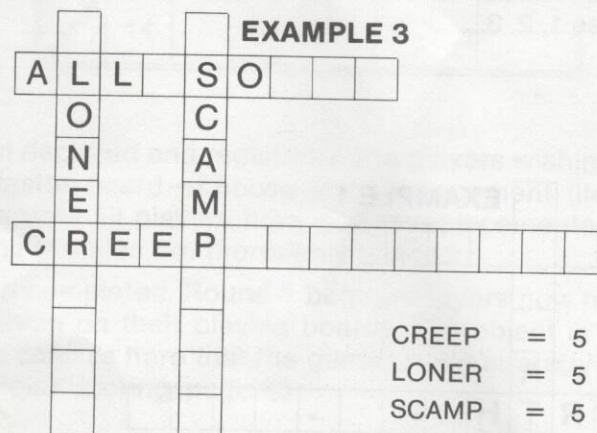
FOURTH = 6
BOOK = 4
ATE = 3

LETTER USAGE POINTS 13
BONUS POINTS 0
TOTAL TURN SCORE 13



MINOR = 5
 IT = 2
 STEER = 5
 IS = 2

LETTER USAGE POINTS 14
 BONUS POINTS 0
 TOTAL TURN SCORE 14



CREEP = 5
 LONER = 5
 SCAMP = 5
 ALL = 3
 SO = 2

LETTER USAGE POINTS 20
 BONUS POINTS 0
 TOTAL TURN SCORE 20

4. Bonus Point scores are all shown on the playing boards in the diamond shapes.
5. The scorekeeper must remember to deduct each player's penalty points before recording the final scores for each Round.
6. No points are deducted for unused tiles.

7. All scores are recorded on the score sheet as shown.

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CROSS CONNECTION WORD GAME

Round	No. of Tiles	Player No. 1	Player No. 2	Player No. 3	Player No. 4
1	14	$\begin{array}{r} 13 \\ - 2 \\ \hline 11 \end{array}$ 2	$\begin{array}{r} 14 \\ - 4 \\ \hline 10 \end{array}$ 4	$\begin{array}{r} 20 \\ - 0 \\ \hline 20 \end{array}$ 0	$\begin{array}{r} 33 \\ - 6 \\ \hline 27 \end{array}$ 6
2	16				
3	18				
4	20				
5	22				
PLAYOFF	14				

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CONTINUATION OF PLAY:

- At the end of Round 1, after the scores have been tallied and recorded, each player selects **any** four tiles and retains them for use in Round 2. The players then pass the remaining tiles, **along with their playing boards**, to the player sitting left. You may retain **any** four tiles you wish, but there's a specific strategy involved. (See Section II — Strategy, Letter Passing, page 15.)
- Each player, starting with the player who now holds the Master board, chooses 2 additional tiles from the tile bag. Players now have 16 tiles each. Round 2 begins with players deciding which tiles, if any, they will trade. (See Section II — Strategy, Letter Trading, page 8.) Rounds 2, 3, 4 and 5 are played in the same manner as Round 1.

TILE COUNT PER ROUND

Round #1 14
 Round #2 16
 Round #3 18
 Round #4 20
 Round #5 22

3. In any of the 5 Rounds you may choose to form one or more of the words formed by previous players, if your tile distribution permits it. The playing boards are, in effect, wiped clean after each Round. (See Section II — Strategy, Letter Passing, page 15.) At the end of the fifth Round, the players' total scores for all 5 Rounds are tallied; the player with the highest cumulative score is the winner.
4. If two or more players are tied for high score at the end of the game, a sudden death Playoff game is played. All the tiles are returned to the tile bag and the players involved in the Playoff begin Round 1, choosing 14 tiles each. The player who wins the first Round in the Playoff game is declared the winner. Additional Rounds may be necessary to determine a winner.

SECTION II — STRATEGY

A. LETTER TRADING

Trading should be used to improve the word building potential of your hand. You may find it advantageous to rid your hand of hard to play letters such as the X, Q, J, K and Z; or to obtain a better mix of vowels and consonants.

There are 153 tiles in the game, of which no more than 88 are ever in play. Because of this, and because of the constant turnover of the letters through trading, the odds seldom favor trading for one or two particular letters. Trading should be used to improve your hand, not to fill in specific gaps.

LETTER DISTRIBUTION

A 12	H 5	N 10	T 10
B 3	I 12	O 10	U 6
C 4	J 2	P 3	V 3
D 6	K 2	Q 2	W 3
E 16	L 6	R 10	X 3
F 3	M 4	S 9	Y 3
G 4			Z 2

B. BONUS POINT SCORING

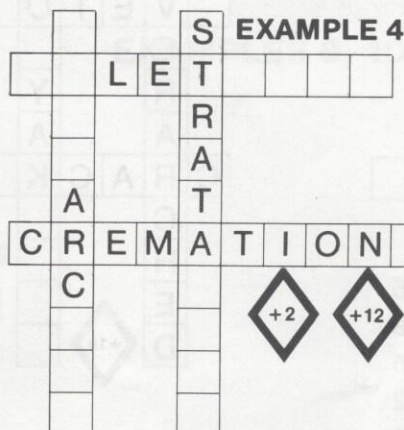
You can construct as many as five different scoring words on the playing board.

The key to winning any Round and, therefore, the game, is the number of Bonus Points you can earn.

As you try to make the highest scoring crossword puzzle formations possible you shouldn't allow yourself to get stuck on one particular word or one particular Bonus Point scoring objective.

The circled numbers in the Bonus Point scoring spaces indicate the number of tiles needed to score those Bonus Points.

A player is awarded Bonus Points for a main horizontal word of 7 letters (2 Bonus Points), 9 letters (12 Bonus Points), 11 letters (25 Bonus Points) or 14 letters (60 Bonus Points) in length. Only the **HIGHEST** Bonus Point score reached by the main horizontal word is counted. (See Example 4.)



CREMATION	=	9
ARC	=	3
STRATA	=	6
LET	=	3

LETTER USAGE POINTS	<u>21</u>
BONUS POINTS	<u>12</u>
TOTAL TURN SCORE	<u>33</u>

A player is awarded 10, 18, 22 or 30 Bonus Points, respectively, for word formations in the vertical columns of the crossword puzzle pattern, PROVIDED that the vertical words begin in the **starred spaces** at the tops of the columns. Since vertical Bonus Point words must intersect with a word in the main horizontal row, the circled numbers in the Bonus Point Scoring spaces in the **vertical** columns reflect the total number of tiles used in a main horizontal word **plus** those used for a vertical word. (See examples 5, 6, 7 and 8.)

In Example 5

MANDATES utilizes the T in SWEET where they intersect. A total of (12) tiles were used and the player is awarded (22) Bonus Points.

In Example 7

RETREATING utilizes the A in HALTS where they intersect. A total of (11) tiles were used at that point and the player is awarded (18) Bonus Points.

EXAMPLES 5, 6, 7, 8

EXAMPLE 5

S W E E T

SWEET = 5
MANDATES = 8
THROW = 5

LETTER USAGE POINTS	<u>23</u>
BONUS POINTS	<u>22</u>
TOTAL TURN SCORE	<u>45</u>

EXAMPLE 6

CRACK = 5
OVERARCHED = 10

LETTER USAGE POINTS	<u>22</u>
BONUS POINTS	<u>18</u>
TOTAL TURN SCORE	<u>40</u>

EXAMPLE 7

Grid layout (R = Row, E = Column):

R	E									
E	M		X							
T			P							
R			A							
E			N							
H	A	L	T	S						
T			E							
I			S							
N										
G										

Word counts:

- HALTS = 5
- RETREATING = 10
- EXPANSES = 8

LETTER USAGE POINTS	<u>25</u>
BONUS POINTS	<u>40</u>
TOTAL TURN SCORE	<u>65</u>

EXAMPLE 8

TORSO

CLAPBOARDS

+30

TORSO = 5
CLAPBOARDS = 10
THOSE = 5

LETTER USAGE POINTS	<u>25</u>
BONUS POINTS	<u>30</u>
TOTAL TURN SCORE	<u>55</u>

EXAMPLES 9, 10, 11

EXAMPLE 9

T	H	R	I	F	T				
A				F					
T				O					
C				R					
C	H	O	R	D					
E									
T									

CHORD = 5
HATCHET = 7
HATCHET = 7

LETTER USAGE POINTS	<u>24</u>
BONUS POINTS	<u>25</u>
TOTAL TURN SCORE	49

[illegible]

LETTER USAGE POINTS	<u>26</u>
BONUS POINTS	<u>59</u>
TOTAL TURN SCORE	85

EXAMPLE 11

			A												
	M	A	L	T											
	O			T											
	V			E											
	E			S											
A	D	E	P	T											
				E											
				D											

+25
 +22
 ADEPT = 5
 ATTESTED = 8
 MOVED = 8

LETTER USAGE POINTS	<u>22</u>
BONUS POINTS	<u>47</u>
TOTAL TURN SCORE	69

It is rare that your tiles will yield a single 60-point 14 letter Bonus word on the main horizontal row, even in the last Round of the game. The next highest Bonus Point score available is the 30-point 14 letter vertical Bonus, in the right-hand vertical column. A word in the main horizontal row is also comparatively difficult to make with only 14 letters in your hand and it will be possible to make only rarely in the first Round of the game. The third highest Bonus Point score available on the first Round is the 25-point 11 letter horizontal Bonus.

By far the most commonly attainable of the larger Bonuses on the first Round of the game is the 22-point 12 letter vertical Bonus, in the right-hand column.

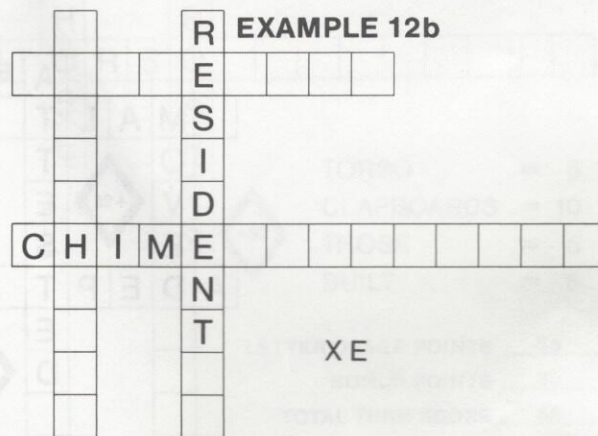
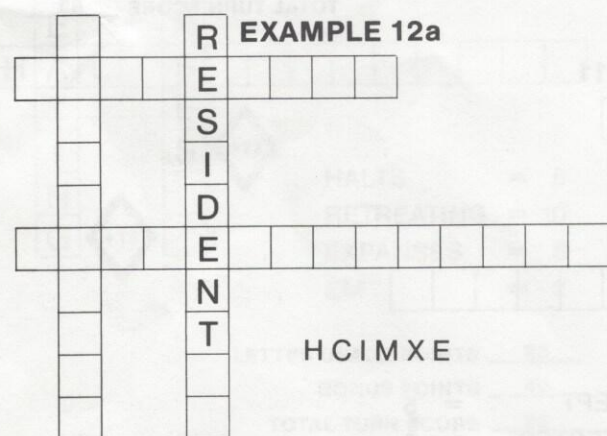
C. HOW TO APPROACH THE BOARD

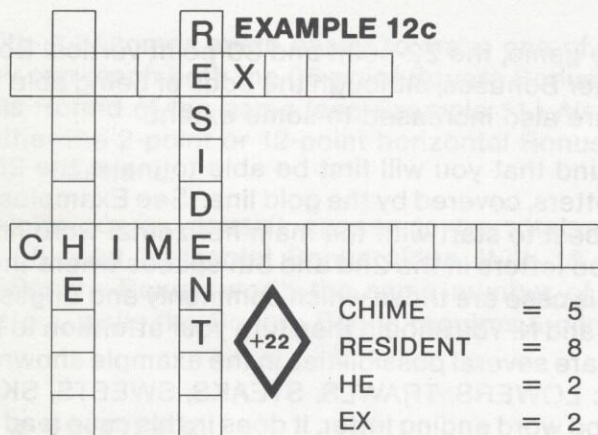
While an eligible crossword puzzle formation must contain a word in the main horizontal row beginning in the START space, YOU DON'T HAVE TO BEGIN YOUR FORMATION BY PUTTING THIS WORD DOWN FIRST ON YOUR BOARD. In fact, you may find yourself leaving this word for last.

In trying for any of the vertical Bonus Point scores alone, for example, you should begin by setting down **the vertical word first**. Place this word on your board, remembering that its first letter must occupy the starred space at the top of the vertical column you're using. Then, try to intersect this vertical word with a word in the main horizontal row, beginning in the space marked START.

ROUND 1 — 14 TILES

In Example 12a, the 8 letter vertical word RESIDENT has been placed on the board first. Then, from the remaining letters, the word CHIME is placed in the main horizontal row (Example 12b), thus validating the board and earning the 22-point vertical Bonus. Then (Example 12c), the remaining two letters of the hand (X and E) are used to form two additional words, HE and EX, for a total first Round score of 39 points. (Note that the use of the single additional word, HEX, in the lefthand vertical column—which would have been perfectly valid—would have resulted in **one less** Letter Usage points.)

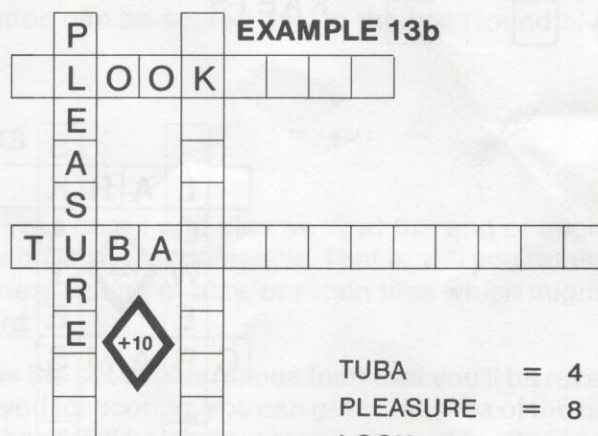
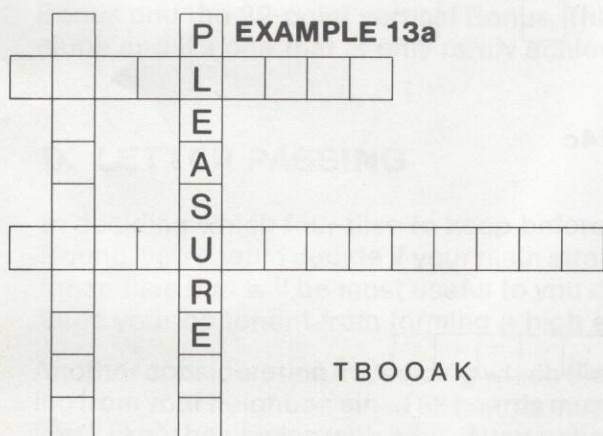




LETTER USAGE POINTS 17
BONUS POINTS 22
TOTAL TURN SCORE 39

In Example 13a, an attempt is being made to use the word PLEASURE to score the 22-point vertical Bonus. It is clear, however, that there is no word in the remaining letters of this hand that can be placed in the main horizontal row to meet the vertical scoring word.

Two options are available. You may simply reshuffle your letters, and your thinking, giving up entirely on the word PLEASURE. Or, you could settle for the 10-point vertical Bonus, in the left-hand vertical column. Simply shift the word PLEASURE to the left and then build to it with, for example, the word TUBA (Example 13b.) The addition of the word LOOK in this example completes the crossword puzzle formation, using the remaining letters of the hand and yielding a total Round score of 26 points.



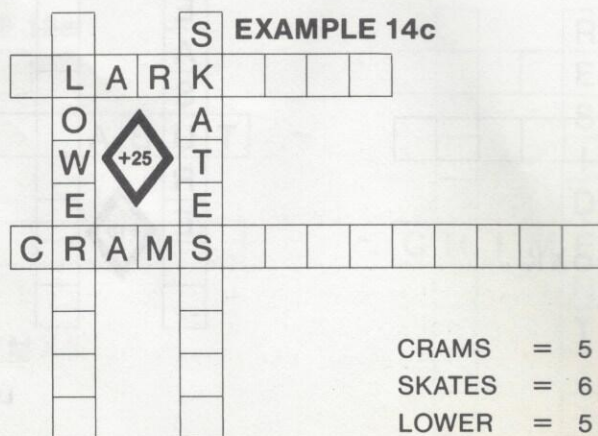
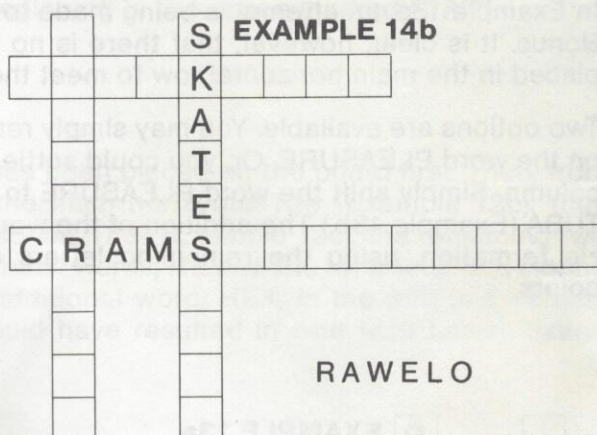
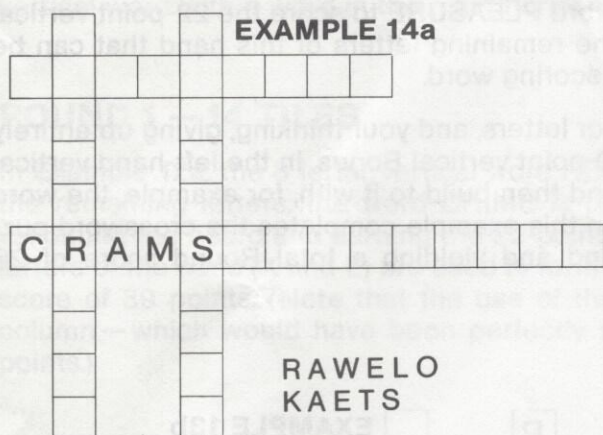
LETTER USAGE POINTS 16
BONUS POINTS 10
TOTAL TURN SCORE 26

As these examples illustrate, the key to making both the 22-point and the 30-point vertical Bonuses, and to a lesser degree, the 10-point and 18-point vertical Bonuses, is the letter which occupies the 6th space of the vertical word. You'll find that you have the greatest flexibility when this letter is an S and the least flexibility when this letter is any vowel except E, or the letters J, Q, V, X or Z.

ROUND 2 — 16 TILES

In the second Round of the game, the 22-point and 30-point vertical Bonuses remain the most commonly attainable of the larger Bonuses, although the odds of being able to reach the 25-point and 60-point horizontal Bonuses are also increased to some extent.

But it is in the second Round that you will first be able to make the 25-point Square Bonus, which requires a minimum of 15 letters, covered by the gold line. (See Examples 9, 10, 11.) When trying for the Square Bonus, it's usually best to start with the main horizontal word first, as in Example 14a, and to choose a word that has good letters in the 2nd and 5th spaces where the vertical column words must intersect. Good letters in this case are those which commonly end English words, such as the S, E, D, T and with many hands the G and N. You should then turn your attention to the vertical words, leaving the shorter word for last. There are several possibilities in the example shown for the word to be used in the right-hand vertical column: LOWERS, TRAWLS, STEAKS, SWEETS, SKATES, etc. Although the K of SKATES is not usually a good word ending letter, it does in this case lead to a successful completion of the Square (see Example 14b.), with the addition of the words LOWER and LARK (Example 14c.) REMEMBER: The vertical words used in the square do not have to begin in the starred spaces at the tops of the vertical columns, unless you're trying for a Bonus Point score.



CRAMS = 5
SKATES = 6
LOWER = 5
LARK = 4

LETTER USAGE POINTS 20

BONUS POINTS 25

TOTAL TURN SCORE 45

ROUND 3 — 18 TILES

With 18 letters to work with, it becomes much easier to make one of the many Bonus Point scores available. For example, you can reach both the 25-point Square Bonus and either the 22-point or 10-point vertical Bonus at this Round of the game (see Example 11.) Also, any one of the four vertical Bonuses, together with either the 2-point or 12-point horizontal Bonus, are combinations frequently attainable with 18 letters in your hand.

If one of these Bonus Point scores doesn't appear to be attainable, you should explore the possibility of scoring the 25-point horizontal Bonus alone. With 18 letters, this Bonus is slightly easier to get than is the Square Bonus, worth the same number of Bonus Points; the horizontal Bonus requires only 11 letters, while the Square Bonus requires a minimum of 15.

ROUNDS 4 & 5 — 20 & 22 TILES

During the last two Rounds of the game, the number of different Bonus Point scores available increases. In the last Round of the game, with 22 letters in each player's hand, there are a total of 39 different Bonus Point scores available on the playing board.

In trying for combinations involving the 25-point Square Bonus plus one of the vertical Bonuses, it's usually the best strategy to begin with the 8 or 10 letter vertical scoring word, which must begin at the top of the vertical column. This word must be selected carefully, paying special attention to the letters occupying the 2nd and 6th spaces. These are the spaces at which the two horizontal words must intersect with the vertical word. Again, the best letters for words in the right-hand higher scoring vertical column are the S, E, D, T and with many hands the G and N.

Your first approach should be to use the right-hand column for the vertical portion of a Bonus Point score involving the Square Bonus. If, however, you can't complete an eligible Square from this beginning, you should consider moving your 8 or 10 letter vertical word to the left-hand vertical column. While sacrificing 12 Bonus Points, this move might make it possible for you to complete a Bonus Point score worth as many as 69 points.

The single largest Bonus Point score available is the 82 point combination of the 60-point horizontal Bonus and the 22-point vertical Bonus. This combination can be scored only in the last Round of the game and it's one that is only rarely achievable.

D. LETTER PASSING

In deciding which four tiles to keep before you pass your board and tiles away at the end of each Round, you should decide if your main strategy will be offensive or defensive. That is, will you retain those tiles that will be most useful to you during the next Round of play, or retain tiles which might keep your opponent from forming a high scoring word.

Another consideration in deciding which tiles to keep, is the set of tiles (minus four) that you'll be receiving from your neighbor; since all boards must be displayed for scoring, you can get some idea of the tiles you'll likely be playing with next. If you notice that this hand will be obviously unbalanced in either consonants or vowels, you may wish to choose one or two of the tiles you retain on the basis of improving the mix.

You'll soon discover that the S is the single most useful letter to retain. Many an 8 or 10 letter word reaches Bonus length by the addition of an S. The letter most commonly used in English and the second most valuable letter in the game is E. There are, of course, more E's in the game than any other letter, yet it is not uncommon to receive a board totally devoid of E's.

After the S and the E, the most useful letters to keep are those that contribute to the common prefixes and suffixes of English words: the R (for RE and ER words); the D (for DE and ED words); the L (for AL words); and the ING. Other desirable letters include the T, I, H, O and U.



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