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AGES
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2-4
PLAYERS

SCRABBLE[®]

Crossword Game

GAME GUIDE

EVERY LETTER COUNTS™

Contents:

- 1 Gameboard
- 100 Wooden Letter Tiles
- 4 Tile Racks
- 1 Drawstring Letter Bag



SET IT UP

The first time you play, remove game parts from any wrapping and dispose of the waste responsibly.



1. Open the gameboard in the middle of the playing area. Make sure all letter tiles are in the bag.
2. Choose 1 player to be scorekeeper. Scorekeeper, grab a pen and paper.
3. Take a rack and place it in front of you.
4. Everyone draw 1 tile. The player with the letter closest to **A** goes first. A blank tile beats any letter. Play will continue clockwise.
5. Place all the tiles back in the bag.
6. Players, in playing order, take 7 tiles each from the bag and put them on your rack. Don't let anyone see the tiles you pick.
7. Have a dictionary on hand for any word challenges! We recommend *The Official SCRABBLE Players Dictionary* by Merriam-Webster.



Letter tiles have values, which added up make your score. Different letters have different values.



Blank tiles have no value but can be used as any letter. When using a blank you must announce what letter it is. It cannot be changed during the game.

Please note: The letter distribution is printed on the gameboard. There are just 2 blank tiles in the set.

PLAY

1. How to win

- Place letters to form words crossword-style on the gameboard.
- Letters are worth points. Premium squares multiply letter and word scores.
- The player with the highest final score wins!

2. How to play

- Take turns placing letters on the gameboard.
- At least 1 new word must be formed each turn (unless you decide to pass).
- You must place each new word in a single line that reads either across or down; never diagonally.
- Announce your word score. Remember to count any premium squares you cover.
- Scorekeeper, write down each player's score each turn and keep each player's running total.
- Refill your rack to 7 tiles. And it's the next player's turn.
- Keep going until there are no letters left to play.

3. The first turn

- The first word must be at least 2 letters long.
- It must cover the center square.
- **Double the first word score!** The center square is a premium square.

For example:

H₄ O₁ R₁ N₁

$$(4 + 1 + 1 + 1) \times 2 = 14 \text{ points}$$



4. Every other turn

- Any letter(s) played must form at least 1 new word.
- A single letter may be played on subsequent turns.
- Any new word must connect with at least 1 letter already on the gameboard.
- All touching letter tiles must form complete words.
- Your score each turn is the sum of the letters in each word you form or modify.
- There is no limit to the number of times players may use a certain word during a game. For example, if players wish to use the word "IS" several times in one game, this is fine.
- No tile may be moved or replaced after it has been played!

When it comes to placing your tiles, knowing the rules and a few tricks will help you to score more points and improve your chances of winning!

F₄
A₁
H₄ O₁ R₁ N₁
M₃

5. **Place letters at right angles** to a word already on the board.
See FARM.

F₄
A₁
H₄ O₁ R₁ N₁
M₃
P₃ A₁ S₁ T₁ E₁

6. **Add a letter (or letters) to an existing word.** And build off it, if you can!
See PASTE. It also makes FARMS.

Note: A word can be extended on both ends on the same turn e.g., TEA to STEAL.

F₄
A₁
H₄ O₁ R₁ N₁
M₃ O₁ B₃
P₃ A₁ S₁ T₁ E₁

7. **Place letters parallel to a word.** All adjacent letters must form complete words across and down.
See MOB. It also makes NOT and BE.

F₄
A₁
H₄ O₁ R₁ N₁
O₁ M₃ O₁ B₃
P₃ A₁ S₁ T₁ E₁

8. **Bridge 2 words to make another.**
See HOP.

9. **Turn over for score-boosting premium squares.**

PREMIUM SQUARES

Cover a premium square and boost your score!



- **A covered premium square is no longer premium!** Premium square bonus points are only counted on the turn letters are first placed on them.



- **When more than 1 word is formed**, count every letter (with any premium value) for each word you form. (Some letters and premium values will need to be counted twice.)



- **If a word crosses a premium letter and a premium word square**, total the letter score first and then double (or triple) the word score.



- **Blanks on premium squares** do double or triple word scores (even though the blank itself has no value). But blanks on a double or triple letter square are still worth nothing.

If you are **very clever** (or lucky), it is possible to form a word that covers 2 premium word squares. Your word score would of course be doubled then doubled again. Or tripled, then tripled again!

Bingo for 50 points!

If you clear your rack and use all 7 tiles in one turn, that's a Bingo! You score a massive 50 points in addition to your word score!

WORDS

You can play any word listed in *The Official SCRABBLE Players Dictionary* (or the dictionary of your choice) but remember only use the dictionary for challenges.

Which words are NOT allowed?

- **Proper nouns and names** (i.e., words starting with a capital letter)
- **Foreign words**
- **Abbreviations** – i.e., no IE
- **Acronyms** – no LOL or SOS or ASAP
- **Freestanding prefixes or suffixes** – you can add MILLI to METER, but you cannot place MILLI alone
- **Hyphenated words** – so no XRAY
- **Apostrophes** – use DO or NOT but never DONT!

CHALLENGE!

Any player may challenge a word before the next player starts their turn.

- If someone challenges your word, look it up in the dictionary.
- If it isn't there, you must take back your letters; this ends your turn.
- But if the word is there, score your word, and your challenger loses their next turn!

WIN!

There are 2 ways a game of SCRABBLE can come to an end:

1. **When all tiles** have been drawn from the bag and one player empties their rack.
2. **If all players pass twice** in turn.
 - When the game ends, each player's score is reduced by the sum of their unplayed letters.
 - If a player has used all of their letters, the sum of the other players' unplayed letters is added to their score.
 - The player with the highest final score wins!

Is there a draw?

The player with the highest score before adding or subtracting unplayed letters wins.

WHAT IF...

... you can't make a word?

- **Use a turn to exchange** all or some of your letters. Place your discarded letter(s) facedown, draw the same number of tiles from the bag, and then return your discarded letter(s) into the bag. This ends your turn.
- **Or keep the same letters** and just miss a turn. Even if you can make a word, you may choose to miss a turn, though you may fall behind on points!
- **Either way**, you haven't placed a word and don't score any points.

... no one can make a word?

If every player passes twice in turn, the game ends.

... you took too many tiles?

If you have more than 7 tiles on your rack, another player must remove the extra tile(s) at random, without seeing the letters. Place the extra tile(s) back in the bag.

BECOME AN EXPERT

Here are a few top tips on how to send your SCRABBLE score into the stratosphere.

Learn the 2- and 3-letter words. They are the building blocks of expert play and can really boost your score. Check Hasbro.com/Scrabble for the most up-to-date list of these words, as well as those few examples that use **Q** without the need for **U**!

Shuffle the tiles on your rack. Look for 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 words will often just appear.

Look for hooks. A hook is a letter that you can add to an existing word to form another word. The **S** is very useful for plurals, but use it wisely. Try not to use it as a plural unless you can earn at least 8 points. Also look for words you could end with a **Y**, **E**, **R** or **D**. For example, HAND(Y), READ(Y), PLAN(E), TAME(R, D).

Bingos are the key to high scores, and they can be easier to find than you might think! Placing all 7 tiles from your rack may seem a tall order, but here's a tip: 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. Now all you have to do is find that perfect word to wrap them around! Bingo!

Every year, new words (many abbreviations and some foreign words) become part of everyday speech and are added to standard dictionaries. As long as everyone has agreed on a dictionary, the word on the page rules!

ANOTHER WAY TO PLAY

To keep blanks in circulation, you may exchange a blank on the board if it matches a letter on your rack at the beginning of your turn. You may replace both blanks on the same turn. This doesn't score any points, and you then take your turn as usual. You may use the blank(s) now or later.

Finish Line SCRABBLE

The game is over when one player reaches a decided score, no matter how many tiles are left. This variant allows mixed level groups, as the score needed to win depends on the level of the player (see below).

	2 Players	3 Players	4 Players
Beginner	70	60	50
Intermediate	120	100	90
Expert	200	180	160

So, 2 intermediate players would be playing to 120. But 2 intermediates would play to 100 if a beginner joined the game; the beginner would need just 60 points to win!

YOU'VE GOT COMPANY!

Join the SCRABBLE Community

North American SCRABBLE Players Association

Making words, building friendships

The North American SCRABBLE Players Association (NASPA) is a community of tournament, club and avid home players of the SCRABBLE Brand Crossword Game. We foster an atmosphere for people of all skill levels to play their favorite game, improve their abilities and above all, meet people who share a similar love of the game. Join NASPA and play in our official clubs and tournaments across the United States and Canada.

- www.scrabbleplayers.org / info@scrabbleplayers.org
- Twitter @NASPA
- PO Box 12115, Dallas, TX 75225-0115

School SCRABBLE Program

For over two decades, the School SCRABBLE Program has been providing kids a fun and worthwhile extension of the classroom. Educators and parents have found that School SCRABBLE has positively impacted participating kids by strengthening:

- verbal skills
- math skills
- curiosity
- time management
- strategic thinking
- teamwork skills
- social skills
- attention span



Every year, over 100 teams of 4th – 8th graders from all over the United States and Canada compete in the two-day National School SCRABBLE Championship. Students compete for cash prizes, and past champions have appeared on Good Morning America and Jimmy Kimmel Live!

- To officially register your school SCRABBLE club, go to Hasbro.com/Scrabble

It's easy to start a SCRABBLE club! The specially designed School SCRABBLE Starter Kit is a terrific resource for any SCRABBLE club. The kit contains 6 boards, 6 sets of letter tiles, 6 tile bags, 12 racks and as a bonus, *The Official SCRABBLE Players Dictionary* by Merriam-Webster. Play like a pro and order yours now.

- To order, please visit HasbroToyShop.com and search for School SCRABBLE Program.

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Les couleurs et les pièces peuvent différer de celles illustrées.

Conservez cette information pour référence ultérieure.

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