



EVERY WORD COUNTS!

SCRABBLE® is a word game for 2, 3 or 4 players. Play consists of forming interlocking words, crossword fashion, on the SCRABBLE® playing board, using letter tiles with various score values. The object of the game is to get the highest score. Each player competes by using their tiles in combinations and locations that take best advantage of letter values and premium squares on the board. The combined total score for a game may range from about 400 points to 800 or more, depending on the skill of the players.

CONTENTS

A ₁ 9	H ₄ 2	O ₁ 8	V ₄ 2
B ₃ 2	I ₁ 9	P ₃ 2	W ₄ 2
C ₃ 2	J ₈ 1	Q ₁₀ 1	X ₈ 1
D ₂ 4	K ₅ 1	R ₁ 6	Y ₄ 2
E ₁ 12	L ₁ 4	S ₁ 4	Z ₁₀ 1
F ₄ 2	M ₃ 2	T ₁ 6	Blank 2
G ₂ 3	N ₁ 6	U ₁ 4	

- 100 Magnetic Letter Tiles
- 4 Magnetic Tile Racks
- 1 Tile/Storage Bag
- 1 Playing Board

100 Letter tiles:

- There are 98 tiles with letters of the alphabet and two blank tiles.
- Each of the letter tiles has score values indicated by the number to the bottom right of the letter.
- The two blank tiles have no score value, and can be used as any letter desired. When it is played, the player must state what letter it represents, after which it cannot be changed for the remainder of the game.

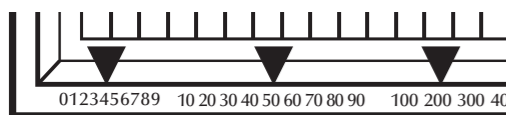
SET UP

- All the tiles are placed in the tile bag. Each player takes a tile out to find out who plays first. The player who has the tile nearest the beginning of the alphabet, with the blank preceding 'A,' plays first. The exposed tiles are put back into the bag and the bag is shaken to shuffle them.
- Each player, in turn, then draws seven new tiles and places them on their racks. Everyone is now ready to play SCRABBLE®. Play proceeds clockwise.

RULES OF PLAY

Keeping score

Each player has 3 scoring markers. The first marks units, the second tens, and the third hundreds. Thus any number between 0 and 799 can be indicated on the scoring racks. For example, the diagram shows a score of 254. Each scoring area is marked with a player's number: 1, 2, 3 or 4.



The score is entered after each player's turn.

Exchanging tiles

Any player may use their turn to replace any or all of the tiles in

their rack. They may do so by discarding them face down, drawing the same number of new tiles, then mixing the discarded tiles with those remaining in the bag. They then await their next turn to play.

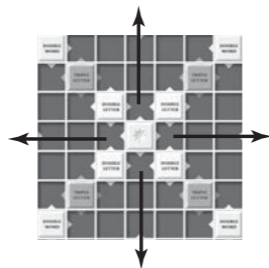
Passing (missing a turn)

Instead of placing tiles on the board, or exchanging tiles, a player may also decide to pass, whether or not they are able to make a word (or words).

However, should all players pass twice in succession, the game ends.

Placing the first word

The first player combines two or more of their tiles to form a word and places them on the board to read either across or down with one tile on the centre square (star). Diagonal words are not permitted.



All tiles played in this and subsequent turns must be placed in one continuous line horizontally or vertically.

Permitted words

You may play any words listed in a standard English dictionary except those only spelt with an initial capital letter, abbreviations, prefixes and suffixes and words requiring apostrophes and hyphens. Foreign words in a standard English dictionary are considered to have been absorbed into the English language and are allowed. Prior to starting the game, all players must agree on a dictionary to be used.

Once a tile has been placed on the board, it may not be moved unless the word is successfully challenged.

Challenging words

Once a word has been played, the word may be challenged before the score is added up and the next player starts their turn. At this point only, you may consult a dictionary to check spelling or usage. If the word challenged is unacceptable, the player takes back their tiles and loses their turn.

BOARD Premium Spaces

The playing board consists of 15 x 15 squares in the playing area with gridlines to separate the squares. There are special premium squares on the board with bonus score values:

Premium Letter Squares

A light blue square doubles the score of a letter placed on it. A dark blue square triples the score of a letter placed on it.



Premium Word Squares

A light red square doubles the score of the word. A dark red square triples the score of the word.



If a word crosses both premium letter and word squares, all the bonus letter values are added up before the complete word score is double or tripled.

The bonus scores of the premium squares only apply to the turn in which the tiles are placed on them.

When a blank is placed on a red Triple or Double Word square,

the sum of the tiles in the word is doubled or tripled even though the blank itself has no score value. When it is placed on a blue Triple or Double Letter square, the value of the blank tile is still zero.

In this case the player has **A, E, I, T, R, N, R** on their rack and they play: **T1 R1 A1 I1 N1**



Scoring the first word

A player completes their turn by counting and announcing their score, which is recorded by the scorekeeper.

The score for the turn is calculated by adding up all the values of the numbers on the tiles, plus any premium values from utilising the premium squares.

In this case **T** scores **1** and is doubled to **2** because it is on a Double Letter square; **R** is **1**; **A** is **1**; **I** is **1**; **N** is **1** = **6**. Note: The centre square is light red - it counts as a Double Word square, so the whole score is doubled to **12** points.

Ending a turn

At the end of every turn, the player draws as many new tiles as they have played, thus always keeping seven tiles in their rack.

After Move 1, Player 1 has **R, E** left in their rack, they must therefore draw 5 new tiles.

Added 50-point bonus

Any player who plays all seven of their tiles in a single turn scores a premium of 50 points in addition to their regular score for the turn. The 50 points are added on after doubling or tripling a word score.

In this case, player 1 plays **TRAINER**, scoring **16** points in normal play + **50** for the bonus word = **66** points. They then draw 7 new tiles and their turn is complete.



Next Player's turn

The second player and then each player in turn, has the choice of exchanging tiles, passing or adding one or more tiles to those already played so as to form new words of two or more letters.

All tiles played in any one turn must be placed in one row only across or one column only down the board.

If they touch other tiles in adjacent rows, they must form complete words crossword fashion, with all such tiles.

The player gets full score for all words formed or modified by their play. Include the bonus scores of any premium squares on which they have placed the tiles.

Player 2 has **H, O, B, R, T, S, S** on their rack.

There are five different ways that new words can be formed:

1. Adding one or more tiles to the beginning or end of a

word already on the board, or to both the beginning and end of that word.

e.g. **TRAINER** becomes **STRAINERS**.



The first **S** is on a Triple Word so the score is **9 x 3 = 27**. The Double Letter under the **A** and the Double Word of the centre square do not count.

2. Placing a word at right angles to a word already on the board. The new word must use one of the letters of the word already on the board. e.g. **HROB** is added to the **T** already on the board to make **THROB**.



THROB scores **12**. (**T1, H4, R1 x 3, O1, B3**)
Total 1+4+(1x3)+1+3=12

3. Placing a complete word parallel to a word already played so that adjoining tiles also form complete words. e.g. **HOB** is played also forming **HI, ON** and **BE**.



In this example, more than one word is formed in the same turn and each word is scored. The common letters are counted (with full premium value, when they are on premium squares) in the score for each word.

HOB scores **4 + 1 + (2x3) = 11**, **HI** scores **5**, **ON** scores **2**, **BE** scores **(2x3) + 1 = 7**.
Total 11+5+2+7 = 25

4. The new word may also add a letter to an existing word. e.g. **THROBS** is played with the **S** linking onto **TRAINER** to make **STRAINER** as well.



S in **STRAINER** is on a Triple Word, scoring **8 x 3 = 24**, **S** is also on a Triple Word in **THROBS** (with **H** on Double Letter) scoring **15 x 3 = 45** - Totalling **69** points.

5. The last variation would be to "bridge" two or more letters. (This can only happen on the 4th move or later in the game.)

e.g. **CO, QUE, T** is fitted between an **N** and an **S** on the board to make **CONQUEST**.



Sometimes a word may cross two premium word squares. The word score is doubled then re-doubled - 4 times the complete word score; or tripled and then re-tripled - 9 times the complete word score!

CONQUEST is played for **19** points with **Q** over the Double Letter for an extra **10** points & then tripled to **87** points & then tripled again for a total of **261** points!

End of the game

The game ends when

- all the tiles have been drawn and one of the players has used all the tiles in their rack
- when all possible plays have been made
- all players have passed twice in consecutive turns

After all the scores are added up, each player's score is reduced by the sum of his unplayed tiles, and if one player has used all their tiles, their score is increased by the sum of the unplayed tiles of all the other players.

e.g. If Player one has an **X** and an **A** left on their rack at the end of the game, their score is reduced by **9** points. The player who used all their tiles adds **9** points to their score.

Remember - the game can be won or lost on the last letter in the bag!

RULES CLARIFICATIONS

- If any tile touches another tile in adjacent rows, it must form part of a complete word crossword fashion, with all such tiles.
- The same word can be played more than once in a game.
- Pluralised words are allowed.
- A word can be extended on both ends within the same move e.g. **TRAINER** to **STRAINERS**.
- All tiles played in any one turn must be placed in one continuous line only, horizontally or vertically.
- Players may not add tiles to various words, or form new words in different parts of the board in the same turn.
- The bonus scores of the premium squares only apply to the turn in which the tiles are placed on them.
- When more than one word is formed in a single turn, each word is scored. The common letters are counted (with full premium value, when they are on premium squares) in the score for each word.
- If a word crosses two premium word squares, the word score is doubled and re-doubled - 4 times the complete word score; or tripled and re-tripled - 9 times the complete word score.
- When a *blank* is placed on a red Triple or Double Word square, the sum of the tiles in the word is doubled or tripled even though the blank itself has no score value. When it is placed on a blue Triple or Double Letter square, the value of the blank tile is still zero.
- When one player has used all their tiles and the tile bag is empty, the game is over. In some games, no player succeeds in using all their tiles. In this case the game continues until all possible moves have been made. If a player is unable to move, they pass their turn. If all players pass twice, in consecutive turns, the game ends.

- A dictionary or word guide may not be used while a game is in progress to search for words to fit the tiles on your rack. It may only be consulted after a word has been played and challenged.

GAME VARIATIONS

VARIANTS

Variants should only be played where all players agree. In the case of disagreement it is recommended that the standard rules are used.

HOUSE RULES

Recycling the blanks

The official rules state that once a blank has been played it may not be moved. A variation exists where blanks can be endlessly recycled. If the word **RETAINS** has been played with the **S** as a blank, then any player holding an **S** can take the blank and replace it with that **S**. The blank can then be used immediately in that player's move.

Open dictionary

Some players play with 'open' dictionaries where players can look up any words they wish to, before playing them, without penalty. This variant is particularly useful for learning new words.

Thematic SCRABBLE®

Thematic SCRABBLE® is good fun. If you are playing at Christmas, give 5 extra points for every word played connected to Christmas. If you're all great sports fans then try to play words connected with sport etc. Players' valiant attempts to justify that words are connected with a given theme often add to the fun element.

'Jacks to Open'

To make the start more interesting and the game more open, a rule can be introduced where players must play a word of at least 5 letters on the first move of the game, similar to the 'Jacks to Open' rule in Jackpot poker.

If the person going first cannot form a word of at least 5 letters then play passes to the left and so on until one player can play 5 letters or more. If nobody can form a 5-letter word then the starting player gets the chance to play a 4-letter word, if they cannot do this either then the player passes to the left again as above.

Double bag SCRABBLE®

To make the game easier, split the letters in a set between consonants and vowels and place in 2 separate bags, then allow players, when they draw letters, to choose whether they want a consonant or a vowel.

Un-SCRABBLE®

After you have played a game of SCRABBLE®, try Un-SCRABBLE®. Each player, in turn, removes at least one and not more than six of the letters from the board. The tiles removed must be taken from one word on the board and after the move, all words left on the board should be valid and be joined crossword fashion. The game continues until all tiles have been removed or until no more valid moves can be made. Players score the face value of all the tiles they remove.

SCRABBLE® Bingo

SCRABBLE® Bingo is much like ordinary Bingo but played with SCRABBLE® tiles.

To play:

- Think of two seven letter words and write them down. Ensure that you do not use more of any one letter than are in the SCRABBLE® set (check with the letter frequencies on the previous page.) e.g. there are three G's in a SCRABBLE® set, so you must ensure that in total your two words do not contain more than three G's.
- One of the players or a neutral person picks letters from a SCRABBLE® bag at random and calls them out. Strike through those that are in your words. When you have crossed through all letters of both words, call 'Scrabble Bingo' and the caller will check your form to ensure that you have completed it correctly

Note: You may only cross through one letter at a time i.e. if you

have four E's within your two words you may only cross out one E when "E" is called.

TOURNAMENT RULES

Using a timer

A timer can be used to limit the time each player takes to make their move. A common limitation is 2 minutes a move. In Championship SCRABBLE®, chess clocks are used and each player has 25 minutes to make all of their moves, after which a penalty of 10 points per minute applies.

Restricted changing

Championship rules also ban changing once there are 6 or fewer letters in the bag. This rule was mainly introduced to stop players changing a Q when they did not hold a U near the end of the game.

SOLITAIRE SCRABBLE®

Although SCRABBLE® was designed as a game for two to four players, many people have found it an absorbing form of solitaire. There are various ways in which this can be done:

- A player may try to beat their own previous scores, using only one rack. Rules are as for regular SCRABBLE®.
- A player sets up two racks, one for themselves and one for an imaginary opponent.
- The tiles are turned right side up. By deliberate selection and use of the dictionary, the player tries to achieve the highest possible score. The highest score obtainable in SCRABBLE® is still a mystery.

DUPLICATE SCRABBLE®

This method of play was invented by a Belgian, Hyppolite Wouters. All the players play with the same tiles but only receive credit for the words they formed. In Duplicate SCRABBLE®, luck plays no part. The game can be played by any number of players. It can be played alone, whilst in French speaking countries, where this method of play is very popular, more than 1000 players have taken part in a single game.

To play:

Each player has a complete set of tiles, a rack and a board. Before the game starts, the players arrange their tiles in alphabetical order, all face up. The arbitrator (or one of the players if there is no arbitrator) draws seven tiles at random from a set of tiles in a bag or face down in the box lid, and calls them.

All players draw the same tiles, place them on their rack, and try to find the word with the highest score value. In three minutes time, they must write on a slip of paper, the word, the score and the grid reference of the first letter of the word (see letters and numbers printed around the edge of the board. If the word is horizontal, the letter is written first e.g.: H8; if vertical, the number is written first e.g.: 8H).

The arbitrator collects all the slips, and calls out the word with the highest score; all the players now place this word on their board (removing their word if it is not the same) but remember that the individual score is the one for the word actually played. If the word is rejected as being inadmissible, the player scores nothing. The arbitrator then draws new tiles to bring the total number in their rack to seven and calls them.

In the first fifteen racks drawn, there must be a minimum of two vowels and two consonants. From the sixteenth rack onwards there must be a minimum of one vowel and one consonant. (Blanks count as either vowel or consonant.) If this is not the case, all the tiles are put back into the bag and seven new tiles drawn.

The players again try to make the word with the highest score and place it on the board, linking it with the first word, cross-word fashion, as in normal SCRABBLE®. On a second slip, the players write down this second word, its score and grid reference.

The game continues until all 100 tiles have been drawn and played, or until there are no vowels or consonants left. The winner is the player with the highest total score. In Duplicate SCRABBLE®, there is no strategy, the players at each move merely have to find the highest scoring word.

FURTHER INFORMATION

Consumer Affairs

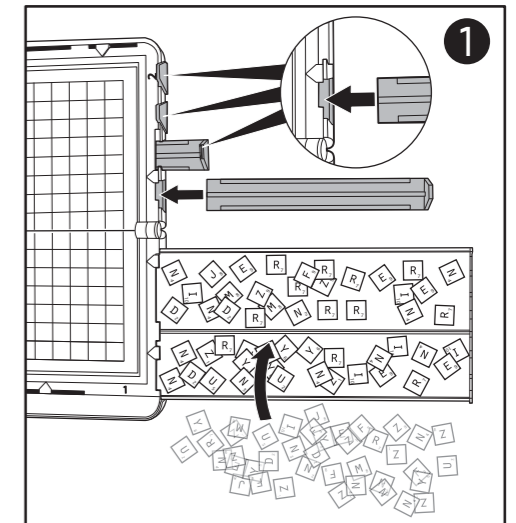
If you require replacement tiles, boards etc. or have a query on any Mattel product, please phone Consumer Affairs on 01628 500306 or write to them at [Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303.](mailto:Mattel.U.K.Ltd.Vanwall.Biz@Mattel.com)

ONLINE

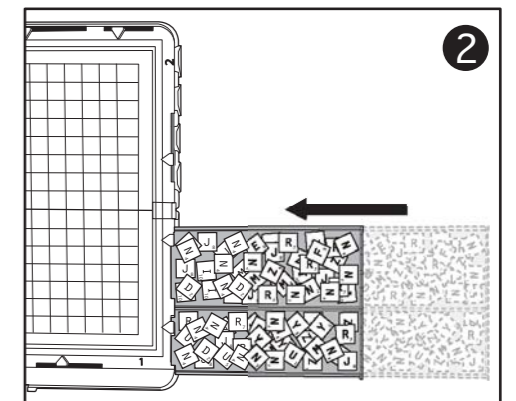
www.mattelscrabble.com

SCRABBLE® has a website where players can:

- get updated information
- play games
- get helpful hints on strategy and tactics
- get information on game variations
- learn about Scrabble-related books



The racks are numbered and should be stored in the side of the case.



Tiles can be stored in drawer to left of rack storage.



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