



SCRABBLE[®]
CROSSWORD GAME

**GUIDE
BOOKLET**

Ages 8 to Adult
2 to 4 Players





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THE HISTORY OF SCRABBLE®

Thanks for helping us celebrate the golden anniversary of the world's most popular word game!

It was 50 years ago that Alfred Butts brought SCRABBLE® to the marketplace. Years earlier, the New York City architect had observed that "...there is one thing that keeps word games from being as popular as card games: they have no score." With this in mind, Butts created LEXIKO, a scoring word game that he refined in the early 1930s and 1940s and later called CRISS CROSS WORDS.

Butts churned out game sets from his home to fill orders from all over the country as he tried in vain to acquire a patent, a copyright and a manufacturer. Finally, in 1948, he had all three; with a name change to SCRABBLE® and a redesign of the gameboard, his pet project was rolling off the assembly line. Now SCRABBLE® is manufactured in the millions each year, and is played worldwide in many different languages!

GAME RULES

CONTENTS: Turntable gameboard on storage tray base, 100 letter tiles, 4 racks, timer, pouch, Official SCRABBLE® Word List, label sheet, 4 rubber feet

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.

FIRST TIME ASSEMBLY

Insert the feet: Turn the storage tray upside-down. Twist a rubber foot into each of the four holes in the base.

Label the timer and racks: See the labeling instructions on the label sheet.

Insert the battery: Loosen the screw in the back of the timer. Insert one "AAA" size battery, using the diagram inside as a guide. See Figure 1.

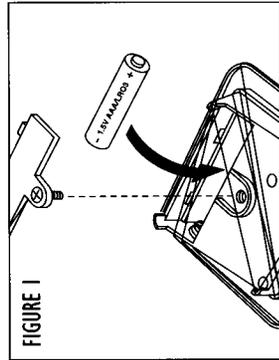


FIGURE 1

CAUTION:

- As with all small batteries, the battery used with this game should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.

- Make sure the battery is inserted correctly and follow the game and battery manufacturers' instructions.

Test the battery: Press the "S" button on the timer. You should hear a beep. If you don't, the battery may be weak or improperly installed. (Timer functions are explained in **Setup**.)

SETUP

After removing the game parts from the storage area, replace the gameboard securely on the base.

Turn all letter tiles facedown beside the board or place them in the pouch or other container, and shuffle. Draw for first play.

The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pool and reshuffle. Each player then draws seven new letters and places them in his or her rack.

Using the timer: If you'd like to time each turn for three minutes, start the timer at the beginning of a turn by pressing the "S" button. The timer will beep when time is up.

Using the Word List: This special book is a quick and handy reference. However, depending on which dictionary you use, it may not include all words that are acceptable; therefore, it should not be used as a substitute for the dictionary you would ordinarily use in your game. (See Rule 8.)

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 allowed.

2. Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played, thus always keeping seven letters in your rack.

WHAT'S A BINGO?

A bingo is a play that uses all 7 of your tiles, for a 50-point bonus. Bingos are the key to high scores, and they can be easier to find than you might think!

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.

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.



YOU'VE GOT COMPANY!

There are an estimated 33 million leisure SCRABBLE® players in the U.S. and Canada alone. Among those are more than 10,000 enthusiasts who belong to the over 200 sanctioned clubs which meet every week throughout the U.S. and Canada. Their organization, the National SCRABBLE® Association, is headquartered in Greenport, N.Y.

4. New words may be formed by:
- Adding one or more letters to a word or letters already on the board.
 - 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 9.)
 - Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 5 on page 9.)
5. No letter may be shifted after it has been played and scored.
6. The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
7. You may use a turn to exchange all, some, or none of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letters into the pool. This ends your turn.
- NOTE:** You cannot exchange tiles if there are fewer than seven tiles left to draw.
8. Before the game begins, players should agree upon which 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 redoubled (4 times the letter count), or tripled then retripled (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. If you play seven tiles on a turn, it's a BINGO! You score a premium of 50 points *after* totaling your 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

The words added on these five turns are shown in colored type. Scores reflect the R being on the center ★ square. On Turn 1, count HORN; on Turn 2, FARM; on Turn 3, PASTE and FARMS; on Turn 4, MOB, NOT and BE; on Turn 5, BIT, PI and AT.

TURN 1: SCORE 14

		H	O	R	N

TURN 2: SCORE 9

		F			
		A			
		H	O	R	N
				M	

TURN 3: SCORE 25

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

TURN 4: SCORE 16

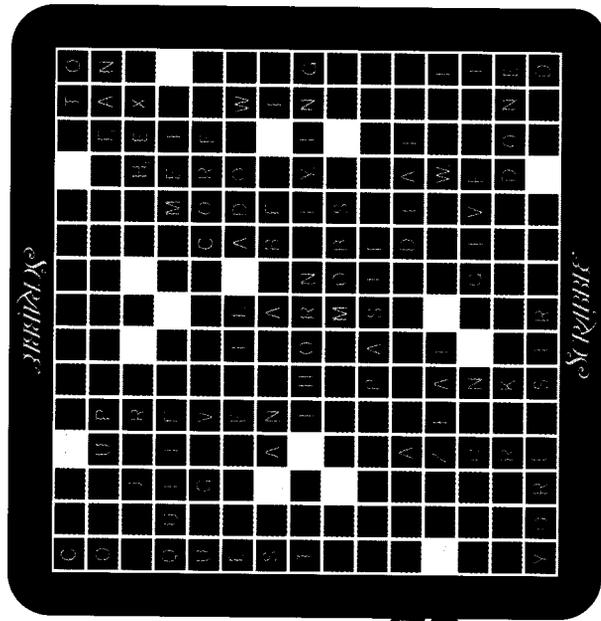
		F				
		A				
		H	O	R	N	
				M	O	B
		P	A	S	T	E

TURN 5: SCORE 16

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

GUIDE GAME

This Guide Game illustrates the rules and the method of scoring. We suggest that you set up the Guide Game on your own board. Follow it play by play according to the sequence of plays 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 don't understand, check the rules to discover how the score was determined. This Guide Game shows two important aspects 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	SCORE	TURN	WORD	SCORE
1.	HORN	14	2.	FARM	9
3.	PASTE, FARMS	25	4.	MOB, NOT, BE	16
5.	DIAL, BED	16	*6.	PREVENT, THORN	82
7.	MODELS, MOBS	26	8.	QUITE	48
9.	PRANK	20	10.	SIR, PRANKS	20
11.	HERO, ME, OR, DO	27	12.	AWE	12
13.	CORE	6	14.	ZEAL	26
15.	AZURE	15	16.	LYING	39
17.	HEX	26	18.	TAX	20
*19.	CONQUEST	212	20.	JIG	22
21.	YORE	21	22.	TO, ON, AN	14
23.	DONE, AWED	18	24.	FETE, FAN, MET	18
25.	WIN	14	26.	LIED	18
27.	GIVE	10	28.	IF	5
29.	BE	4	30.	CAB, ADO	15
31.	UP	4	32.	AN	2
		458			366
A and I left in rack		-2	Final score		368
Final score		456	Final score		368

TOTAL COMBINED SCORE: 824

*Since all 7 tiles 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 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 has 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.
4. When one player has used all of his or her letters and the pool is empty, the game ends. 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 may 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 (page 7), it is acceptable.
7. Most standard dictionaries do not show regular plurals or verb endings. A player

TWO-LETTER WORDS

If you can master them, they can improve your score!

AA AB AD AE AG AH AI
AL AM AN AR AS AT AW
AX AY BA BE BI BO BY
DE DO ED EF EH EL EM
EN ER ES ET EX FA GO
HA HE HI HM HO ID IF
IN IS IT JO KA LA MU
MY NA NE NO NU OD OE
OF OH OM ON OP OR
OS OW OX OY PA PE PI
RE SH SI SO TA TI TO
UH UM UN UP US UT WE
WO XI XU YA YE YO

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.

10 WAYS TO BECOME AN INSTANT SCRABBLE® EXPERT

There's no doubt about it—it takes a stellar vocabulary and super strategies to become a SCRABBLE® expert. Looking for instant results? These tips from seasoned SCRABBLE® players could help *you* rule the board!

1. TWO- AND THREE-LETTER WORDS

Learn the 2-letter and 3-letter words. They are the building blocks of expert play and can boost your average score by as much as 50 points per game. The box on page 13 shows the 2-letter words.

2. SECRET OF THE "S"

Use an S to form two words at once. Pluralize one word while forming another at the same time. Example: In the Guide Game, Turn 10, the player added an S to PRANK while forming SIR, to earn 20 points.

NOTE: Don't use an S unless you score 8 or more points than if you don't use it.

3. SHUFFLE TILES

Shuffle the tiles on your rack frequently. Look for some 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 appear on your rack when you least expect them.

4. BONUS SQUARES

Always look for ways to play across bonus squares. Check especially for bonus squares next to vowels. Example: In the Guide Game, Turn 25, the player formed WIN with the W on a Triple Letter Score square, for 14 points.

5. CONSIDER YOUR NEXT PLAY

Make your play with an eye toward your next play.

You can do so simply by saving some good tiles. Your best odds of having a great next rack is to save some combination of the letters "AEILNRST" while you save either the same number of vowels and consonants, or just one extra consonant.

6. BINGOS

Always look for bingos (using all 7 tiles at once). Optimism and know-how will mean more 50-point bonuses. Learn common word beginnings and endings and know how to place them in your rack. (See the box on page 5).

7. Q WITHOUT U

Learn the Q without U words. They are: QAT(S), QAID(S), QOPH(S), FAQIR(S), QANAT(S), TRANQ(S), QINDAR(S), QINTAR(S), QWERTY(S), SHEQEL, QINDARKA and SHEQALIM.

8. LOOK FOR HOOKS

"Hooks" are single letters that you can add to existing words that form other words. We've already mentioned the "S" hook, but also look for words you could end with a Y, E, R or D. Example: HAND(Y), PLAN(E), TAME(D,R).

9. CHOICE OF PLAYS

After you find a good play, if you have time, look for a better one. Always try to give yourself a choice of plays. By exercising your decision-making abilities, you'll likely develop keener strategic skills.

10. ATTITUDE

Keep in mind that anyone can beat anyone else with a certain amount of luck. Also remember that everyone draws poor combinations of tiles at times, so when you do, take pleasure in making the best play you can. Finally, don't dwell on your mistakes. Everyone makes them, so go easy on yourself and just enjoy playing.