

AGES  
**8+** |   
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.

**B**<sub>3</sub> 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

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!


### 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.

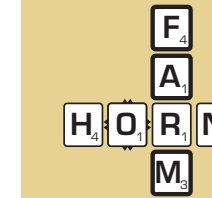
### 3. The first turn

- 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: **H**<sub>4</sub> **O**<sub>1</sub> **R**<sub>1</sub> **N**<sub>1</sub>  
( 4 + 1 + 1 + 1 ) x 2 = 14 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!

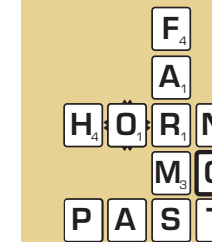


**5. Place letters at right angles** to a word already on the board. See FARM.



**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.



**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.



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

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