8+ | F4204 | 2-4

The Classic Crossword Game

SCRABBLE®

©2021 Hasbro

CONTENTS:
Gameboard • 100 wooden letter tiles • 4 wooden tile racks • drawstring letter bag

OBJECT:
Place letter tiles on the board to form words crossword-style. Letters are worth points, and premium squares multiply letter and word scores. The player with the highest final score wins!

SET IT UP

1. Open the gameboard in the middle of the play area and put all letter tiles in the bag.
2. Decide who will be the scorekeeper. Scorekeeper, grab a pen and paper.
3. Place a tile rack in front of you.
4. Now everyone draws one tile. The player with the letter closest to **A** goes first. A blank tile beats any letter. Play will move clockwise.
5. Place all the tiles back in the bag. Then, in playing order, take seven tiles each from the bag and put them on your rack. Don't let anyone see your tiles.
6. Have a dictionary ready for any word challenges! We recommend *The Official SCRABBLE Players Dictionary* by Merriam-Webster.

B 3 **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.

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

PLAY

Take turns placing tiles from your rack onto the gameboard. You must form at least one new word each turn (unless you decide to pass).

On Your Turn

1. Form at least one word by placing letter tiles in a single line that reads either across or down, never diagonally. (See PLACING TILES.)
   - **The first word** placed on the board must be at least two letters long and cover the center square—which happens to be a Double Word Score space!

     For example: H O R N

     (4 + 1 + 1 + 1) x 2 = 14 points
   - **After that,** you must add at least one tile on a turn.
2. Add up your word score and have the scorekeeper write it down. Remember to account for any premium squares you cover! (See PREMIUM SQUARES.)
3. Refill your rack to seven tiles.

Now it's the next player's turn. Keep going until there are no tiles left to play.

Remember:

- Any letter tile(s) played must form at least one new word.
- After the first word on the board is formed, a single tile may be played on any turn.
- Any new word must connect with at least one tile 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.
- No tile may be moved or replaced after it has been played!

PLACING TILES

There are several ways you can place tiles to form words.

- **Place letters at a right angle** to a word already on the board. See FARM.

- **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).

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

- **Bridge two words** to make another. See HOP.

8.5" x 22" 5C2S, 2 folds (Zig Zag Fold) - Folded Size 8.5" x 5.5"
F4204000_SCRABBLE_CLASSIC_.indd 1 9/29/21 1:35 PM

PREMIUM SQUARES

Cover a premium square to 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 you form more than one word on a turn,** count every letter (with any premium value) for each word you form. That means if you place a letter on a premium square and it's part of two words, you count that letter and premium value 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 clever (or lucky) enough, it is possible to form a word that covers two premium word squares. Your word score would be doubled, then doubled again. Or tripled, then tripled again!

Bingo for 50 points!

If you clear your rack and use all seven 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 to only use the dictionary for challenges. There is no limit to the number of times players may use a certain word during a game.

Which words are NOT allowed?

- Proper nouns and names (i.e., words starting with a capital letter)
- Foreign words
- Abbreviations (e.g., no EG)
- Acronyms (e.g., no LOL, SOS, or ASAP)
- Freestanding prefixes or suffixes (e.g., you can add MILLI to METER, but you cannot place MILLI alone)
- Hyphenated words (e.g., no XRAY)
- Apostrophes (e.g., you can use DO or NOT but never DONT)
- Offensive words, whether demeaning, discriminatory, obscene, or vulgar.

CHALLENGE!

Don't think that's a word? Any player may challenge another 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. Your turn ends.
- If the word is there, you score your word and your challenger loses their next turn!

WIN

There are two ways the game can end:

- If all tiles have been drawn from the bag and one player empties their rack.
- If all players pass twice in turn.

When the game ends, each player's score is reduced by the sum of their unplayed letter tiles. If a player has used all of their tiles, the sum of the other players' unplayed tiles is added to their score. The player with the highest final score wins!

Is there a tie?

The player with the highest score before adding or subtracting unplayed tiles 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 seven 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.

EXPERT TIPS

Learn the two- and three-letter words. They are the building blocks of expert play and can really boost your score.

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 seven 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!

OTHER WAYS TO PLAY

Exchange Blanks

To keep blanks in circulation, you may exchange a blank on the board at the beginning of your turn if it matches a letter on your rack. 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 accommodates mixed level groups, as the score needed to win depends on the level of the player:

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

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

ON-THE-GO FUN

Play SCRABBLE on mobile!

SCRABBLE doesn't have to happen inside! With *SCRABBLE*® GO, you can take the fun with you and challenge players all over the world! Parents can download *SCRABBLE*® GO on iOS via the App Store and on Android via Google Play.

Parents: Check scrabble.com for app availability, operating systems and device compatibility, and updates.

Google play and the Google Play logo are trademarks of Google LLC.

Apple and the App store are trademarks of Apple Inc.

HASBRO, SCRABBLE, the associated logo, the design of the associated SCRABBLE brand game board, and the distinctive letter tile designs are trademarks of Hasbro in the US and Canada.
© 2021 Hasbro. TM & ® denote U.S. Trademarks.

Hasbro, Pawtucket, RI 02861-1059 USA.

Consumer contact:
US/Canada: Hasbro Games, Consumer Affairs Dept.,
P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: https://consumercare.hasbro.com/en-au
New Zealand consumer service: https://consumercare.hasbro.com/en-nz

PARENTS: HASBROGAMING.COM

PARENTS: scrabble.com

8.5" x 22" 5C2S, 2 folds (Zig Zag Fold) - Folded Size 8.5" x 5.5"

F42040000_SCRABBLE_CLASSIC_I.indd 5-8 9/29/21 1:35 PM