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.

### Rules of Play

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

#### Keeping score
- Each player has 3 scoring markers. The first marks units, the second tens, and the third hundreds. Thus any number between the skill of the players.

#### 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 spell with an initial capital letter, abbreviations, prepositions and suffixes and words requiring apostrophes and hyphens.
- Foreign words in a standard English dictionary are considered to have been absorbed into the language and must be allowed. Prior to starting the game, all players must agree on a dictionary to be used.

#### Scoring the first word
- A player completes their turn by counting and announcing their score, which is recorded by the scorekeeper.

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

#### 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.

#### 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 after doubling or tripling a word score.

#### Scoring the second word
- A player's second turn in which the tiles are placed on them.

#### Premium Word Squares
- A light blue square doubles the score of a letter placed on it. A dark blue square trebles the score of a letter placed on it.

#### Premium Letter Squares
- A light red square doubles the score of a word. A dark red square trebles the score of the word. A light red square doubles the score of a letter placed on it. A dark red square trebles the score of a letter placed on it.

#### 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
- If a word crosses both premium letter and word squares, all the bonus letter values are added up before the complete word score is doubled 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 Letter square, the value of the blank tile is still zero.

#### In this case the player has
- 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 they play
- This in 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.

#### 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. HOB is added to the T already on the board to make THOB.

#### Scoring the new word
- After Move 1, Player 1 has
- They then take back their tiles and lose their turn.

#### Premium Word Squares
- 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 Squares
- 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 trebles the score of a letter placed on it.

#### Premium Word Squares
- A light red square doubles the score of a word. A dark red square trebles the score of a word.

#### Scoring the new word
- In this case, player 1 plays TRAINER, scoring 16 points in normal play x 2 for the bonus word = 32 points. They then draw 7 new tiles and their turn is complete.

#### 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.

#### SCRABBLE® TRAINER
- e.g. HOB is played also forming RB, ON and BE.

#### THROBS scores 12 (T, H, B, ON)

#### Total 1+4+1+5+1+2

#### 15 x 3 = 45

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

#### 5 in STRAINER is on a Triple Word, scoring 8 x 3 = 24. S is also on a Triple Word in THOB (with H on Double Letter) scoring 15 x 3 = 45 - Totaling 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.)
Remember - the game can be won or lost on the last letter in used all their tiles adds of the game, their score is reduced by. Sometimes a word may cross two premium word squares. The board to make all possible moves have been made. If a player is unable to empty, the game is over. In some games, no player succeeds

- When one player has used all their tiles and the tile bag is placed on a blue Triple or Double Letter square, the value of even though the blank itself has no score value. When it is
e.g. Player one has a X and an S 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.
- Plurals are allowed.
- A word can be extended on both ends within the same move e.g. TRAINED TRAINS.
- 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 squares only) to find the word with the highest score value. In three minutes, 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.: 1H; if vertical, the number is written first i.e.: (H). The arbitrator collects all the slips, and calls out the word with the highest score; all the players now place this word on their

- 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, blue or Double Square word, the value of the blank tile is still zero.

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

**GAME VARIATIONS**

- Variants should only be played where all players agree. In the case of disagreement it is recommended that the standard rules are used.
- A player may not add tiles to various words, or form new words in different parts of the board in the same turn.
- The arbitrator then draws new tiles to bring the total number of tiles in the bag to the number that it should be. A player drafts seven tiles from the 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, 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.: 1H; if vertical, the number is written first i.e.: (H). The arbitrator collects all the slips, and calls out the word with the highest score; all the players now place this word on their

**HOUSE RULES**

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Online

*SCRABBLE® has been where players can get updated information, play games, get helpful hints, and learn about Scrabble-related books.*