



# SCRABBLE

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.

**MADE IN UKRAINE**

## CONTENTS

- 1 Game Board
- 1 Cover
- 4 Tile Racks
- 100(EN), 115(UA), 120(UA-RU), 215(UA-EN) Tiles with Letters
- 1 Bag for Tiles



## Letter Tiles:

- + There are from 100 to 215 tiles with letters of the alphabet (depending on the language version of the game) with two blank tiles (stars).
- + 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

- + Prepare a pen and paper to write down the scores.
- + Put the board in the middle of the table.
- + Each player takes a rack to arrange their tiles and puts it in front of him.
- + 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

### How to record points

One player is selected to record the points. It records the result of each player after each move.

### 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.

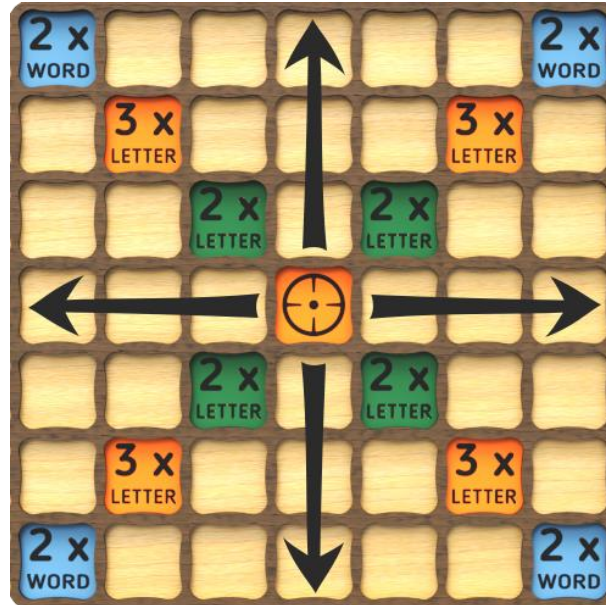
### Passing (missing a turn)

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 (start).

Diagonal words are not permitted.



Each tile used during the game must touch one or more other tiles used during the game.

## 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 green square double the score of a letter placed on it.

An orange square triples the score of a letter placed on it.



### - Premium Word Squares

A blue square double the score of the word.

A 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 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 Triple or Double Letter square, the value of the blank tile is still zero.

In this case, the player has on their rack, **A<sub>1</sub> I<sub>1</sub> J<sub>8</sub> N<sub>1</sub> R<sub>1</sub> T<sub>1</sub> K<sub>5</sub>** and he plays the word TRAIN.



### 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 utilizing the premium squares.

**Note:** The central square of orange - is considered the square of the triple letter, so the points for this letter of the first word are tripled 3X.

### 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 **J<sub>8</sub> K<sub>5</sub>** left in their rack, he 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 **T, R, A, I, N, E, R,** scoring X points in normal play + 50 for the bonus word = X points. He then draw 7 new tiles and his 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.

### 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 simultaneously the beginning and end of that word.

e.g. TRAINER becomes STRAINERS.



The last "S" is on a Triple Word, so the score is tripled. The bonus scores of the premium squares, on which the letters of the words set out in one of the previous moves, are not taken into account.

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. NAT ON is added to the "I" already on the board to make NATION.

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 (with full premium value, when they are on premium squares) are counted in the score for each word.

4. The new word may also add a letter to an existing word.



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).



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!

## 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 “K” and an “W” 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 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 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:**

a) 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.

b) 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) A player may try to beat their own previous scores, using only one rack. Rules are as for regular SCRABBLE.

b) A player sets up two racks, one for themselves and one for an imaginary opponent.

c) 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.

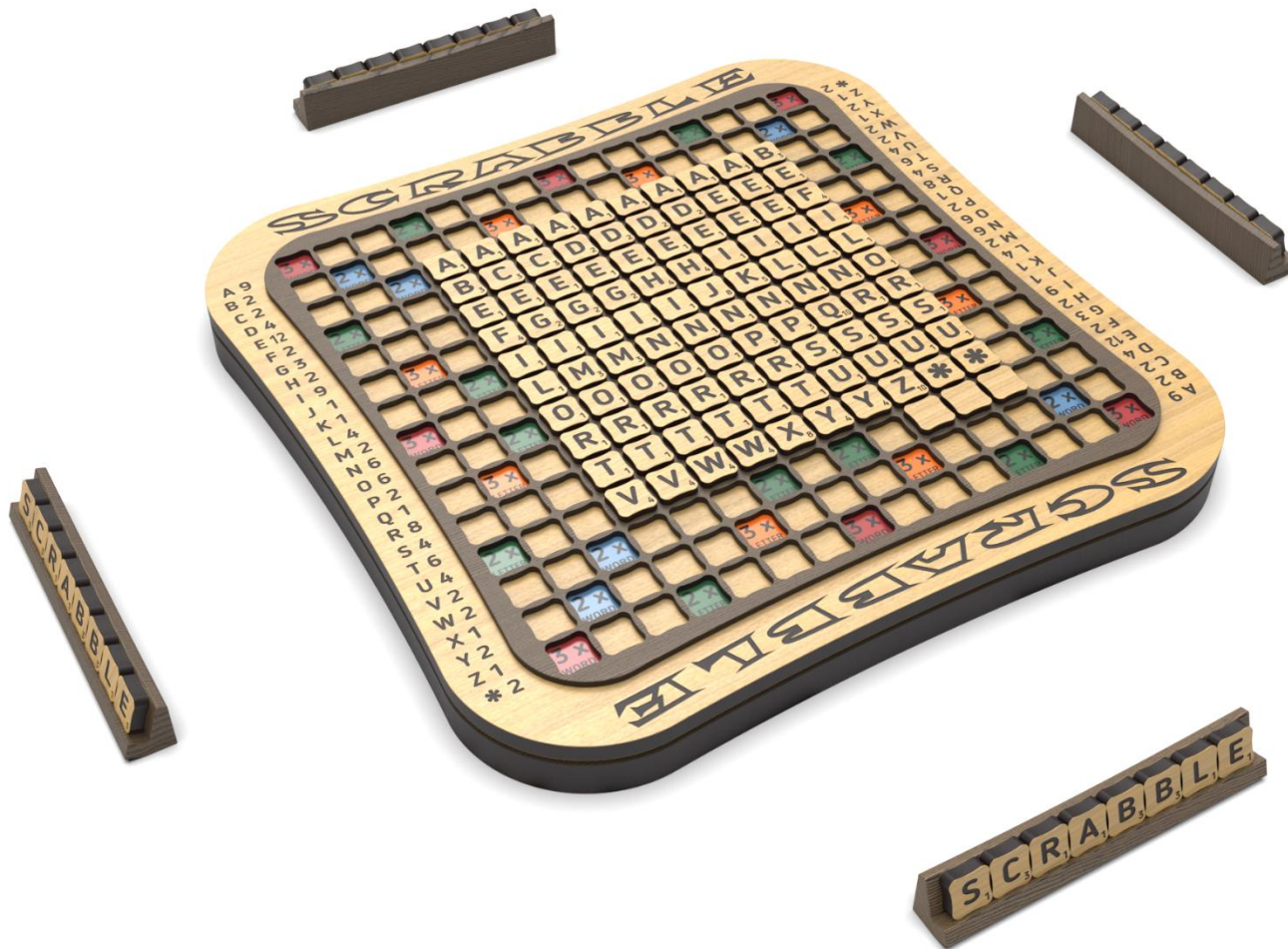
### **To play:**

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 titles 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.



To use the online dictionary during the game,  
go to our **SCRABBLE** page by QR-code  
or by the link:

<https://www.wpgroup.com.ua/game-scrabble.html>

Website - WPGGroup

[www.wpgroup.com.ua](http://www.wpgroup.com.ua)

