

Appendix 1 – Standard Rules

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Note: In the event of a discrepancy between the Standard Rules and the WESPA Game Rules, the WESPA Game Rules prevail. See Rule 1.1 (Standard Rules).

EVERY WORD COUNTS!

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.

CONTENTS

1 Playing Board

100 Letter Tiles

4 Tile Racks

1 Tile Bag

100 Letter tiles:

- There are 98 tiles with letters of the alphabet and two blank tiles.
- 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.

A ₁ 9	H ₄ 2	O ₁ 8	V ₄ 2
B ₃ 2	I ₁ 9	P ₃ 2	W ₄ 2
C ₃ 2	J ₈ 1	Q ₁₀ 1	X ₈ 1
D ₂ 4	K ₅ 1	R ₁ 6	Y ₄ 2
E ₁ 12	L ₁ 4	S ₁ 4	Z ₁₀ 1
F ₄ 2	M ₃ 2	T ₁ 6	Blank 2
G ₂ 3	N ₁ 6	U ₁ 4	

SET UP

- Get a pen and paper to keep score.
- Set up the board in the middle of the playing area.
- Each player takes a rack for arranging their tiles and places it in front of them.
- 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

Keeping score

One player is elected as scorekeeper. They keep tally of each player's score after each turn.

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)

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 (ribbon). 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 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 grid lines 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 triples the score of a letter placed on it.

Premium Word Squares

A light red square doubles the score of the word.

A dark 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.

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 utilising 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 on after doubling or tripling a word score.

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 both the beginning and end of that word.
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.
3. Placing a complete word parallel to a word already played so that adjoining tiles also form complete words. 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.
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 X and an A 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.

Appendix 2 – Official Word Source

From 1st July, 2019, the official word source is Collins Official SCRABBLE® Words, 5th edition, 2019.