LARGE PRINT
TILE LOCK
SCRABBLE
Crossword Game
Rules
CONTENTS
Large Print Tile Lock Gameboard with Built-In Turntable
4 Large Plastic Tile Racks
100 Large Print Plastic Letter Tiles
Cloth Tile Bag
Large Print Rules Booklet

100 Letter Tiles

<table>
<thead>
<tr>
<th>Letter</th>
<th>Quantity</th>
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<tr>
<td>A</td>
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<tr>
<td>B</td>
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<tr>
<td>C</td>
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<tr>
<td>D</td>
<td>4</td>
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<td>G</td>
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<td>9</td>
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<tr>
<td>K</td>
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<td>Y</td>
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</tr>
<tr>
<td>Z</td>
<td>1</td>
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</table>

There are 98 tiles with letters (and their value) of the alphabet and two blank tiles (see above).
The blank tile has no score value, but 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 during the game.
The tiles have small notches on each corner, on the underside. These notches fit on the pegs located at the corner of each square, and comprise the Tile Lock system.
4 Tile Racks
Each player takes a rack at the beginning of the game.

1 Tile Bag
All the letter tiles are placed in the bag at the beginning of the game.

Gameboard
The gameboard consists of 15 x 15 squares in the playing area with gridlines to separate the squares. There is a peg at the corner of each square to help place the tiles in their proper positions.

This is the top left section of the board.
**Premium 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*

The score for the entire word is doubled when one of its tiles is placed on a light red square; it is tripled when a tile is placed on a dark red square. 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 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 blue Triple or Double Letter square, the value of the blank tile is still zero.

**Coordinates**

Around the outside of the board are coordinates. These are only used to describe a position on the board. For example: The square at the extreme top left would be called A1 if the start of a horizontal word is placed on it. It would be referred to as 1A if the start of a vertical word is placed on it.
OBJECT OF THE GAME
In the Scrabble® game, players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter tiles, as well as the premium squares on the board. In a 2-player game, a good player will score in the 300-400 point range.

Important Note: Before the game begins, players should agree which dictionary they will use, in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.

SETUP
Draw tiles to see which player goes first. The player with the letter closest to “A” plays first (a blank tile beats any letter). Return the letters to the bag and remix. All players draw seven new letters each and place them in their racks. Prepare a scoresheet with the name of each player along the top.

HOW TO PLAY
1. The first player combines two or more of their letters to form a word, and places the word on the board to read either across or down with one letter on the center star square. Diagonal words are not allowed.

2. A player completes their turn by counting and announcing the score for that turn, which the scorekeeper records. At the end of every turn, the player draws as many new tiles as they have played, thus always keeping seven tiles on their rack.
3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must form complete words, crossword fashion, with all such letters. The player gets credit for all words formed or modified on their turn.

4. New words may be formed by:
   a. Adding one or more letters to a word or letters already on the board.
   b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
   c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words.

5. No tile may be shifted or replaced after it has been played and scored.

6. Blanks: The two blank tiles may be used as any letters. When playing a blank, a player must state which letter it represents. It remains that letter for the rest of the game.

7. Any player may use their turn to replace any or all of the tiles on their rack. They 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.
Challenging A Word

Any play may be challenged before the next player starts a turn. If the play challenged is unacceptable, the challenged player takes back their tiles and loses their turn. If the play challenged is acceptable, the challenger loses their next turn. All words (not just one) made in one play are challenged simultaneously. If any word is unacceptable, the entire play is unacceptable. Only one turn is lost on any challenge.

*Consult the dictionary for challenges only.*

ENDING 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. The game also ends when all possible plays have been made or all players have passed twice in consecutive turns.

SCORING

1. The scorekeeper tallies each player’s score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.

2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

3. All Premium Scoring is described above under Premium Squares. NOTE: The center star square is a pink square, which doubles the score for the first word.

4. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
5. BINGO! Any player who plays all seven of their tiles in a single turn scores a bonus of 50 points in addition to their regular score for the turn. The 50 points are added on after doubling or tripling (if applicable) a word score.

6. Unplayed Letters: After all the scores are added up, each player’s score is reduced by the sum of their 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.

**EXAMPLES OF WORD FORMATION AND SCORING**

In the following examples, the words or letters added on five successive turns are shown in bold type. The scores shown reflect the letter R being on the center H square. In Turn 1, count HORN; in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE; in Turn 5, BIT, PI and AT.
WINNING
The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplayed letters wins. If the tie still exists, the victory is shared.

RULES FOR A SHORTER GAME
For a faster game than standard Scrabble, try 8-Tile Scrabble. This variant is identical to the original game except players have 8 tiles on their racks instead of the usual 7. You score a 50-point Bingo bonus for using 7 or all 8 tiles on your rack.

CLARIFICATIONS OF COMMONLY MISUNDERSTOOD RULES
• If any tile touches another tile in adjacent rows, it must form part of a complete word (crossword style), with all such tiles.
• A word can be extended on both ends within the same move. For example, TRAINER to STRAINERS.
• All tiles played in any one turn must be placed in one continuous line horizontally or vertically.
• It is not permissible to add tiles to various words, or form new words in different parts of the board on 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 is doubled and redoubled – 4 times the complete word score: or tripled and re-tripled – 9 times the complete word score.
TILE LOCK SCRABBLE®
Clever board design holds tiles in place.
Convenient size board, tiles and racks

PASS THE PIGS®
The classic party game for over 40 years. Try your luck using pigs as dice!
Out Of Our Games!

BIG BOGGLE®
The world-famous 3-minute word game. A family favorite for over 30 years!

SCRABBLE® SLAM
Scrabble Slam is the best-selling, fast-paced and easy to play card game version of Scrabble.
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