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Zippered Storage Case with Gridded Scrabble Gameboard, 100 Plastic Snap-In Letter Tiles, 4 Plastic Tile Racks with Privacy Shields, Scrabble Score Pad, Cloth Tile Storage Bag and Instructions.

**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.

**GAME SETUP**

1. Remove the racks from the plastic bag and discard the bag. Place one rack in front of you and lift the lid. All players do the same. Place any unused racks out of play.

2. Remove the score pad and tile bag from their storage compartments. Players each draw one letter tile from the bag to see who plays first. The player drawing the letter nearest the letter ‘A’ goes first. A blank tile supersedes all other tiles. Return the drawn letters to the bag and shake them up.

3. Prepare a scoresheet with the name of each player along the top.

4. Each player draws seven letters and places them on his or her rack. You can place—and replace—your letters anywhere in your rack. Figure 1 shows how to insert your letter tiles.

**HOW TO PLAY**

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

2. Complete your turn by counting and announcing the score for that turn, which the scorekeeper records. Then draw as many new letters as you played, always keeping seven letters on your rack, as long as there are enough left in the bag.

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 his or her 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. (See Turn 2, 3 and 4 in the example.)
   c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 5 in example.)

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

**ENDING THE GAME**

The game ends when all letters have been drawn and one player uses his or her last letter, or when all possible plays have been made.

**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. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on an orange square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.

If a word covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count).

NOTE: The center ★ square is a pink square, which doubles the score for the first word.

5. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.

6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself has no score value.

7. 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. (See Turns 3, 4 and 5 in the example.)

8. BINGO! If you play seven tiles on a turn, it’s a Bingo. You score a bonus of 50 points after totaling your score for the turn.

9. Unplayed Letters: When the game ends, each player’s score is reduced by the sum of his or her unplayed letters. In addition, if a player used all his or her letters, the sum of the other players’ unplayed letters is added to that player’s score.

**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.

**STORAGE**

It’s a snap to store your game, even if you’re not finished playing! First, make sure any tiles on the gameboard and in the racks are securely in place. Then put the remaining tiles (inside the storage bag) and score pad in their compartments. See Figure 2, below.

Figure 2. Slide Letter Racks with Lid snapped shut into bottom of board as shown. Make sure you note the Player’s number and put their rack in correlating slot.

**RULES FOR A SHORTER GAME**

For a faster game than standard Scrabble, try 9-Tile Scrabble. This variant is identical to the original game except players have 9 tiles on their racks instead of the usual 7. You score a 50-point Bingo bonus for using 7, 8, or all 9 tiles on your rack.

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