

## The Story of Scrabble®

**T**he story of SCRABBLE is a classic example of American innovation and perseverance. During the Great Depression, an out-of-work architect named Alfred Moshier Butts decided to invent a board game.

Butts wanted to create a game that combined the vocabulary skills of crossword puzzles and anagrams, with the additional element of chance. The game was originally named Lexico, but Butts eventually decided to call the game “Criss-Cross Words.”

Butts studied the front page of The New York Times to calculate how often each of the 26 letters of the English language was used. He discovered that vowels appear far more often than consonants, with E being the most frequently used vowel. After figuring out the frequency of use, Butts assigned different point values to each letter and decided how many of each letter would be included in the game.

The boards for the first Criss-Cross Words game were hand drawn with his architectural drafting equipment, reproduced by blueprinting and pasting on folding checkerboards. The tiles were similarly hand-lettered, then glued to quarter-inch balsa and cut to match the squares on the board.

Butts’ first attempts to sell his game to established game manufacturers were failures, but he didn’t give up. He and his partner, game-loving entrepreneur James Brunot, refined the rules and design of the game, and renamed it SCRABBLE. The name was trademarked in 1948.

In 1949, 2,400 SCRABBLE sets were made and the partners lost \$450. As so often happened in the game business, Scrabble plugged along, gaining slow but steady popularity among a comparative handful of consumers. Then in the early

1950’s, as legend has it, the president of Macy’s discovered the game on vacation and ordered some for his store. Within a year, everyone “had to have one,” and Scrabble sets were being rationed to stores around the country.

In 1952, SCRABBLE was licensed to a well-known game manufacturer named Selchow and Righter Company. Selchow and Righter had to step up production to meet the overwhelming demand for the Scrabble game.

Today, an estimated 35 million people are SCRABBLE players. SCRABBLE games can be found in almost every household in the country. And, the SCRABBLE game is one of a select number of games to be included in the GAMES Magazine’s game Hall of Fame—an honor given only to games that meet or exceed the highest standards of quality and play value.



Selchow and Righter version



Standard Scrabble Version

# Super Scrabble® Rules

## FOR 2 TO 4 PLAYERS / AGES 8 TO ADULT

### CONTENTS

Game board, 200 letter tiles, letter bag, 4 racks, score pad

### OBJECT

In the Super 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. In addition, the Super SCRABBLE game contains premium squares for quadruple word and letter scoring. The Super SCRABBLE game has a bigger board with more spaces and double the amount of tiles found in standard SCRABBLE. The unique letter tile distribution allows players to create words that could not have been created in SCRABBLE before.

### SETUP

Place all letter tiles in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to “A” plays first. A blank tile beats any letter. Return the letters to the pool and remix. All players draw seven new letters each and place them in their racks.

### GAME 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. 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 or must add a letter to it. (See Turn 2, 3 and 4 on page 3.)
  - c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 4 on page 3.)

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, you must state which letter it represents. It remains that letter for the rest of the game.
7. You may use a turn to exchange all, some, or none of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn. Tiles cannot be exchanged if there are fewer than seven tiles left in the bag.
8. 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. Any play may be challenged before the next player starts a turn. If the play challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her 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.

9. **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, a light purple square quadruples 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 a red square, it is quadrupled when one of its letters is placed on a dark purple square. Include premiums for double, triple, or

quadruple letter values, if any, before doubling, tripling or quadrupling 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), etc.

**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, red, or purple square, the value of the word is doubled, tripled or quadrupled, 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 and 4 below.)
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.

## How To Win

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.

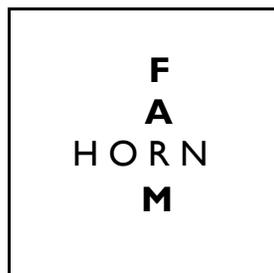
### EXAMPLES OF WORD FORMATION AND SCORING

In the following, the words or letters added on four successive turns are shown in bold type. The scores shown reflect the letter R being on the center ★ square. In Turn 1, count HORN: in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE.

Turn 1: Score 14



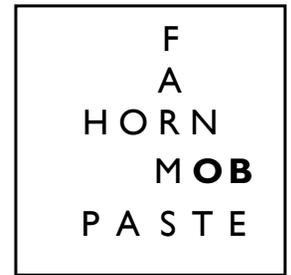
Turn 2: Score 9



Turn 3: Score 25



Turn 4: Score 16



## 10 Ways to Become an Instant Scrabble Game Expert

### 1. Two And Three Letter Words

Learn the 2-letter and 3-letter words. They are the building blocks of expert play and can boost your average score by as much as 50 points per game.

### 2. Secret of "S"

Use an S to form two words at once. Pluralize one word by forming another at the same time. Hint: Use your S wisely. Don't add it unless you can earn at least 8 points by doing so.

### 3. Shuffle Tiles

Shuffle the tiles on your rack frequently. Look for some common ways that letters go together. Some of these are BR, CH, CL, DLE, ED ENT, EST, FUL, EHT, ING, NK, KLE, MIS, ISM, IUM, MB, MP, ND, NT, PR, PL, ER, STR, TH, UN, IVE, and OUS. As you form these combinations, it may surprise you how words will often appear on your rack when you expect them.

### 4. Bonus Squares

Always look for a way to play across premium squares. Check especially for premium squares next to vowels.

### 5. Consider Your next Play

Make your play with an eye toward your next play. You can do so simply by saving some good tiles on your rack. Your best odds of having a great next rack is to save some combination of the letters "AEILNRST" (hint: Think "starline"), ideally saving either the same number of vowels and consonants, or just one extra consonant.

### 6. Bingo's

Always look for bingo's (using all 7 tiles at once). Optimism and know-how will mean more 50-point bonuses. Learn common word beginnings and endings and know how to place them on your rack.

### 7. Q Without U

Learn the Q-without-U words. 3rd Edition for The Official Scrabble Players Dictionary lists these: QAT(s), QAID(s),

QOPH(s), FAQIR(s), QANAT(s), TRANQ(s),  
QINDAR(s), QINTAR(s), QWERTY(s), SHEQEL,  
QINDARKA and SHEQALIM.

### 8. Look for Hooks

“Hooks” are single letters that you can add to existing words that form other words. We’ve already mentioned that “Shook,” but also look for words you could end with Y, E, R and D. Example: HAND(Y), PLAN(E), TAME(D, R).

### 9. Choice of Plays

After you find a good play, if you have time, look for a better one. Always try to give yourself a choice of plays. By exercising your decision-making abilities, you’ll likely develop keener strategic skills.

### 10. Attitude

Keep in mind that anyone can beat anyone else with a certain amount of luck. Also remember that everyone draws poor combinations of tiles at times, so when you do, take pleasure in making the best play you can. Finally, don’t dwell on your mistakes. Everyone makes them, so go easy on yourself and enjoy playing!

## ACKNOWLEDGEMENTS

All tips courtesy of The National SCRABBLE Association,  
[www.scrabbleassociation.com](http://www.scrabbleassociation.com)

## LETTER DISTRIBUTION

A - 16	J - 2	S - 10
B - 4	K - 2	T - 15
C - 6	L - 7	U - 7
D - 8	M - 6	V - 3
E - 24	N - 13	W - 4
F - 4	O - 15	X - 2
G - 5	P - 4	Y - 4
H - 5	Q - 2	Z - 2
I - 13	R - 13	BLANK - 4

### Contact Us!

We will be happy to answer your questions and comments about SUPER SCRABBLE®!

You can reach us in several ways:

email: [wmmoves@winning-moves.com](mailto:wmmoves@winning-moves.com)  
phone: 978.777.7464  
fax: 978.739.4847  
write to us: Winning Moves Games  
75 Sylvan St., Suite C-104  
Danvers, MA 01923

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