

SCRABBLE[®]

JUNIOR

BEGINNER GAME

2 to 4 Players • Ages 5 and Up

Contents: 2-sided gameboard, 101 letter tiles, 44 scoring chips

Object: Cover the gameboard letters with matching letter tiles, and collect the most scoring chips by completing words.

THE FIRST TIME YOU PLAY

Carefully remove the letter tiles and the scoring chips from the parts sheet. Discard the waste.

GAME SETUP

- For this game, use the gameboard side with letters and pictures on the squares.
- The Kitty:** Form the "kitty" by placing the scoring chips in a pile within reach of all players.
- The Pool:** Turn all the letter tiles facedown within reach of all players, then mix them up.
- Draw seven tiles from the pool and place them faceup in front of you. All players do the same.
- Choose a player to go first (there's no advantage to making the first play). Play passes to the left.

HOW TO PLAY

PLAYING YOUR TILES

On your turn, play two of your tiles by covering letters on the gameboard squares with matching tiles. Then draw as many tiles from the pool as you played, so that you have seven tiles again. Play your tiles as explained below.

First Turn: If you're the first player, play any two of your tiles as follows:

- EITHER** on the first letter of two different words (see Example 1A);
- OR** on the first and second letters of the same word (see Example 1B).

All Other Turns: Each player in turn now plays any two of his or her tiles. Play each tile as follows:

- EITHER** on an open first letter of any word (see Example 2A);
- OR** on the next open letter of any word already started (see Example 2B).

If you can play, you must play!

Always play two tiles if you can. If you can play only one tile, draw one tile from the pool afterwards.

If you can't play any tiles, you must use your turn to exchange any two of your tiles with two tiles from the pool. (If there are no tiles left in the pool, you must pass.)

Play letters in order! Always cover the letters of a word in correct spelling order. Because some words share letters, you may sometimes have to "back up" to cover letters in order. In Example 1B, when the J and A are played on JACKET, the A in WATER gets covered before the W. Before the T in WATER can be covered, the W must be covered.

COLLECTING SCORING CHIPS

Try to complete a word by covering the last letter (see Example 3). For each word you complete, take one scoring chip from the kitty. If you complete two words with one tile, collect two scoring chips (see Example 4).

Note: Because some words share letters, the tile that completes a word may not be covering the last letter of the word. See Example 5.

BLOCKING

It's good strategy to check other players' tiles to see if a tile you're playing would let an opponent complete a word. As long as you play two tiles on your turn, you can hold back a certain tile to block an opponent from completing a word!

EXAMPLES OF PLAY



Example 1A: The first player could start JACKET and ARM by covering the first letter of each word...



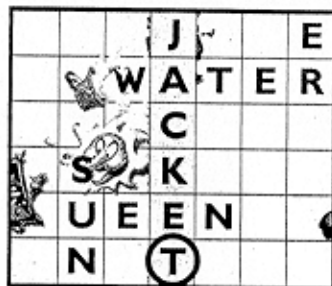
Example 1B: ...but decides to cover both the J and the A in JACKET, instead.



Example 2A: The second player could start CANDY and BOY by covering the first letter of each word...



Example 2B: ...but decides to start BOAT by covering the B, and continue JACKET by covering the C.



Example 3: If you cover the T to complete JACKET, collect one scoring chip.



Example 4: If you cover the T to complete BOAT and GOAT, collect two scoring chips!



Example 5: If the B and U in BUZZ are covered, and the Z in ZEBRA is already covered, complete BUZZ by covering the first Z—then collect a scoring chip!

ENDING THE GAME

When there are no more tiles left in the pool, keep playing with the tiles you have until all 101 tiles have been placed on the board. This ends the game.

HOW TO WIN

After the game ends, the player with the most scoring chips is the winner!

See the inside of the box cover for Advanced Game rules.

Visit our web site at:
<http://www.scrabble.com>

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