

W9282 Jumbo Word Scramble

Instructions

For 2 to 4 players, ages 8 and up.

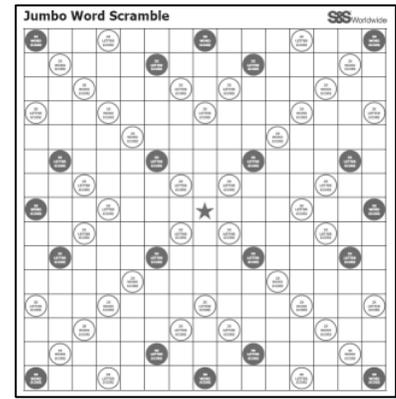
Contents:

Large vinyl game mat and 100 large foam letter tiles.

Other Required Equipment: A single dictionary, pencil and paper for recording scores.

Goal:

Using tiles of different values players form words in a crossword style on the game mat. Each player tries to score the maximum amount of points by using higher valued letter tiles and by utilizing bonus value squares on the game mat.



Set-Up:

Place all letter tiles face down somewhere off of the game mat. Mix up all the tiles. Each player draws 7 tiles and stands them on end facing themselves, such that only they can see their tiles. The remainder of face down tiles is referred to as the pool.

Game Play:

1. The youngest player in the group goes first.
2. The first player combines 2 or more their tiles to form a word and places the tiles down on the game mat. The word must be read either across from left to right or down from top to bottom. One of the letters on the first word must be on the center star square. Only horizontal and vertical words are allowed.
3. A player's turn is completed by counting their score which is the value of the letter tiles in their word plus any game mat multipliers. Record the turn score on a pad of paper. The player then draws new tiles from the remaining face down tiles equal to the number of tiles in their word, such that they again have 7 tiles in front of them.
4. The player to the left goes next and adds one or more letters to those already played to form new words. All the letters played on a turn must be placed in a line (across or down) to form at least one complete word. If, at the same time, they touch other letter in adjacent rows, those must also form complete words. A player gets credit for all words formed or modified during their turn.
5. New words can be formed in the following means:
 - Adding one or more letter to a word or letters already on the game mat.
 - Placing a word a right angles to a word already on the mat. The new word must use one of the letters already on the mat or must add a letter to it.
 - Placing a complete word parallel to a word already on the game mat such that adjacent letters also form complete words.
6. Two *Blank Tiles* are included in the game and a player can use these tiles to represent any letter. To use a blank tile a player states the letter that the blank tile represents when using that tile in a word and the tile remains that letter for the remainder of the game. The score value of a blank tile is always zero.
7. If a player is unable to form a word with the tiles that they have or does not like the combination of tiles they have, they can choose to exchange their tiles for their turn. If they choose to exchange their tiles, they pass up their turn to play tiles and earn points. To exchange tiles, players place their current tiles aside and draw an equal number of tiles from the pool. Their previous tiles are then returned face down into the pile and mixed in.
8. All words in the selected dictionary are allowable with the exceptions of words that are always capitalized, abbreviations, prefixes, suffixes, words that require an apostrophe or a hyphen.
9. Challenges – Any word just played may be challenged before the next player starts their turn. If the just played word is challenged and found unacceptable, then that player must pick up the tiles just played, loses the points they would have earned and loses their turn. If the word played is found acceptable, then the player challenging the word loses their next turn. The dictionary should only be consulted during a challenge.
10. The game ends when all the letters all the tiles have been drawn from the pile and all possible words have been formed.

Scoring:

1. The point value of each tile is indicated by the small number next to the letter on each tile.
2. The score value of each players turn is sum of the values of all words formed or modified on that turn, plus the value of any points earned by placing tiles on bonus squares.
3. Bonus Squares
 - Green circles within a square either double or triple the value of the letter played on that square.
 - Red circles within a square double or triple the value of the words formed when a player places a tile on that square.
 - If a player forms a word and places tiles that include both letter and word multiplier bonuses, the letter bonuses are calculated first and then the word multiplier is calculated.
4. Bonus values are only calculated on the turn and word in which the a tile is first placed on the bonus square. Later turns that may use letters played on bonus squares only count at face value.
5. If a blank tile is placed on a word multiplier (red circle), the value of the word is still multiplied even though the value of the blank tile remains zero.
6. When two or more words are created during the same turn, each is scored. Letters common to two words are counted for each word, including a bonus values that apply.
7. Super Bonus – If a player uses all 7 of their tiles on a single turn they earn a 50 point bonus, in addition to the value of the word played.
8. When the game ends and players can form no additional words, the value of the tiles in front of each player is subtracted from their point total. If a player has played all their tiles, then that player, or players, earn a bonus point value equal to the value of all the tile that have not been played.

Winner:

The player with the highest point value wins. In case of a tie, the player with the highest single scoring turn wins.