



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO SCRABBLE JUNIOR. You'll find the answers to all your questions on the HASBRO SCRABBLE JUNIOR in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO SCRABBLE JUNIOR User guide HASBRO SCRABBLE JUNIOR Operating instructions HASBRO SCRABBLE JUNIOR Instructions for use HASBRO SCRABBLE JUNIOR Instruction manual HASBRO SCRABBLE JUNIOR



BEGINNER GAME 2 TO 4 PLAYERS AGES 5+

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

1. For this game, use the gameboard side with letters and pictures on the squares.
2. **The Key:** Form the "keys" by placing the scoring chips in a pile within reach of all players.
3. **The Pool:** Turn all the letter tiles face-down within reach of all players, then mix them up.
4. Draw seven tiles from the pool and place them face-up in front of you. All players do the same.
5. 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 key. 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!

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!

EXAMPLES OF PLAY



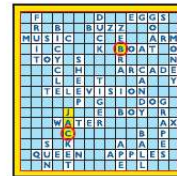
Example 1A: The first player could start JACKET and ARM by covering the first letter of each word...



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 WATER, 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!

See the folded sheet for Advanced Game rules.

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Manual abstract:

Play your tiles as explained below. @@@@ 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). Note: Because some words share letters, the tile that completes a word may not be covering the last letter of the word. @@@@ This ends the game. HOW TO WIN After the game ends, the player with the most scoring chips is the winner! EXAMPLES OF PLAY If you can play, you must play! Always play two tiles if you can.

@@@@@@@@@ 2. @@@ 3. The Pool: Turn all the letter tiles facedown within reach of all players, then mix them up. 4.

Draw seven tiles from the pool and place them faceup in front of you. All players do the same. 5. @@@ Play passes to the left. Play letters in order! Always cover the letters of a word in correct spelling order.

@@@@ 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. @@@ All Rights Reserved. 11405842BU scrabble.com .



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