



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO SCRABBLE SCRAMBLE TO GO. You'll find the answers to all your questions on the HASBRO SCRABBLE SCRAMBLE TO GO 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 SCRAMBLE TO GO](#)
- [User guide HASBRO SCRABBLE SCRAMBLE TO GO](#)
- [Operating instructions HASBRO SCRABBLE SCRAMBLE TO GO](#)
- [Instructions for use HASBRO SCRABBLE SCRAMBLE TO GO](#)
- [Instruction manual HASBRO SCRABBLE SCRAMBLE TO GO](#)

WINNING

The first player to score 200 points wins!

ADVANCED PLAY

Want to try and make things a little more challenging? Instead of returning all dice to the cup after a player forms a word, in the Advanced Play, any unused dice are passed (with the current letters up) to the next player. This player then draws the remaining dice (up to a total of 7) and rolls them. This allows players to choose which letters to leave for their opponents.

Visit our website at www.scrabble.com for tips as well as a two and three letter word list to boost your average score!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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FOR 2 OR MORE PLAYERS / AGES 8+

In this variation of the SCRABBLE® game, players form interlocking words, crossword fashion, on the 9 x 9 playing mat using 12 letter dice instead of letter tiles. The letters on the dice have different values on them, similar to the SCRABBLE tiles. In 60 seconds or less, players must form words with the letters that they roll.

OBJECT

Be the first to score 200 points by forming high scoring words, taking advantage of the value of the letter dice as well as the premium squares on the mat.

CONTENTS

SCRABBLE playmat • 12 Letter dice • Sand timer • Storage cup and lid • Score pad • 1 Pencil



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Manual abstract:

Visit our website at www.scrabble.com for tips as well as a two and three letter word list to boost your average score! We will be happy to hear your questions or comments about this game. © Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro of Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. SCRABBLE, the associated logo, the design of the distinctive SCRABBLE brand gameboard, and the distinctive letter dice designs are trademarks of Hasbro in the United States and Canada. © ZOO6 Hasbro, Pawtucket, RI 02862.

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5. Trademarks. FOR 2 OR MORE PLAYERS / AGES 8+ In this variation of the SCRABBLE® game, players form interlocking words, crossword fashion, on the 9 x 9 playing mat using 12 letter dice instead of letter tiles. The letters on the dice have different values on them, similar to the SCRABBLE tiles. © Roll for the first play.

Each player takes a die and rolls it. © A blank die blank any letter. Return the dice to the cup. These must form complete words, crossword, also. The player gets full credit for all words modified on his/her turn. © 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. GAMEPLAY Diagonal words are not allowed. If the hidden word on the mat when time is up, he/she loses the hidden word and plays a new word. After playing a word, the player places any remaining dice back in the cup and records his/her score. SCORING on mat, page 4. Play passes to the left. © Once the dice are rolled, the timer is started. © © © © © © © © If any word is unacceptable, the entire play is unacceptable.

Only one turn is lost on any challenge. © © © © © © © ©. 1 (I, I) SCORING: I, O, T, L, P, Q, S, ~, ~, ~, Z) - J) 41 rrrr, NOTE: The center square is a pink square, which doubles the score for the word played on this square. 5. Letter and word premiums count only on the turn in which they are played. © © .. 6. © © When 2 or more words are formed in the same play, each is scored. © The scorekeeper takes each player's score, entering it after each turn. The number below the letter on the dice indicates the score value of each letter. The score value of a blank is zero. .

2. © © 3. Premium Letter Square: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score. h. F. . - a L 8. BINGO! If you play seven letter dice on a turn, it's a Bingo. © ©.



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