Rules for Scrabble

**GAME SETUP**

Scrabble features one game board, 100 tiles and 2 player compatibility with the option to play with one AI. The dictionary that is being used is called the official Scrabble Dictionary and will be used to check for legal words. In game there is a Dictionary button which can be used to check for legal words. All words are allowed except for names (words that are always capitalized), abbreviations, singular prefixes and suffixes, hyphenated words and words with apostrophes.

As the human player you have the privilege of going first when playing against the AI. When playing against another human player, it is up to you and your opponent to decide who goes first. After the order of the moves has been decided each player then receives 7 tiles and the game begins.

**GAMEPLAY**

1. The first player begins by combining **2** or more of their letters to form a word and places it on the board to read horizontally or vertically with one letter on the centre square. Diagonally placed words are not allowed. To place the tiles you click and drag the tile to the position that you want. After you are done dragging all the tiles you can click submit to send the word for scoring.
2. The turn ends once the computer calculates your score for that turn. You are then given as many new letters as you placed, ensuring that there are always 7 letters on your rack. This continues until there are no more tiles in the bag.
3. The next player then adds one or more letters to those on the board to form new words. The letters must be placed vertically or horizontally in such a way that they form one complete word. If the letters placed are adjacent to other letters then those combination of letters must also form a complete word. The player receives points for all the words created during their turn.
4. New words can be formed by…
   1. Adding one or more letters to a word or letters already on the board.
   2. Placing a word 90 degrees to another word already on the board ensuring that one letter touches a word or letters already on the board.
   3. Placing a word parallel to another word or letters on the board. In this case all adjacent letters must create a valid word.
5. Blank tiles can represent any letter in the alphabet. The player with the blank tile will be given a pop up box to choose the letter of their choice. The letter will be shown to all members in the game. Once you place a blank tile on the board, simply type the letter you wish to use and watch it appear on the board.
6. As a player you have the right to exchange some or all your letters. By clicking the swap button you can choose to discard the number of letters you want to redraw the same number from the bag. The letters you choose to discard are first set aside while you draw the new letters and are placed back into the bag after your draw. Doing this ends your turn. You will be unable to place words and earn points for this turn. To use the swap function click the button swap and then choose the letters you wish to swap. To unselect click the letter again. When you are satisfied with your choice click submit and watch as your letter are swapped.
7. The game ends when all letters have been drawn and the one player uses their last letters or when there are no more legal moves to be made.

**SCORING**

1. The score will be displayed on the top right corner and will be updated after each round is over. The score value of each letter is indicated on the bottom right corner of the tile. A blank tile’s score value is always zero.
2. The score of each word is determined by the sum of the letter values in each word(s) formed on that turn in addition to the points obtained from placing letters on bonus point squares.
3. Bonus points squares and their respective bonus values…
   1. A light blue square doubles the letter score.
   2. A dark blue square triples the letter score.
   3. A pink square doubles the entire word score, after the effects of the double, triple letter score.
   4. A red square triples the entire word score, after the effects of the double, triple letter score.

Note that if a word is formed covers two bonus word point 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). The center square is a pink square, which doubles the score for the first word. To turn off the prompts that appear when you mouse over the tiles, select the box at the bottom left of the screen.

1. Bonus point squares only count on the turn in which they are played meaning that letters words that extend double or triple letter score letters from previous turns are scored just by the value of the letter. Same applies for words on double and triple word scores.
2. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, despite the fact that the blank tile has no value.
3. In a turn where two or more words are formed, each word is scored individually and any common letters are scored the number of times they are used. For example if 2 words use the letter “A” than the letter score for A is added twice to the final score of that player’s turn. This includes bonus point squares.
4. Playing all 7 tiles in one turn rewards you with an extra 50 points after totaling your score for the turn. This is also known as BINGO.
5. After the game ends the, each player’s score is reduced by the sum of his or her unplayed letters. However if a player has used all of their letters, the sum of the other player’s unplayed letters is added to that player's score.
6. The player with the highest score at the end wins the game of Unleashed Scrabble. In the event of a tie, the player with the highest score before adding or subtracting unplayed tiles wins.