

Skrapple

Skrapple is a Scrabble clone. Almost all Scrabble rules apply to the game and can be viewed for example at: <http://www.scrabbleplayers.org/rules/player-rules-20170120.pdf>.

Main menu:

Here you can choose player names and change the dictionary that will be used. The initial version of the game is shipped only with a Finnish language dictionary from <http://www.kotus.fi/>. Once you have chosen your player names, you can start a new game by clicking the button “New game”.

The game screen:



The game screen has several items in it that are listed below:

1. **The player info screen:** Here you can see players' names and their points, and whose turn it is currently (bolded name and points surrounded by a box).
2. **The move history screen:** Here you can see useful information such as which words you played during the game and how many points they scored, as well as some other general information.
3. **The confirm move button:** Using this button you can confirm the letters you have placed on the board. The game first checks if you made a valid move and then uses a dictionary to make sure the words were correct as well. After the move has been made, your rack is automatically filled with new letters from the letter bag. You are then unable to make another move or exchange letters until you have ended your turn.
4. **The end turn button:** Use this button to end your turn.
5. **The exchange letters button:** Use this button to exchange letters. You can exchange 1-7 letters, but this costs a turn and nets you zero points.
6. **The resign button:** If you're feeling desperate against your opponent, use this button to get some relief.
7. **The letter rack:** This is the current player's letter rack. Click to select a letter (green borders appear), click a place on the board to place the letter. Note that you may be unable to place a letter to some tiles on the board as that would result in an invalid move.
8. **The game board:** This is the main game board. Already placed letters on the board appear as normal, and letters placed during this move appear highlighted as green. There are also bonus tiles that you can strategically place letters on to get a better score.
9. **The undo move button:** This button undoes the whole current move (places all the letters highlighted green on the board back to your letter rack). Note that you are also able to place individual letters from the board back to your rack by simply clicking on them.

Scrabble rules in a nutshell (adapted from

<http://www.scrabbleplayers.org/rules/player-rules-20170120.pdf>):

1. Players alternate taking turns. On each turn, a player may do one of: place tiles on the board, exchange (discard) tiles, pass (do nothing), or resign.
2. At the end of a player's turn, the player's cumulative score is recorded, and if possible enough tiles are drawn to bring the player's total back to seven tiles.
3. When placing tiles on the board, all tiles must spell one main word of at least two letters, reading horizontally from left to right or vertically from top to bottom. If it is the only word on the board, one of its tiles must lie on the center square; if not, then it must touch existing words either horizontally or vertically. When the main word makes additional cross-words, they are each considered to be part of the play for the purposes of scoring the play and determining its validity.

4. The score of the play is the sum of the scores of its words, plus a 50-point “bingo” bonus if all seven tiles are used. The score of a word is the sum of the scores of its letters, each multiplied according to any letter bonus squares newly covered, then finally multiplied according to any word bonus squares newly covered.
5. The letter value of each wild card tile is designated when it is played, and does not change. Wild card tiles always score zero points.
6. Exchanging tiles or passing score zero points.
7. The game ends when one player has successfully played all of his/her tiles, and the bag is empty.
8. At the end of the game each player’s score is reduced by the total value of his/her unplayed tiles.
9. The winner is the player who has scored the most points at the end of the game.

Using a custom dictionary:

The existing Finnish dictionary (kotus-wordlist-fi.txt) can easily be modified by adding new words as new lines to the file. You are also able to use a custom dictionary by providing a .txt file with each word in a new line, and selecting to use it before starting a new game from the main menu.