



Scrabble Player's Guide

by Aaron Reyes

1 HOW TO PLAY

GENERAL GAMEPLAY:

- 1) Select if you want to play with special tiles (trap tiles like steal-word tiles) or just play an original game (see section 2 for playing with special tiles).
- 2) Select to play with 2, 3, or 4 players and assign names for each player.
- 3) When playing your turn, click on a tile in your hand (bottom of the screen) and then click on a location on the board where you want to place the tile. A red border will appear around the tiles you select to inform you of which hand tile and corresponding board location is being considered in the current tile placement.
- 4) Your turn can end in any of 3 ways: exchanging tiles, passing, or playing a word.
- 5) To exchange tiles, click the button and select all tiles you want to exchange with the letterBank. A red border will appear around tiles you select and then disappear from tiles you deselect (by clicking on said tiles).

IMPORTANT: This game abides by the scrabble rules found here:

<http://en.wikipedia.org/wiki/Scrabble>

ABILITY TILES:

- 1) double letter score (TILES MARKED WITH CYAN BACKGROUND)
- 2) triple letter score (TILES MARKED WITH BLUE BACKGROUND)
- 3) double word score (TILES MARKED WITH MAGENTA BACKGROUND)
- 4) triple word score (TILES MARKED WITH RED BACKGROUND)

2 SCRABBLE WITH SPECIAL TILES

TRAP/SPECIAL TILES:

Negative-points: (TILES MARKED WITH RED TEXT) The word that activated this tile, after it has been placed, is scored negatively for the player who activated the tile; i.e., the player loses (rather than gains) the points for the played word.

Lose-a-Word: (TILES MARKED WITH GREEN TEXT) The player who activates this tile loses her current turn. The word that activated the tile is not scored but still placed on the board.

Steal-a-word: (TILES MARKED WITH CYAN TEXT) The player who activates this tile does not gain any points. Instead all other players get the value of the word.

Letter-Bomb: (TILES MARKED WITH MAGENTA TEXT) The player's score is halved for each tile, that matches the value of this tile, in the tiles used by the player. For example, if the letter E is the placed letter-bomb tile and another player uses this tile to spell the word SEEN, then the player of the word only gets 1/4 of the points of the original word (rounded up).