

Every word's a **WINNER.**

# SCRABBLE

CROSSWORD GAME

## **BIBLE EDITION**

**2 TO 4 PLAYERS/AGES 8+**

**CONTENTS** SCRABBLE Bible Edition game board, 100 tiles, 1 letter bag and 4 racks.

### **OBJECT**

Players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for the highest score by taking advantage of the letter tiles, as well as the premium squares on the board. Players also attempt to earn bonus points by spelling biblical / inspirational words.

### **SET UP**

Before the game begins, all players should agree upon the dictionary that they will use in case of a challenge. A Bible concordance may also be referenced. 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 (other than proper biblical names), abbreviations, prefixes and suffixes standing alone, and words requiring a hyphen or an apostrophe.

Place all letters in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pouch and remix. Players draw seven new letters and place them on their racks.

### **GAME PLAY**

1. The first player combines two or more of his or her letters to form a word and places it on the board reading either across or down with one letter on the center square marked by a star.


**NOTE:** The center "star" square doubles the score for the first word. Diagonal words are not allowed.


2. Complete the turn by totaling and announcing the score for that turn (see Scoring). Then draw as many new letters as were played, always keeping seven letters on the letter rack for as long as sufficient tiles remain.
3. Play passes to the left. Each subsequent player adds one or more letters to those already played in order to form new words. All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must also form complete words, crossword fashion, with all affected letters. Each player gets full credit for all words formed or modified during his or her turn.
4. New words may be formed by:
  - A. Adding one or more letters to a word or letters already on the board.
  - B. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
  - C. Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
5. No tile may be shifted or replaced after it has been played and scored.
6. **Blanks:** The two blank tiles may be used as any letters. When playing a blank, the player must state which letter it represents. It remains that letter for the remainder of the game.
7. Players may use a turn to exchange all or some of the letters on their letter racks. To do this, discard the letter(s) facedown, drawing the same number of letters from the pouch. The turn then ends by mixing the discarded letter(s) into the pouch.
8. Any move may be challenged by any opponent before the next player starts a turn. If the challenged move is unacceptable, the challenged player must take back his or her tiles and lose that turn. If the challenged move is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges. All words made in one move are challenged simultaneously. If any word is unacceptable, then the entire move is unacceptable. Only one turn is lost on any challenge.
9. The game ends when all letters have been drawn and one player uses his or her last letter, or when all possible plays have been made.


## SCORING


1. Use a score pad or piece of paper to keep a tally of each player's score, updating it after each turn. The number at the bottom of the tile indicates the score value of each letter. The score value of a blank is zero.

2. The score for each turn is the sum of letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares (described below).

3. Double Letter Squares:  Players who place letters on this spot double the score of a letter placed on it.

4. Triple Letter Squares:  Players who place letters on this spot triple the score of a letter placed on it.

5. Double Word Squares:  The score for an entire word is doubled when any one of its letters is placed on a Double Word Square.

6. Triple Word Squares:  The score for an entire word is tripled when any one of its letters is placed on a Triple Word Square.

**NOTE:** Players should score premiums for double or triple letter values, if any, before doubling or tripling the word score.

**NOTE:** If a word is formed that covers two Double or Triple Word Squares, the score is doubled (or tripled) and then re-doubled (or tripled). For example, a word that covers two Triple Word Squares would be worth 9 times the letter count.

**NOTE:** The center "star" square is a Double Letter Square and doubles the score for the first word.

7. Bonus Words: Additional points are scored for Bonus Words. See following "Bonus Words" section for examples of biblical / inspirational bonus words.

8. Letters played on Premium Squares receive extra value only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.

9. When a blank tile is played on a Double or Triple Word Square, the value of the word is doubled or tripled even though the blank itself has no score value.

10. When two or more words are formed in the same play, each word is scored. The common letter is counted (with full premium value, if any) for each word.

11. **PERFECTION:** If a player lays down all seven tiles on a turn, it represents perfection. That player scores an additional premium of 50 points for the turn.

12. Unplayed Letters: When the game ends, each player's score is reduced by the sum of his or her unplayed letters. In addition, if a player uses all of his or her letters, the sum of the other players' unplaced letters is added to that player's score.

## HOW TO WIN

The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplaced letters wins.

## RULES FOR SHORTER GAMEPLAY

For shorter or more fast-paced games, SCRABBLE Bible Edition players may want to consider the following alternative versions:

### 1. My Cup Overflows SCRABBLE

Gameplay is identical to the original game, except players begin with 9 tiles instead of the usual 7. Players score a 50-point PEACE BE WITH YOU bonus for using 7, 8, or all 9 tiles.

### 2. It is Finished! SCRABBLE

In this variant, the game is over when any player reaches a pre-decided skill-specific score, no matter how many tiles are left. This allows mixed skill-level groups, as the score needed to win depends on the level of the player (Beginner, Intermediate or Expert). Following are the points needed to win:

	Beginner	Intermediate	Expert
Two Players	70	120	200
Three Players	60	100	180
Four Players	50	90	160

When all players are of the same skill level, they compete to reach the target score first. For example, two Intermediate players would play until one player reached 120 and four Beginners would play until one player reached 50.

## BONUS WORDS

If any player spells a biblical / inspirational word of 3 or 4 letters, add an additional 5 points to their score. Examples include:

RUTH	EVE	MARY
SOUL	LAMB	ABBA
ARK	PALM	AMEN
HOLY	ZION	LOVE
JOHN	LUKE	MARK

If any player spells a biblical / inspirational word of 5 letters, add an additional 10 points to their score. Examples include:

JAMES	EGYPT	MYRRH
KNEEL	JESUS	SPIRIT
MANNA	CROSS	PEACE
GLORY	DAVID	TEMPT
FAITH	GRACE	SAINT
MERCY	TITHE	ANGEL

If any player spells a biblical / inspirational word of 6 or more letters, add an additional 15 points to their score. Examples include:

HOSANNA	MATTHEW	KINGDOM
ABRAHAM	PROPHET	GABRIEL
VISION	JOSEPH	SERVANT
INCENSE	REJOICE	BAPTISM
TRINITY	DOXOLOGY	SANCTUS

**NOTE:** Players should agree prior to play how strictly inspirational words shall be judged and bonus points awarded. Many words occur in the Bible than are perhaps a bit too common to rate as "inspirational" and worthy of bonus points. For example, the word MONKEY occurs in at least two places in the Bible. However, players may decide it is not worthy of a bonus because MONKEY may not share the same theological significance as words like LAMB or DOVE.

The above examples are intended as general guidelines. How strictly the bonus words are judged is up to each group of players. Just remember that the goal is to have fun and fellowship, and that all players should do unto others as they would have others do unto them (Matthew 7:12).

**Challenging Bonus Words:** Similar to challenging moves (see Gameplay #8), any Bonus Word can also be challenged by any player. If the attempted Bonus Word is found to be in violation of the agreed-upon guidelines (above) then the bonus points are not added, but the remainder of the turn remains the same. Players who challenge Bonus Words are not penalized if the word passes the challenge.

SCRABBLE® Bible Edition allows players to engage in fun games of spelling and spiritual learning. Players can also add to the regular gameplay by using some or all of the following Bible Edition variations:

### **1. Tests of Faith Scrabble**

Many people portrayed in the Bible are frequently depicted in situations where their faith and resolve must be tested. These situations tend to leave that person with greater insight and belief in God's love. Whenever an opposing player spells a Bonus Word, test their knowledge by asking them to summarize the story that directly correlates to that word or name. If they can accurately tell the story, they will be awarded 15 bonus points, and everyone will gain a greater insight into the word's meaning!

### **2. Good Samaritan Scrabble**

One of the most important tenets of the Christian faith is the belief that we are commended to do good to others. If an opponent is struggling to play a word on their turn, any player may offer to trade them the tile of their choice. The helping player shows his or her rack to the struggling player, and that player selects a tile. If the roles are reversed later in the game, the former helper may ask for some help in return!

### **3. The Tower of Babel Scrabble**

The Bible tells us that God made man speak many different languages to impede their quest to build a tower reaching to heaven. To celebrate the beauty and power of these languages, award 15 bonus points to any player who can spell any of the bonus words in a different language.

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