

PRISTON SCRABBLE® RULES

TO START

All the tiles are placed in the tile bag. Each player takes a tile out to find out who plays first. The player who has the tile nearest the beginning of the alphabet, with the blank preceding 'A,' plays first. The exposed tiles are put back into the bag and the bag is shaken to shuffle them.

Each player, in turn, then draws seven new tiles and places them on their racks. One player is selected as Score-keeper. Everyone is now ready to play. Playing proceeds clockwise.

PLAYING

The first player combines two or more of their tiles to form a word and places them on the board to read either across or down with one tile on the centre square (star). Diagonal words are not permitted.

All tiles played in this and subsequent turns must be placed in one line horizontally or vertically. Once a tile has been placed on the board, it may not be moved unless the word is successfully challenged.

Words can be formed by:

- adding one or more tiles to the beginning and/or the end of a word already on the board eg. TRAINER becomes STRAINERS
- placing a word at right angles to a word already on the board. The new word must use one of the letters of the word already on the board. eg. HROB is added to the T already on the board to make THROB.
- placing a complete word parallel to a word already played, so that adjoining tiles also form complete words. eg. HOB is played starting above the I of TRAINER, also forming HI, ON and BE.
- the new word may also add a letter to an existing word eg. THROBS is played with the S linking onto TRAINER to make STRAINER as well
- "bridging" two or more letters. eg. . CO, QUE, T is fitted between an N and an S on the board to make CONQUEST.

At the end of every turn, the player draws as many new tiles as they have played, unless there are insufficient tiles remaining in the bag, in which case they draw as many tiles as remain. Playing then passes to the next player.

In order to ensure games flow, each turn should not last more than 2 minutes. At the end of two minutes, the player should either place their tiles, exchange them, or miss their go.

PERMITTED WORDS/CHALLENGING

You may play any words listed in the dictionary provided, except those only spelt with an initial capital letter, abbreviations, prefixes and suffixes and words requiring apostrophes and hyphens. Foreign words included in the dictionary provided are allowed. The same word can be played more than once in a game. Pluralised words are permitted.

Once a word has been played, the word may be challenged before the score is added up and the next player starts their turn. At this point only, you may consult a dictionary to check spelling or usage. If the word challenged is unacceptable, the player takes back their tiles and loses their turn. Play continues as normal in the event of an unsuccessful challenge.

The dictionary can only be consulted when challenging. Mobile phones must not be used to help find words to play.

EXCHANGING TILES/PASSING

Instead of placing tiles on the board, any player may use their turn to replace any or all of the tiles in their rack. They may do so by discarding them face down, drawing the same number of new tiles, then mixing the discarded tiles with those remaining in the bag. They then await their next turn to play.

Instead of placing tiles on the board, or exchanging tiles, a player may also decide to pass, whether or not they are able to make a word (or words). However, should all players pass twice in succession, the game ends.

SCORING

The score for the turn is calculated by adding up all the values of the numbers on the tiles, including any bonus values from utilising the bonus squares. Letter bonuses are applied before Word bonuses.

Bonus values are only applied for the tiles actually placed by the player in their turn.

Any player who plays all seven of their tiles in a single turn scores a premium of 50 points in addition to their regular score for the turn. The 50 points are added on after doubling or tripling a word score.

END OF THE GAME

The game ends when

- all the tiles have been drawn and one of the players has used all the tiles in their rack
- when all possible plays have been made
- all players have passed twice in consecutive turns

After all the scores are added up, each player's score is reduced by the sum of their unplayed tiles, and if one player has used all their tiles, their score is increased by the sum of the unplayed tiles of all the other players.

ENJOY!!!