

1 INTRODUCTION

Welcome to SCRABBLE, the world's best-loved crossword game! Test your spelling and vocabulary skills as you use strategy to block opponents, rack up points and win the game!

2 OBJECT

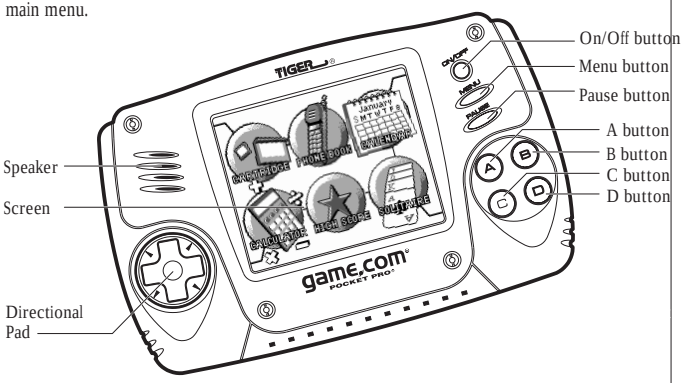
The object of SCRABBLE is to score the most points. You score points by your placement of tiles in the form of words on the SCRABBLE board. Certain letters and squares on the board will help increase your score.

Note that in any game played against a computer opponent, the computer is the final authority concerning whether or not a word you place is acceptable or unacceptable. The computer has its own extensive dictionary. If you see the computer place an unusual word (such as "FIAR," "PADI," or "UDO"), look them up in a complete dictionary - you'll find that such words do exist! Note that the following types of words will not be accepted by the computer:

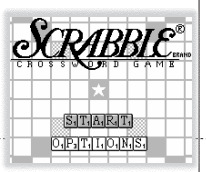
Proper nouns or names
Profanity
Word requiring a hyphen
Foreign (non English) words
Ethnic or religious slurs
Abbreviations

3 STARTING THE GAME

To play the game, make sure your game.com or Pocket Pro system is OFF. Insert the SCRABBLE cartridge. Turn on your game.com or Pocket Pro and touch the CARTRIDGE icon on the main menu.



After a brief animation, you'll see the main SCRABBLE screen. You may choose to START the game or open the OPTIONS screen. To select, use the touch screen, or move the directional pad and press the A button.



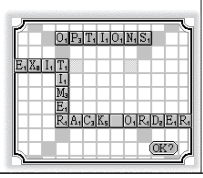
4 OPTIONS

All options may be selected by either using the touch screen or by cycling through with the directional pad and pressing the A button.

Timer
25 minute tournament timer: You have 25 minutes to place tiles without penalty.
Penalty - 10 pts. per minute over 25: Penalizes you 10 points for each minute over 25 minutes you spend placing tiles.

Rack order
Controls how your letter tiles are organized, as follows:
Alphabetically - tiles are placed in alphabetical order.
Ascending value - tiles are placed from lowest to highest value.
Vowel/consonant - tiles are placed with vowels first.
Free (default) - tiles are placed in random order.

Exit
Exits the options screen.



5 PLAYING THE GAME

To play the game, choose START at the main screen. The PLAYERS screen will appear. You may choose between two to four players.

To choose a human opponent or opponents, use the touch screen or the A button to cycle through to "human." To play a human opponent or opponents on the same game.com or Pocket Pro, choose the icon with one game.com unit by touching it. To play via the compete.com cable (two game.com or Pocket Pro units required), choose the icon with two connected game.com or Pocket Pro units (two-player only, see COMPETE.COM MODE).

To play a computer opponent or opponents, choose "computer." You may then choose from three difficulty levels: novice, intermediate, and advanced. (novice is the easiest). To leave a player slot empty, choose "none." You must play with at least two players.

When you are finished, touch the "ok?" button.

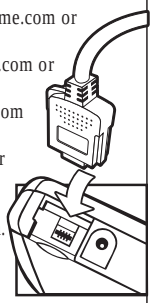
Playing Against the Computer
The board appears with the word "READY" on the screen. Use the touch screen to touch "READY" or press the A button to begin placing letter tiles. Press "Enter" ENTER when you have completed placing a word. The word "CONTINUE?" will now appear. Touch "CONTINUE?" when you are finished studying the tiles in your rack. Once the word "CONTINUE?" is pressed, your tiles will be hidden and the word "READY" will appear. The computer player will not place letter tiles until the "READY" button is pressed by the human player.



6 COMPETE.COM MODE

You may play another human player head-to-head. You will need two game.com or game.com.pocket pro units and a compete.com cable.

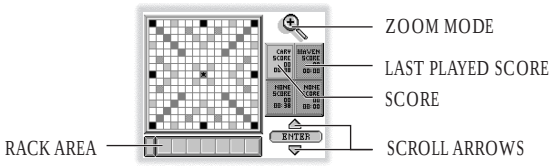
1. First, connect the compete.com cable to the com.port of your game.com or Pocket Pro.
2. Next, connect the other end of the cable to your opponent's game.com or Pocket Pro
3. Make sure you both have the SCRABBLE cartridge inserted into your game.com or Pocket Pro units.
4. Turn both units ON.
5. Each player should select the cartridge icon on the main menu screen.
6. When the PLAYERS screen appears, select HUMAN for player 2, and the icon showing two connected game.coms or Pocket Pros.
7. Press "OK?".





After choosing your opponents, you will then be asked to enter your name. To do so, touch the left or right arrows or use the directional pad to rotate the letter ring and cycle through the letters and symbols. When the character you want is on top, choose it by touching it or pressing the A button. The letter or symbol will appear in the first box. You may choose up to five letters or symbols. When you are finished, choose "end." Continue this process with each human player.

The SCRABBLE board will appear with the word "Ready?" on the screen. The players' names and scores will be to the right of the board. Seven letter tiles will appear on your rack, and your play timer will start.



Your play begins by placing two or more of your tiles on the board to form a word. To place tiles, you must zoom in on the board by touching the "zoom in" icon (the magnifying glass) in the upper right corner. To zoom in even closer, touch the magnifying glass with the plus sign again.

Use the touch screen to select a tile.

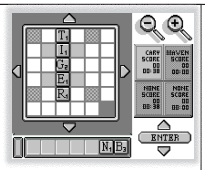
To place your word, choose a letter from your rack that you want to place. Then choose the square on which you want to place the tile. The tile will transfer to the board. If you wish to move the letter, choose it again and move it to another square. Continue this process with at least one other tile until you have finished placing your word. The tiles must connect, and must be placed either vertically or horizontally. Diagonal words are not allowed. *Note: the first word placed in a game MUST cross the star in the center of the board. The star counts as a double word score premium square* (see PREMIUM SQUARES for scoring). To scroll to other areas of the board while in "zoom" mode, use the arrows located outside the board screen.

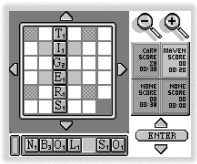
NOTE: You cannot place tiles on the board when you are in the fully zoomed out mode. Zoom in to one of the 2 closer views in order to place tiles on the board.

When you are finished placing your word, choose ENTER.

If your word is accepted and not challenged, the total points (main score) will appear directly under your name (see SCORING). If you placed a tile on a premium square, including the center star square, your score will reflect it. The total points for each individual turn will appear under your main score. The tiles you placed on the board will be replaced on your rack. Once letters are played on the Scrabble board, they may not be moved.

NOTE: a blank tile can be used as any letter. When you place a blank tile, you will be asked to enter the letter it represents. It will remain this letter throughout the game. Blank tiles have no point value.

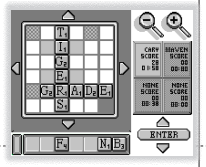


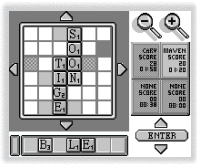


The next player will take his turn. A new word or words are formed in one of three ways:

1. Adding one or more letters to a word or letters already on the board.

2. 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.





3. Placing a complete word parallel to a word already on the board.

7 CHALLENGING

Once you place a word, another player may challenge it. This means that either a human or computer player does not think you have played a valid word. (Note: the computer always challenges words not in its dictionary.) The screen will show the name of the person challenging. The screen will then read, "challenge sustained! Over rule, yes/no." If you choose "yes," your word will stand unchallenged. If you choose "no," your word is invalid and you lose your turn.

You have the option to challenge other players' words, too. (NOTE : However, that you cannot challenge a comoputer player) To do so, choose CHALLENGE by touching the arrows below or above the ENTER bar until the word CHALLENGE appears. If your challenge is not sustained, the player's word stands and you lose your turn.

8 PASSING AND EXCHANGING

If you cannot form a word with the letters on your rack, you may cycle to PASS or EXCHANGE by touching the arrows below or above the ENTER bar. Choosing PASS will forfeit your turn and retain your letters. Choosing EXCHANGE will bring up a screen asking you to choose which tiles you want to exchange. Select the tiles and press OK when you are finished. Your exchanged letters will be replaced, and you lose your turn. If there are no available tiles left with which to exchange, the original tiles will remain in your rack.

9 SCORING

Each player's score is entered after a word is placed and the turn is finished. The score for the turn is calculated by the total value of the letters used, plus any additional points for using a premium square or squares.

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

10 PREMIUM SQUARES

The shaded squares on the SCRABBLE board represent "premium" squares. (To get a close-up view of these tiles on the board, touch the "zoom in" icon twice.) If a letter tile of a word is placed on one of these squares, the score will be altered as follows:

Double Letter Score – Receive twice the value of the letter on the square.
Triple Letter Score – Receive three times the value of the letter on the square.
Double Word Score – Receive twice the value of the entire word.
Triple Word Score – Receive three times the value of the entire word.

If a word is formed that covers two premium word squares, the score is adjusted accordingly depending upon which squares are covered.

Letter and word premiums count only in the turn in which they are played. On later turns, letters already played on premium squares count at face value.

When a blank tile is placed on a premium word square, the value of the word is doubled or tripled, even though the blank has no score value. The value of the individual tile, however, remains 0.

11 BINGO

If any player uses all seven letters from their rack to form a word, he or she will get a "bingo" bonus of 50 points. When this happens, the word BINGO will appear on the screen.

12 ENDING THE GAME

The game ends when all the letters have been drawn and one player uses his or her last letter, or when no more legal words can be made (all players PASS in a single round). The player with the highest final score wins the game. Each player's score is reduced by the sum of his or her unplayed letters. In addition, if a player used all letters, the sum of the other players' unplayed letters is added to that player's score. In case of a tie, the player with the highest score before adding or deducting unplayed letters wins.

13 TILE VALUES

There are 100 SCRABBLE tiles, with the following frequency and tile point value:

Letter	Number	Value	Letter	Number	Value
A	9	1	O	8	1
B	2	3	P	2	3
C	2	3	Q	1	10
D	4	2	R	6	1
E	12	1	S	4	1
F	2	4	T	6	1
G	3	2	U	4	1
H	2	4	V	2	4
I	9	1	W	2	4
J	1	8	X	1	8
K	1	5	Y	2	4
L	4	1	Z	1	10
M	2	3	Blank	2	0
N	6	1			

14 DEFECTIVE CARTS

If you find that your new SCRABBLE game.com cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

15 90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$12. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.

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