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PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SLUS-00903
99708
SCRABBLE
BRAND
CROSSWORD GAME
HASBRO
Interactive

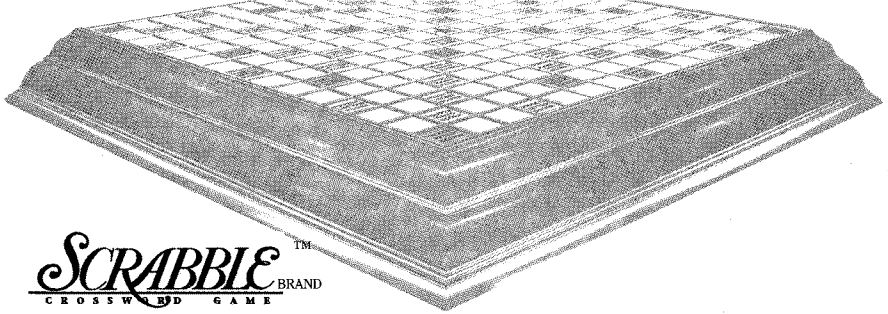
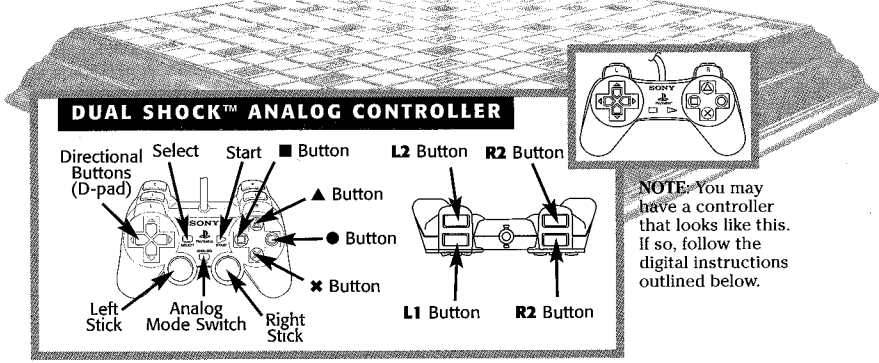


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NOTE: You may have a controller that looks like this. If so, follow the digital instructions outlined below.

CONTROLLING SCRABBLE™

Valid control visuals will generally appear on-screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Scrabble*.

Directional Buttons: Use these button buttons to scroll through the tile rack, scroll around on the *Scrabble* board, or navigate through menu choices.

✖ Button – Use this button to select and place tiles, select menu items and confirm actions.

▲ Button – Use this button to move backwards in menus, or to take back tiles and whole words after placing them on the board.

● Button – Use this button to toggle through camera zoom modes.

■ Button – Use this button to shuffle the tiles in your rack.

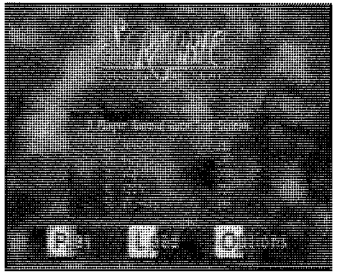
R1 Button – Use this button to toggle through the on-screen scoring windows.

HOW THE WORLD SPELLS EXCITEMENT!

Now everyone in the family can enjoy playing *Scrabble* at a whole new level of fun. Choose your tiles and shuffle your rack — the brain teasing is about to begin!

The ultimate board game is now the ultimate interactive experience for you and up to three other players. Or, you can sharpen your *Scrabble* skills against the computer! From the real-time 3-D graphics of the game board to special visual and audio effects, you've never played *Scrabble* like this!

THE MAIN MENU



This is where you start games, load previously saved games, set gameplay options and view high scores. To navigate through the screens, simply use the directional buttons. To make a selection, press the ✖ button. To "back up" at any time, press the ▲ button.

PLAY

Select "Play" to begin a new game and then choose the type of game you wish to play — Normal, Solitaire, or Tournament.

Normal

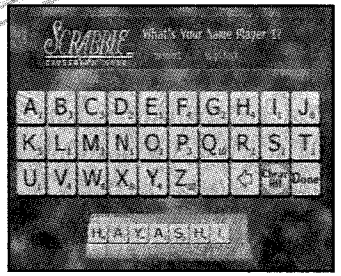
In Normal play, you compete against other players or computer players to score as many points as you can. Select this item to start a "normal" game with up to 4 human or computer players. **Note:** Every game must have at least one human player.

Press the ✖ button to enter a human player. You will be prompted to enter a player name. (See **Entering Player Names** on page 7.) You will then be prompted to enter information for the next player. Using the up and down directional buttons and the ✖ button, select "Human Player" or "Maven – The Computer Opponent."

If you select Maven – The Computer Opponent, you will be prompted to enter a difficulty level. (See **Maven Difficulty Level** on page 8.) If you select Human Player, you will again be prompted to enter a player name. Next you will be prompted with "Add Players" or "Let's Play!" Continue to add up to a total of four human or computer players. When you've added all of the players you desire, select "Let's Play!"

Entering Player Names

When prompted, you will have the choice of entering a new player name or using the default name of Player 1 (or Player 2, or Player 3, or Player 4, depending on the game). The name you enter will be used to record scoring and save game information.

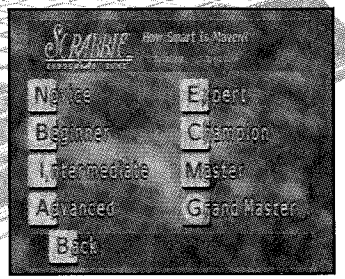


New Player Names

Use the directional buttons to scroll the letter picker through the letter grid. Press the ✖ button to select a letter. If you make a mistake and want to erase a letter, select the ⇦ tile and then press the ✖ button. If you want to clear the whole word and start over, select the "Clear All" tile and then press the ✖ button. To insert a space, select the blank tile and then press the ✖ button. When completed, select the "Done" tile and then press the ✖ button.

Maven Difficulty Levels

Use the directional buttons to select how smart you want your Maven opponent to be. Press the ✖ button to select a level.



Solitaire

Select this item to start a single-player Solitaire game. See **Entering Player Names** on page 7 for details on how to enter your name.

In a Solitaire game, your ultimate challenge is to attain a high score by playing through all of the tiles. Play takes place on the regular gameboard, with you placing words as you would in a Normal game. Scoring also remains consistent with a Normal game. However, after you place a word, you receive new tiles and immediately place another word on the board.

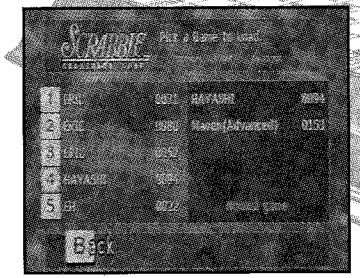
Important! You do not play against other human or computer players in this mode.

Play continues until you cannot place any more words or you have used all of the tiles. **Note:** You are allowed one tile exchange (either a selective tile exchange or your entire letter rack). If you pass on a turn, it is assumed that you cannot place a word and the game is over. If you attain a good score, it will be posted on the High Score charts.

Tournament

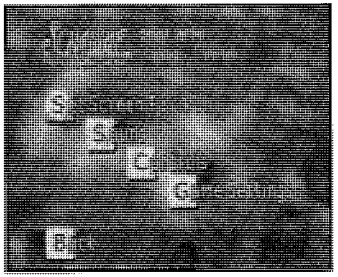
Select this item to start a Tournament game. See **Entering Player Names** on page 7 on how to enter your name.

In a Tournament game, 2, 3 or 4 players compete in a round of three games. The player with the highest cumulative score is the tournament winner. Gameplay is the same as in a Normal game.



LOAD

Select this item to load a previously saved game. Note: You will be informed if your memory card is not inserted or does not contain valid saved game data. Using the directional buttons, select the desired game and then press the ✖ button to load the game and resume playing.



OPTIONS

Select this item to set gameplay options. Use the up and down directional buttons to move through the different options. Choose "Back" to save your settings and return to the previous menu.

Set Screen Position – This allows adjustment of the viewing window on screen to compensate for monitors that are slightly offset. Use the directional buttons to move the visible area of the game on the television monitor. Press the ✖ button to save the screen position and return to the previous menu. Press the ▲ button to return to the previous menu without saving changes.

Sound – This allows the level of the sound effects and music to be adjusted. Use the up and down directional buttons to select either music or effects. Use the left and right directional buttons to change the levels of the two settings respectively. Using the up and down directional buttons, select "Accept" and then press the ✖ button to save the levels. Press the ▲ button to return to the previous menu without saving changes.

Controls – If multiple controllers are connected, players can select which controller they would like to use and the button configuration for that controller. Use the up and directional buttons to scroll through the list of attached controllers.

Note: This feature will be enabled only if there is more than one controller attached. If only one controller is attached, all players will play from that controller and this feature is disabled.

Press the ✖ button to select the desired controller. Next, use the directional buttons and the ✖ button to select from one of three available button configurations. Using the up and down directional buttons, select "Accept" and then press the ✖ button to save the controller selection and configuration settings. Press the ▲ button to return to the previous menu without saving changes.

Game Settings – Use the up and down directional buttons to select from a variety of in-game settings. Use the left and right directional buttons to change the options. Using the up and down directional buttons, select "Accept" and then press the ✖ button to save the game settings. Press the ▲ button to return to the previous menu without saving changes.

Fast AI – If set to ON, this turns off some graphical enhancements and effects which make the AI (computer players) play faster. If set to OFF, graphical enhancements are on for an exciting experience.

Auto Pick Tiles – If set to ON, this setting will automatically pick tiles once you've played a valid word. If set to OFF, you will be prompted to manually select tiles using the directional buttons and the ✖ button.

Miss Turn on Invalid Word – If set to ON, when a player plays an invalid word he/she will lose his/her turn with a score of zero points. If set to OFF, a player playing an invalid word is allowed to immediately place another word without penalty.

Rack Order (Random, Alphabetical, Value) – If set to "Random," your rack is randomly ordered with no sorting. If set to "Alphabetical," your rack is sorted in alphabetical order. If set to "Value," your rack is sorted by tile value.

Timer – If set to OFF, there is no timer when placing letters. Therefore, players can take as much time as they like to place words on each turn. If set to ON, players must place words within a time limit. If a player exceeds the specified time limit, he/she will be assessed penalty points on a per minute basis until he/she has played his/her turn.

Penalty Points (1 – 10) – This is the amount of points a player is penalized per minute when he/she has exceeded the specified time limit.

For Each Minute Over (3 – 15) – This is the number of minutes a player has for each turn before point penalization occurs.

Tile Set – Use the left and right directional buttons to change the tile set which will be used in the game.

SCRABBLE RULES — A SUMMARY

Object

Be the player with the highest final score.

The Basic Rules of *Scrabble*

Players form interlocking words, crossword fashion, on the board using letter tiles of varying values. Each player competes for high score by taking advantage of the letter values, as well as the values of the "premium" squares on the board.

- Player 1 always goes first.

- Each player starts with seven letter tiles in his or her letter rack. Player 1 combines two or more letter tiles to form a word and places it on the board to read either across or down. One of the letters must be placed on the center <**star**> square.

- On subsequent turns, each player adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row — either across or down — to form one complete word. All words must have at least two letters. If the letters played touch other letters in adjacent rows, they must form complete words, crosswise fashion, with these letters. The player gets full credit for all words formed or modified on their turn.

- A player completes a turn by adding together the letter values of all new words formed on that turn. The player then draws as many new letter tiles as those played, thereby always keeping seven letter tiles in his/her letter rack.

- Either of the two blank tiles may be used as any letter. Once a player states which letter the blank tile represents, and successfully plays a word on the board, the blank tile remains that letter for the rest of the game. **Note:** Blank tiles have no point value.

- A player may use a turn to exchange some or all of the tiles in his or her tile rack, provided there are at least seven tiles left to draw. The player draws as many new letter tiles as are returned to the pool. This ends the turn.

- All words, including those of foreign origin, as well as obsolete, colloquial, or slang words are permitted. Words which are not permitted include those that are always capitalized, abbreviations, prefixes and suffixes used alone, and those requiring a hyphen or an apostrophe.

- Maven will review all words, and challenges will automatically occur, regardless of whether playing against human or computer players. If the word challenged is unacceptable, the challenged player's tiles are automatically returned to his/her rack and he/she loses that turn.

Note: The Miss Turn or Invalid Word option must be enabled in order for a player to lose his/her turn.

- 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; or when each player scores zero points (by passing, exchanging, or losing challenges) on three consecutive turns.

Scoring

Scoring for the *Scrabble* PlayStation® game is done automatically. Here's how scores are calculated:

- The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

- *Premium letter squares.* A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

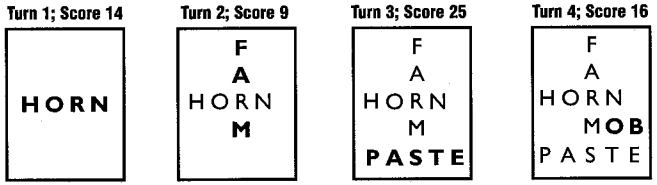
- *Premium word squares.* The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Premiums for double or triple *letter* values are included (if any) before doubling or tripling the *word* score.

If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (four times the letter count). **Note:** The center <**star**> square is pink which always doubles the score for the first word.

- Letter and square premiums count *only* on the turn in which they are played.
- When a blank tile is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.
- 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.
- Any player who plays all seven tiles on a turn scores a "Bonus" for a premium of 50 points *after* totaling his or her score for the turn.
- When the game ends, each player's score is *reduced* by the sum of his or her unplayed letters. If a player has used all of his or her letters, the sum of the other players' unplayed letters is *added* to that player's score.

How to Win

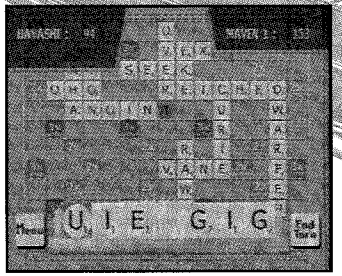
The player with the highest final score wins the game. In case of a tie, the player with the highest score *before* adding or deducting unplayed letters wins.



Examples of Word Formation and Scoring

In this example, the scores are the correct scores if the R is placed on the center <**star**> square. In turn 1, count HORN. In turn 2, count FARM. In turn 3, count FARMS and PASTE. In turn 4, count MOB, NOT and BE.

THE GAMEPLAY SCREEN



The Letter Rack

Each player has a rack of letters from which they can select tiles. Your rack is shown at the bottom center of the screen.

Shuffling and Moving Tiles in your rack

When the tile selector is in your rack, press the ■ button to shuffle the letters.

Use the left and right directional buttons to move the tile selector from tile to tile. Press the ✖ button to select the letter. Using the left and right directional buttons, you can move the tiles around in your rack, forming words and ideas.

Placing Tiles

To place a tile on the board, use the left and right directional buttons to move the tile selector from tile to tile in your rack. Press the ✖ button to select a tile. Note that the tile is slightly grayed. Press the up directional button to move the tile to the board. Use the directional buttons to move the tile to the desired square. Press the ✖ button again to place the tile on the board in the desired location. The tile now becomes brighter. Tiles can be placed on any unoccupied square. You can scroll the screen to view all areas of the board by using the directional buttons. For even greater views of the board, zoom the board out. See **Zooming In and Out of Board View** on page 16.

Moving and Removing Tiles

To move a tile from one location to another during your turn, press the up directional button to move the tile selector to the board. The tile selector will turn bright red. To move a letter, move the tile selector over the desired tile and then press the ✖ button. Now use the directional buttons to move the tile to the newly desired

location. If you wish to move the tile back to your rack, press the ▲ button.

If you wish to remove all letters placed on your current turn and start over, press the ▲ button while the tile selector is in your rack.

Entering a Word

Once you have a word you would like to play placed on the board, use the directional buttons to select "End Turn" at the right side of your rack and then press the ✖ button. This enters the word into play. At this point the word is evaluated for its validity and play continues. If the word is valid, you will be awarded a point score. (See **Scoring** on page 13.) If the word is not valid, play proceeds depending upon how the game options have been set up.

Passing

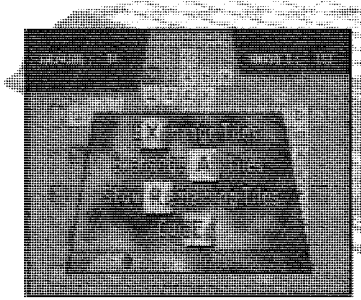
If you cannot formulate a word with the tiles you have in your rack, you may exchange any or all of your tiles or just pass your turn. To exchange any or all of your tiles, see **Exchange Tiles** on page 17. To pass your turn to the next player, do not place any tiles on the board. Simply move the tile selector to "End Turn" at the right side of your rack and then press the ✖ button.

Zooming In and Out of Board View

During play, the camera may be zoomed out enabling a better view of the entire board. To do this, press the ● button while the tile selector is in your rack. You may immediately use the directional buttons to scroll around the board. If you would like to place a letter while in this view, press the ● button again. This enables all of the tile-placing functionality. To return to the zoomed-in view, press the ● button once more.

Scoring and Status

As your score is tallied, the word score is counted and then added to your current score. To view the current scores of all players, press the **R1** button. To remove the scoring screens from view, press the **R1** button again. Pressing **R1** once more will restore the default view.



Menu

During gameplay there are many functions available to players. To view these functions, move the tile selector to "Menu" at the left side of your rack and then press the ✖ button.

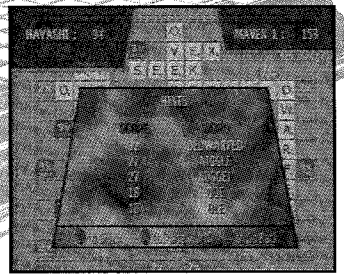
Exchange Tiles – Players may exchange any number of tiles from their rack for new tiles. Use the up and down directional buttons and then press the ✖ button to select this option. You will be shown your letter rack. Use the directional buttons and the ✖ button to select the tiles that you would like to exchange. You can select one or all of the tiles. Once you've selected your tiles, move the tile selector to "End Turn" and then press the ✖ button. Your selected tiles will be exchanged. If you wish to cancel this exchange at any time, press the ▲ button.

Exchange All Tiles – Players may exchange all of tiles in their rack for new tiles. Use the up and down directional buttons and then press the ✖ button to select this option. When prompted, press the ✖ button. Your tiles will be exchanged. If you wish to cancel this exchange at any time, press the ▲ button.

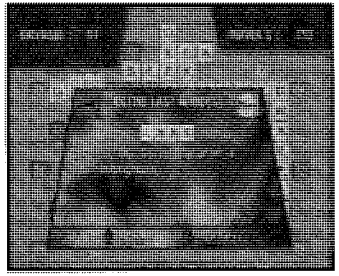
Show Remaining Tiles – Players may view the unplayed tiles remaining in the game (not including tiles in other players' racks). Use the up and down directional buttons and then press the ✖ button to select this option. A letter grid will appear. The numeric values appearing below each letter indicates the number of those tiles remaining in the game. Press the ▲ button to return to the previous screen.

Guides –There are a variety of guides and hints that players can access during gameplay. Use the up and down directional buttons and then press the ✖ button to select this option.

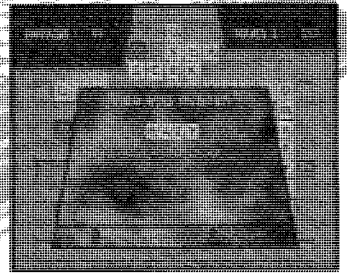
Hint – Selecting this option will provide the player with a selection of words that can be played on the current board using the current letters in the player's rack. Players can also select to *automatically* place these words on the board in the best possible scoring location.



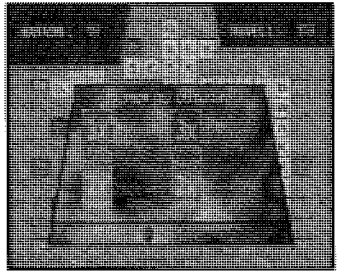
Define Last Word – Selecting this option will provide the player with a brief definition of the last played word. **Important!** Due to the technical limitations of the game's dictionary, not all words will have definitions assigned to them. Also, this feature is intended to provide validity to words, not complete, concise word definitions.



View Word Definitions – Selecting this option allows a player to enter in words and look up their definitions. Using the directional buttons and the ✖ button, enter in words and look up their definitions. Press the ✖ button to view another word or the ▲ button to return to the previous screen. **Important!** Due to the technical limitations the game's dictionary, not all words will have definitions assigned to them. Also, this feature is intended to provide validity to words, not complete, concise word definitions.



Show Premium Tiles – Selecting this option will provide the player with a visual representation of the premium squares on the board. Press the ▲ button to return to the previous screen.

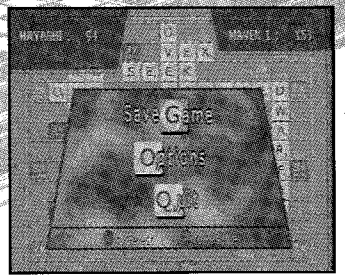


Pausing the Game

Pressing the Start button during a game will pause the game. Pressing the Start button again will resume play.

In-Game Options

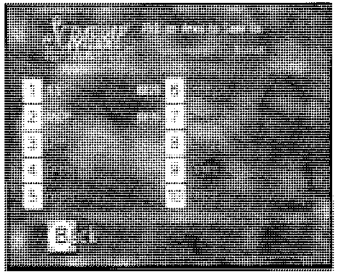
Pressing the Select button during the game will bring up the in-game options menu. From here you can save a game, access the game setup options screen, or quit the current game. Use the up and down directional buttons and then press the ✖ button to select an option.



Save Game

(MEMORY CARD MUST BE INSERTED)

Use the directional buttons to select a save game slot. Press the ✖ button to save the game to that location. If you select to save to a slot that currently has a saved game, you will be asked to confirm that you want to overwrite that memory slot. Press the ▲ button to return to the previous screen.



Options

This allows players to access and change the game setup options. See **Options** on page 9.

Quit

If you wish to quit a game in progress, press the Select button to bring up the In-Game Options menu and select "Quit."

ON YOUR TURN:

When it is your turn, your score box becomes highlighted. You must then decide whether to:

- Exchange tiles in your rack, or. . .
- Pass your turn to the next player, or. . .
- Place a word on the gameboard.

CHALLENGING A WORD

The game's built in dictionary automatically verifies words that are placed on the board. No user challenges are permitted. If a word is deemed invalid, the player will lose his/her turn (if the "Miss Turn on Invalid Word" option is set to ON). See **Options** on page 9.

Note: Human players can never challenge Maven, since Maven *always* plays a valid word.

ONSCREEN SCORING

The word score for a player's last turn is displayed at the top of the screen. Each player's total score is always displayed in the player's score box.

REPLENISHING YOUR RACK

Following a valid play, your tile rack will automatically be replenished (if the "Auto Pick Tiles" option is set to OFF). See **Options** on page 9.