

ELECTRONIC HAND-HELD GAME

SCRABBLE

express®

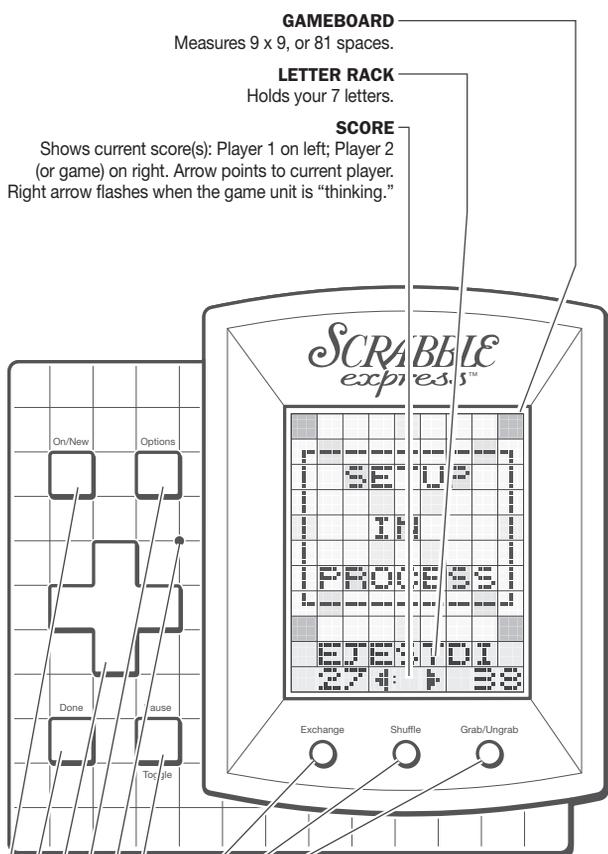
Endorsed by the National SCRABBLE® Association

For 1 or 2 players / Ages 8 and up

IMPORTANT!

- To exit the Demo mode, push in RESET with a toothpick or pen point.
- If this game malfunctions, push in RESET; remove and reinsert the batteries; or try new batteries.

A LOOK AT YOUR GAME



GRAB/UNGRAB

To "pick up" and move letters on your rack to the board. Press again to UNGRAB. To signal you have completed an action (same as DONE).

SHUFFLE

To mix up the letters on your rack as you look for a word.

EXCHANGE

To exchange up to 7 letters (Express game only).

PAUSE/TOGGLE

In Racing game, to momentarily stop the game; press again to re-start. In other games: to show number values.

RESET

To switch from DEMO to GAME mode. To correct malfunction.

OPTIONS

To select New Game, Contrast, Sound; to pick the Game you want to play.

UP/DOWN/LEFT/RIGHT ARROWS

To shift the position of the letter you have grabbed. To highlight an option on the menu. To adjust Contrast level. To set IQ.

DONE

To confirm Contrast and Sound levels. To signal you have selected an option, or completed a word. To undo an illegal move and reinstate rack.

ON/NEW

Press to turn game on. Hold to start a New Game when another game is in progress.

GAME SUMMARY

There are four play variations in the SCRABBLE EXPRESS game. In all four, the object is to achieve the higher score, whether your rival is another human player, the computer, or your own previous best score!

GETTING STARTED

The Demo: The packaged game is set in the DEMO mode. To begin a real game, push in RESET with a toothpick or pen.

Waking up the game: If no buttons are pressed for a few minutes, the game will "go to sleep," to save battery power. To "wake up" the game, press ON.

To start a new game: Press and hold NEW, or press OPTIONS.

To set the contrast level: On the OPTIONS screen, use the arrows to select CONTRAST. Press DONE. Use the arrows to select more or less gameboard contrast. Press DONE.

To turn sound on or off: On the OPTIONS screen, use the arrows to select SOUND. Use the arrows to select ON or OFF. Press DONE.

To select a game: On the OPTIONS screen, use the arrows to select NEW GAME. Press DONE. Use the arrows to select the game you want. Press DONE.

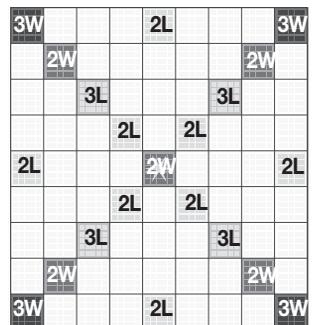
To select number of players: For an Express or One-liner game, use the arrows to select one or two players. Press DONE.

In a one-player game, you're competing against the computer. On its turn, it may "think" for a minute or longer before placing a word on the board.

To select computer IQ: For a one-player game against the computer, decide how "smart" you want the computer to be. Use the arrows to select the IQ level, from low (Level 1) to high (Level 9). Press DONE.

THE BOARD

There are four types of "premium" squares on the 81-square board that affect the score when a letter or word is played there. Always try to use these squares, to increase your score.



Double letter score (2L in diagram):

Any letter that covers one of these squares is scored at double its value.

Triple letter score (3L in diagram): Any letter that covers one of these squares is scored at triple its value.

Double word score (2W in diagram): The score is doubled for any word that crosses this square. It is quadrupled for any word that covers two of these squares.

Triple word score (3W in diagram): The score is tripled for any word that covers one of these squares.

HOW TO PLACE LETTERS ON THE BOARD

Place letter tiles strategically from your rack onto the board, to score as many points as you can.

1. Use the arrows to move the cursor to the letter you want to take from your rack. Press GRAB to pick it up.
2. Use the arrows to move the letter to the square on the board where you want to place the letter. Press UNGRAB to place it.
3. Continue moving letters from your rack to the board, until you've completed the word you want to form. Then press DONE.

If you make an "illegal" move, you will hear a "buzzer" sound. If you can "repair" the word so it is correct, do so. If you can't, press DONE to return your illegal letters to the rack.



Using a blank tile: There are two blank tiles in the game. A blank tile can be used to represent any letter.

In your rack, a blank tile appears as a square.

When placed on the board, it will change to an A. Move the arrows right or left to scroll through the alphabet. When the letter you want appears, press DONE.

On the board, the blank will appear as a square. To see which letter it represents, press the arrows to run the cursor over it.

Moving your tiles around: To shuffle all of your letter tiles automatically, press SHUFFLE. To move one letter at a time to a specific location on your rack, use the GRAB/MOVE/UNGRAB feature.

Looking at number values: To see the number values of the tiles in your rack and on the board, press TOGGLE.

GAME 1: SCRABBLE® EXPRESS (1 OR 2 PLAYERS)

This game recreates the typical two-player SCRABBLE experience, but limits each player to 8 turns.

1. The game automatically gives 7 letters to each player.

2. The first player combines two or more letters to form a word, and places these on the board to read either across or down so that one letter is on the center square. Diagonal words are not allowed. (Since it uses a "premium square," the score for this first word is doubled.)

3. The second player (which is the computer in a one-player game) adds one or more letters to those already played, to form a new word(s). All letters played on a turn must be placed in one row across or down the board, to form one complete word. If, at the same time, they touch other letters in adjacent rows, they must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.

4. Play continues until all players have taken 8 turns.

Exchanging tiles: In this game only, you can exchange some or all of the letters in your rack for new ones. *This takes up your entire turn.* To do this, press EXCHANGE. Use the arrows to select a letter you want to turn in. Press GRAB. Continue doing this until you have turned in all the tiles you want to exchange. The press DONE. You will be given a new tile for each one you turned in.

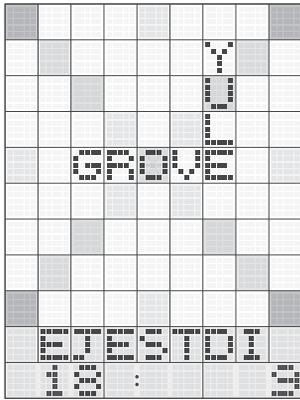
SCORING

The game automatically scores at the end of each turn, according to the standard point values for letters and the premium squares on the board.

WINNING

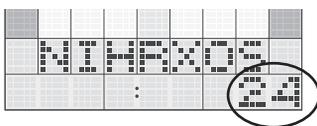
The player with the higher score after 8 turns is the winner.

To play again: Press DONE.



GAME 2: FIVE-TURN SCRABBLE® (1 PLAYER)

1. The game gives you 7 letters. Player 2's score area shows you the point value it expects you to match or beat using those letters.



2. Place your first word (2-letter minimum) so it crosses the center square.

3. Now the game shows you the move it would have made with the same 7 letters. Both your score and the game's are displayed. Only your word remains on the board.

4. You will automatically receive enough new letters to bring your total back to 7.

5. Continue playing until you have taken 5 turns.

SCORING

The game automatically scores at the end of each turn. After 5 turns, your final score and the computer's will be displayed.

WINNING

The player with the higher score after 5 turns is the winner.

To play again: Press DONE.

GAME 3: RACING SCRABBLE® (1 PLAYER)

In this speed game, try to find the best possible move on the board before time runs out. You've got about 3 minutes!

1. The game gives you 7 letters, and sets the timer to approximately 3 minutes. In Player 2's scoring area, it shows you the best possible score using those 7 letters.

2. Before time runs out, try to find and place the high-scoring word the computer is "thinking" of. (You will also win the round if you make another word that's worth as many points, or more.)

3. If you find the word before time runs out, the computer will give you new letters, a new score to match, and will reset the timer to 3 minutes, *plus* any unused time from the previous round.

4. Continue playing until you play 7 rounds, or run out of time.

Pausing the game: In this game only, you can press PAUSE to stop the clock temporarily. Press PAUSE again when you're ready to resume playing. *Note:* While the game is paused, you can't see the letters on your rack or move letters already on the board.

SCORING

The game automatically scores each round, then resets the score to zero.

To play again: Press DONE.

GAME 4: ONE-LINER SCRABBLE® (1 OR 2 PLAYERS)

Besides being a fun challenge, this game is a good learning tool which can be played again and again, since each "game" takes only a minute or two.

The computer creates a 2-word crossword on the board, then gives the player(s) 7 letters.

In the 1-player game, add a word to the board from your rack, trying for the maximum score. The game will then show you the best word and score. How close did you get?

In the 2-player game, the first player adds a word while hiding the screen from the second player. The computer then gives the second player a turn with the same 2-word crossword and 7 letters. In this game, the player with the higher score wins.

To play again: Press DONE.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in the RESET button; remove and replace the batteries; or try new batteries.

REPLACING THE BATTERIES

Loosen the screw on the battery compartment (located on the back of the game), and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

⚠ CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

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