

touch screen

SCRABBLE®

CROSSWORD GAME

pocket pogo™

INSTRUCTIONS

FOR 1 PLAYER • AGES 8+

CONTENTS

• Game Unit with Stylus • Spare Stylus

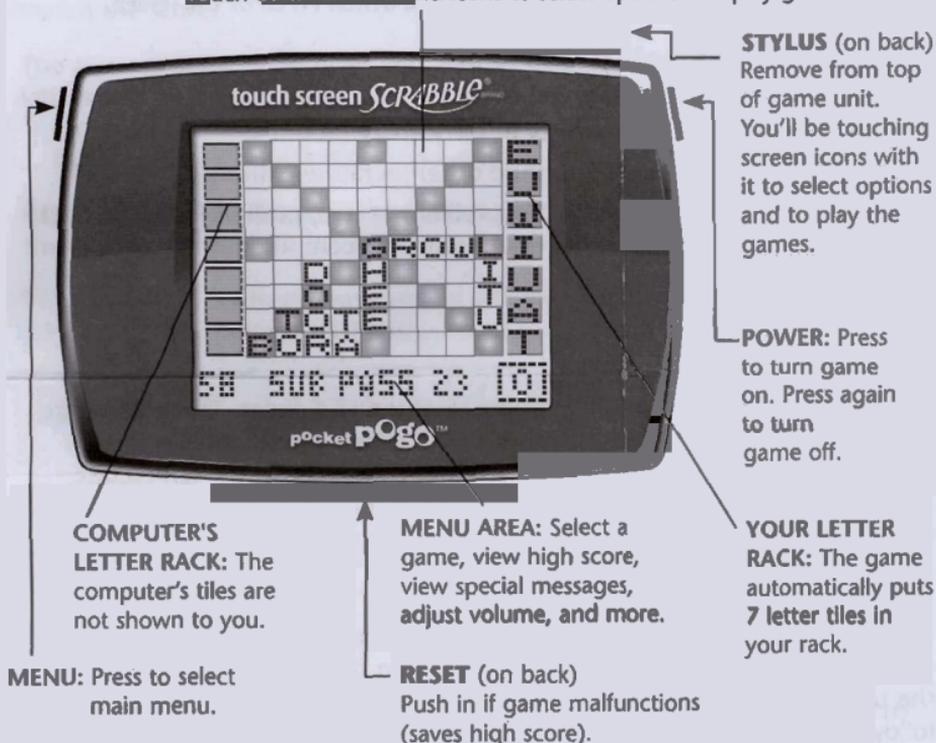
OBJECT OF THE GAME

Get the highest score in four different SCRABBLE® game adventures!

A LOOK AT YOUR GAME

TOUCH-SENSITIVE SCREEN

Touch certain words and icons to select options and play games.



GETTING STARTED

1. Press **POWER** to power up the game.

Note: The first time you turn on the game (or after replacing the battery), it will automatically default to the **Main Menu**. Each time the game is turned on after that, it will default to the last game played.

2. **Menu Options:** The Main Menu appears along the bottom of the screen with a choice of these four options:

- Touch the name of each game repeatedly until the one you want appears. Then touch **OK** to play.
- Touch **HI** to see the current high score. Touch **OK** to return to the current game.
- Touch **W** to see if there are any messages for you to use on the pogo.com/pocket website. **W** will flash if there is a new message waiting. After reading the message, touch **OK**. To skip a message, just touch it as it scrolls.
- Touch **EQ** to adjust the volume. Touch the left or right arrows on the bar graph repeatedly to raise or lower the volume, then touch **OK**.

Note: If no buttons are pressed for about 60 seconds, the game will go to "sleep." To "wake it up," press **POWER**.

GAME 1 – SCRABBLE®

Game Summary: It's you against the "computer" in this classic word-forming battle! Use the 7 letters in your rack to make words on the gameboard screen. Each letter is assigned a point value. As words are formed, you earn points by adding up the letter point combinations. Premium spaces earn you extra points. You get 8 turns to make the highest-scoring words.

The Gameboard: There are 5 types of premium spaces on the gameboard screen that will improve your score.



CENTER RED SPACE (C on illustration at left): One letter in the first word you make must cover this center red space. The score is doubled for that word.

DOUBLE WORD SPACE (2W on illustration at left): The score is doubled for any word that covers one of these red spaces. Covering two of these spaces with one word quadruples your score.

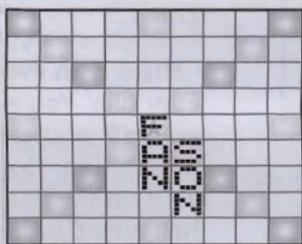
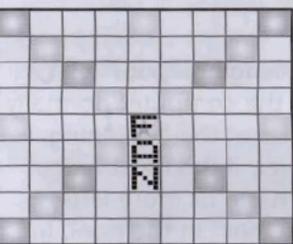
TRIPLE WORD SPACE (3W on illustration above): The score is tripled for any word that covers one of these red spaces.

DOUBLE LETTER SPACE (2L on illustration above): Any letter placed on one of these blue spaces is scored at double its value.

TRIPLE LETTER SPACE (3L on illustration above): Any letter placed on one of these blue spaces is scored at triple its value.

How to Play: The game automatically puts 7 letter tiles in your rack on the right side of the screen. The rack on the left side holds the computer's tiles which are not shown to you.

EXAMPLE 2: The word SON is added to the word FAN, also creating the words AS and NO. The letter G is then added to the word SON, creating the word SONG.



Options Menu: During game play, the Options Menu icon  is one of several selections shown at the bottom right of the screen. This feature allows you to view the point value of all letter tiles shown, or to end the game.

To view point values for all the letter tiles, do the following:

1. Touch  to enter the Options Menu and turn the letters into point values.
2. Touch **TOGGLE** again to switch between point values and letters.
3. Touch  to return to game play.

To end the game, touch **QUIT** then .

Passing: If you can't make a word, you may pass to the computer. Touch **PASS** at the bottom of the screen. Any tiles placed on the gameboard during your turn are returned to your rack. Your turn is over.

Computer Player's Turn: After you have taken your turn, the words **COMP TURN** appear at the bottom of the screen, prompting the computer to take its turn. This takes several seconds as the computer "studies" the letters on the gameboard as well as the letters in its tile rack. The computer's new word then appears on the gameboard, and its score appears at the bottom of the screen. It is now your turn again.

Scoring: The game displays scores at the end of each turn.

End of Game: The game ends when each player has completed 8 turns. In the event of a tie score, the game continues for an additional round. Total scores are then displayed. If you beat the computer, **YOU WIN** appears at the bottom of the screen. If the computer wins, then **YOU LOSE** appears.

GET CONNECTED at **pogo.com**

To get your 30-day membership, access www.pogo.com/pocket*, and enter the code that appears on your screen after you touch . Then start enjoying all that Club Pogo™ has to offer!

Connecting to pogo.com/pocket will allow you to earn badges and tokens as you play Touch Screen Scrabble! See **How to Collect Your Rewards** on the reverse side.



*REQUIRES INTERNET ACCESS AND VALID POGO ACCOUNT.

YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

You go first, touching letters in your rack and placing them on the gameboard as described below. Combine 2 or more letters to form a word that reads across or down. Diagonal words are not allowed. Remember, one letter in the first word you make must cover the center red space.

Moving Tiles: Touch a letter tile to select it. The tile will pulse, and its point value will show on the bottom of the screen.

- To play the tile on the board, just touch the square where you want it to go.
 - To swap the tile with another tile in your rack, just touch the other tile.
- To deselect the tile, just touch it again.

Returning, Relocating and Swapping Tiles: You can do any of the following with tiles that you have placed on the gameboard on your current turn:

- Return a tile from the board to your rack by selecting it, then touching any empty rack space.
- Relocate a tile to another square by selecting it, then touching the new square.
- Swap two tiles that you just placed on the board by touching both tiles.

Blank Tiles: Blank tiles appear randomly on your rack as shown at left. These tiles may be used to represent any letter you wish, but they have no point value.

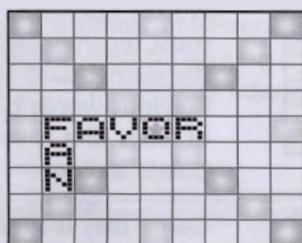
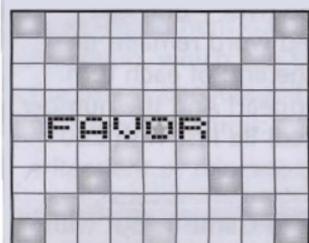
Once a blank tile is placed on the gameboard, a left and right arrow appears at the bottom of the screen. Use the arrows to scroll through the alphabet. When you see the letter you want, touch **OK**. That letter will take the place of the blank tile space on the gameboard.

Submitting Words: Once you are satisfied with the word you made on the gameboard, touch **SUB** to submit your word.

- If you submitted a valid word, your score will be updated and the empty spaces on your tile rack will be replenished. Your turn is over.
- If you submitted an invalid word, your letters will be returned to your rack. It is still your turn – try again.

Bingo Bonus: You win 50 BINGO bonus points when all 7 letters from your rack are successfully used to make a word on one turn.

Future Turns: Add one or more letters to words already on the gameboard to form a new word(s). When words you place touch other letters in an adjacent row, these must form complete words, crossword fashion. You get full credit for all words formed or modified on your turn. See examples below.



EXAMPLE 1:
The word FAN is added to the word FAVOR.

Play Again: Touch **GO** to play again. To play a different game, press MENU and select the game you want.

Skill Level: As you play a series of games, the computer adjusts its skill level to match yours.

GAME 2 – BLAST

Game Summary: In this one-player game, try to make as many high-scoring words as possible.

The game automatically gives you 7 letter tiles. Game play is the same as Game 1 except you have no computer opponent.

End of Game: If you have no more moves or just want to end the game, touch **GO** and then touch **QUIT**.

Play Again: Touch **GO** to play again. To play a different game, press MENU and select the game you want.

GAME 3 – MAX

Game Summary: In this one-player game, the computer reveals the highest possible word score for each of 7 turns. Can you make the words that match the score?

The game automatically gives you 7 letter tiles. The computer then studies the letters and displays the best possible word score in the lower left of the screen. Try to make a word with an equally high score. Game play is similar to Game 1, but you have no computer opponent.

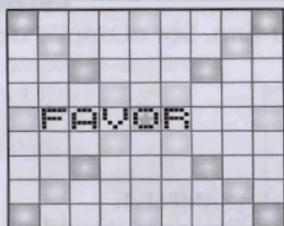
End of Game: The game ends after you've completed 7 turns. The game then shows the highest total score possible, followed by your actual score.

Play Again: Try to increase your score! Touch **GO** to play again. To play a different game, press MENU and select the game you want.

Note: You may also end this game at any time by touching **GO** and then touching **QUIT**.

GAME 4 - EXPRESS

1



YOUR TURN 1

You make the word FAVOR.

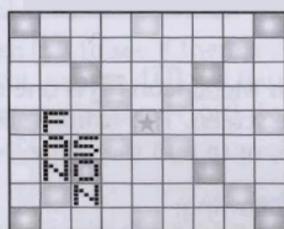
2



COMPUTER'S TURN 1

The computer adds the word FAN.

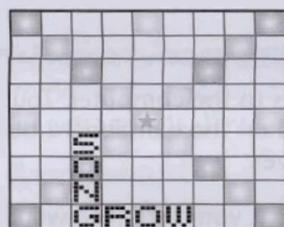
3



YOUR TURN 2

FAVOR disappears. You add the word SON. You also get points for the words AS and NO.

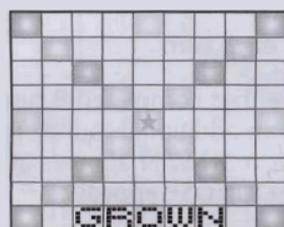
4



COMPUTER'S TURN 2

FAN disappears. The computer adds the word GROW, and also gets points for the word SONG.

5



YOUR TURN 3

SON disappears. You add the letter N to make the word GROWN.

6



COMPUTER'S TURN 3

The computer starts its turn with the new word GROWN.

Game Summary: Battle against the computer to make the highest-scoring words! But here's the twist – only the most recently-created word remains on the gameboard at the end of each turn. Previous words disappear! And the number of letter tiles is limited! Be first with 200 points to win!

Game play is similar to Game 1, but with the following rules changes:

- You and the computer draw letter tiles from the same rack on the right side of the screen.

- There is an ever-changing "pool" of 12 letter tiles. You and the computer normally receive 7 of these tiles at the beginning of each turn. However, if the most recent word on the board has 6 or more letters, then only 6 or less remain in the pool. In that case, you (or the computer) receive less than 7 tiles on the next turn.

- Only one word remains on the board at the end of each turn. After you create a new word, the previous word disappears. If you added one or more letters to a word already on the board, it remains as the new word. See the examples at left.

End of Game: The first to reach 200 points wins the game. If you beat the computer, **YOU WIN** appears at the bottom of the screen. If the computer wins, then **YOU LOSE** appears.

Play Again: Touch **OK** to play again. To play a different game, press **MENU** and select the game you want.

Note: You may also end this game at any time by touching the Options Menu icon **ⓘ** and then touching **QUIT**.

REPLACING THE BATTERY

To replace the battery: Loosen the screw on the battery compartment, located on the back of the game unit, and remove the door. Insert the battery "+" side up into the battery compartment. Then replace the door, tighten the screw, and push in RESET.

x1 CR2032 Lithium **BATTERY INCLUDED**

Replace with 1 x 3.0V "CR2032" lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.

IMPORTANT: BATTERY INFORMATION

CAUTION

1. As with all small batteries, the battery used with this product should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only the battery specified and be sure to insert it correctly by matching the + and - polarity markings. 3. Remove exhausted or dead battery from the product. 4. Remove battery if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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 RESET on back; or remove and reinsert the battery to reset the computer; or try a new battery.

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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



NOTE TO UK Consumers: This product and its battery must be disposed of separately at your local waste recycling centre.

Do not dispose of in your household waste bin.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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How to Collect Your Rewards

Win Badges!

When you reach certain high scores (game 1 only), the screen will display this message:

YOU HAVE A SCORE OF (score will display).

GO TO POGO.COM/POCKET AND ENTER THIS CODE TO GET YOUR BADGE: (code will display)

Now go to www.pogo.com/pocket to collect your badge. You can win up to three unique badges that you can't get anywhere else!

Earn Tokens!

When you complete a certain number of games, the screen will display this message:

YOU HAVE COMPLETED LEVEL (level will display). GO TO POGO.COM/POCKET AND ENTER THIS CODE TO GET YOUR TOKENS: (code will display) Now go to www.pogo.com/pocket to collect your tokens! You can earn more than one million tokens in all!

The more you play, the bigger your token rewards.

