

SCRABBLE

JUNIOR

The Disney Edition

2 to 4 Players / AGES 5+



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

CONTENTS

2-sided gameboard, 101 letter tiles,
44 scoring chips

OBJECT

Cover the gameboard letters with matching letter tiles. Collect the most scoring chips by completing the most words.

THE FIRST TIME YOU PLAY

Carefully remove the letter tiles and the scoring chips from the parts sheet. Discard the cardboard waste.

GAME SETUP

1. If you are playing on the light blue gameboard side, remove the five letter tiles with the green dots. If you are playing on the dark blue gameboard side, remove the five letter tiles with the red dots. Place the removed letter tiles back in the box.
2. *The Kitty*: Form the kitty by placing the scoring chips in a pile within reach of all players.
3. *The Pool*: Turn all letter tiles facedown within reach of all players, then mix them up.
4. Draw seven tiles from the pool and place them faceup in front of you. All players do the same.

5. Choose a player to go first (there's no advantage to making the first play). Play then passes to the left.

HOW TO PLAY

PLAYING YOUR TILES

On your turn, play two of your tiles by covering letters on the gameboard with matching letter tiles. Then draw as many tiles from the pool as you played, so that you have seven tiles again. Play your tiles as explained below.

First Turn: If you're the first player, play any two of your tiles as follows:

- EITHER on the first letter of two different words (see Example 1A);
- OR on the first and second letters of the same word (see Example 1B).

All other turns: Each player in turn now plays any two of his/her tiles. Play each tile as follows:

- EITHER on an open first letter of any word (See example 2A);
- OR on the next open letter of any word already started (See example 2B).

If you can play, you must play!

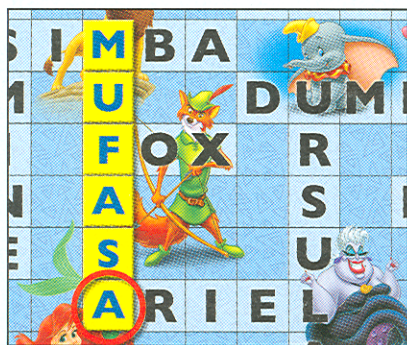
Always play two tiles if you can. If you can only play one tile, draw one tile from the pool afterwards.

If you can't play any tiles, you must use your turn to exchange any two of your tiles with two tiles from the pool. (If there are no tiles left in the pool, you must pass.)

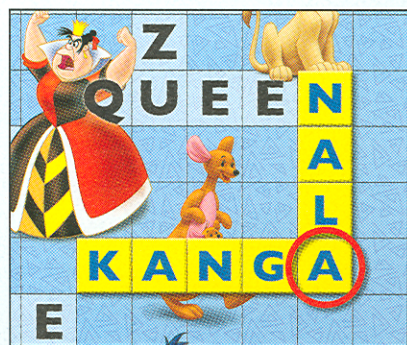
Play letters in order! Always cover the letters of a word in correct spelling order. Because some words share letters, you may sometimes have to "back up" to cover letters in order. In example 1B, when the M is played on MUFASA, the M in SIMBA gets covered before the S or I. Before the B in SIMBA can be covered, the S and I must be covered.

COLLECTING SCORING CHIPS

Try to complete a word by covering the last letter (See example 3). For each word you complete, take one scoring chip from the kitty. If you complete two words with one tile, collect *two* scoring chips (See example 4).



Example 3: If you cover the A to complete MUFASA, collect one scoring chip.



Example 4: If you cover the A to complete NALA and KANGA, collect two scoring chips.

NOTE: Because some words share letters, the tile that completes a word may not be covering the last letter of the word (See example 5).

BLOCKING

It's good strategy to check other players' tiles to see if a tile you're playing would let an opponent complete a word. As long as you play two tiles on your turn, you can hold back a certain tile to block an opponent from completing a word!

ENDING THE GAME

When there are no more tiles left in the pool, keep playing with the tiles you have until all of the words on the board have been completed. This ends the game.

HOW TO WIN

After the game ends, the player with the most scoring chips wins!

EXAMPLES OF GAMEPLAY



Example 1A: The first player could start MUFASA and DUMBO by covering the first letter in each word...



Example 1B: ...but decides to cover both the M and the U in MUFASA, instead.



Example 2A: The second player could start GENIE and BELLE by covering the first letter in each word...



Example 2B: ... but decides to start EYORE by covering the E, and continue MUFASA by covering the F.



Example 5: If the Z and A in ZASU are covered, and the U in QUEEN is already covered, complete ZASU by covering the second Z – then collect a scoring chip.

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