

"Lights, Camera, Literacy! PART TWO"
SCRABBLE RULES
(Goal: To achieve the highest point score)

1. All tiles are placed face down on a table or kept hidden in the pouch.
2. In turn, players choose seven tiles to put on their rack, which no other player may view at any time during the game.
3. Players, in turn, use at least two tiles from their rack to form words, which must be separated from another word by a blank space. Players may also add letters to an existing word by use of a prefix or suffix, making a word plural, or turning a word into a compound word.
4. The first player must place the first word horizontally (left to right) or vertically (top to bottom) so that it covers the middle star.
5. Diagonal or reverse order placements are not allowed.
6. Once a word is placed, the player says the word, indicating that these letters must now stay fixed on these squares for the duration of the game.
7. The score for the word is determined by adding the numbers on the used tiles and increasing that score, if indicated, by any covered squares. The additional points from the covered squares are only applicable the first time they are covered and not in words that might use that tile in a future turn.
8. After recording the score, the player randomly chooses new tiles to replace those used. Seven tiles should always be on a player's rack, until the total supply of tiles is depleted.
9. The game rotates among players in a clockwise direction with each player creating a new word by using at least one letter already on the board. Note: Any other board tiles that are touched by newly placed tiles must also form words. Letters may not be next to each other if they are not part of a word.
10. If during a turn, more than one word is formed due to the way the tiles meet other tiles, the points for each new word are added together for that same turn.
11. A blank tile may be used as any letter when placed by a player and remains that letter throughout the game. Blanks have no point value.
12. Using all seven tiles in one turn adds 50 bonus points.
13. A player may use a turn to exchange tiles at random instead of placing a word on the board.
14. Players may challenge the last player's word at the beginning of the next turn. A dictionary is consulted. If it is not a word, the letters and points are removed and the challenged player loses that turn. If it is a word, the challenger loses that turn.
15. At the end of the game, players deduct points for any tiles remaining on their rack.
16. Some options: a set time per turn, a set time per game, a score to attain.