

2026 Scrabble Battle

GAME RULES FOR UP TO 6 PLAYERS PER TEAM

CONTENTS

Gameboard, 100 letter tiles, letter pouch, scoresheet, timer

OBJECT

In Scrabble Battle, players form interlocking words, crossword fashion, on the board using letter tiles of different values. Players work together to gain high scores by taking advantage of the letter tiles and the premium squares on the board. The group with the highest total score wins!

SETUP

Place all letter tiles in two pouches, one for consonants and one for vowels. The team must decide how many consonants and how many vowels they want to initially draw before drawing a single tile. The team then blindly draws those amounts and places the seven total tiles on their table.

GAMEPLAY

1. The team decides on a word by combining two or more letters and places them horizontally or vertically with one tile on the center star square. Diagonal words are not allowed.
2. Complete your turn by counting and announcing the score for that turn. Write the score on the scorecard.
3. Draw as many letters as you played on the first word, always keeping seven tiles on your table. You must declare how many of the tiles will be consonants and how many will be vowels before drawing your first tile. You cannot change this decision after seeing the first tile drawn, for example.
4. The team creates another word by adding one or more letters to those already played. All letters played on a turn must be placed in one row across or down the board to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must form complete words, crossword fashion, with all such letters. The team gets full credit for all words formed or modified on their turn.
5. New words may be formed by:
 - a. Adding one or more letters to a word or letters already on the board
 - b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.

- c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words.
- 6. No tile may be shifted or replaced after it has been played and scored.
- 7. **BLANKS:** The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
- 8. You may use a total of **THREE** turns for tile exchanges. You may exchange some or all of your tiles. Same declaration of consonants and vowels applies.
- 9. **ENDING THE GAME:** The game ends in these instances:
 - a. The team uses all of the tiles
 - b. The team uses all three tile exchange opportunities and remain stuck
 - c. The 60-minute timer expires

SCORING

1. The scorekeeper tallies the score after each turn on the clipboard. The score value of each letter is indicated by the number at the bottom of the tile. The score value of a blank is zero.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
3. **PREMIUM LETTER SQUARES:** A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
4. **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. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.
5. If a word covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and re-tripled (9 times the letter count)
6. The center square is a pink square which doubles the score for the first word
7. Letter and word premiums count **ONLY ON THE TURN IN WHICH THEY ARE PLAYED**. On later turns, letters already played on premium squares count at face value.
8. 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.
9. When two or more words are formed in the same play, each is scored. The common letter is counted for each word, with full premium value (if any).
10. **BINGO!** - If you play seven tiles on a turn, you score a premium bonus of 50 points after totaling your score for the turn.

- 11. TEAM BATTLE BONUS! - Prior to the beginning of the game, your team must declare a 7-letter Team Name. If you play this word in the course of the game, you score a premium bonus of 50 points after totaling your score for the turn. The bonus is applied after any double or triple square tiles have been triggered.**
12. UNPLAYED LETTERS - When the game ends, the sum of the unused tiles is deducted from the team's total score.