

RULES FOR PLAYING

SCRABBICLE

SCRABBICLE is played with the full set of letters from the game of SCRABBLE and two DICE. The game is for 2, 3 or 4 players. If two sets of SCRABBLE are available then the two sets of letters can be combined to allow for additional players. Dice Apps are available to download for both [Apple](#) and [Android](#) devices.

To Begin

1. All the letters to be turned face down and shuffled.
2. Each player takes seven letters and places them on their rack.
3. The dice are rolled by each player and the highest scorer starts first.

The Play

1. The first player rolls the two dice. The total of the dice determines the length of the word that the player must create. Shorter or longer words are not allowed. The number of letters to be used is determined by the length of the word representing the number of the two dice combined:

2.

Total of the two Dice	Number of letters of Word	Total of the two Dice	Number of letters of Word
Two	3	Eight	5
Three	5	Nine	4
Four	4	Ten	3
Five	4	Eleven	6
Six	3	Twelve	3, 4, 5 or 6
Seven	5		

3. If the player can make a word of the appropriate length, they place the word on the table in front of them. They complete their turn by totalling the value of the letters used and drawing sufficient letters to make a total of seven.
4. Play passes to the left and the same play is required by each player.
5. When it is their turn a player has two options (but not both). Either:
 - A) to play - **OR**
 - B) to swap one or more (up to a maximum of seven) letters with letters drawn from the unused stock. The stock is then shuffled again. Swaps may not be done once seven or fewer letters remain unused. Swapping completes the player's turn.
6. Once a player has formed one or more words, they have two playing options when it is their turn (but not both). Either:
 - A) Form a new word of the length required - **OR**
 - B) Add letters anywhere to an existing word that they themselves have already formed. The number of letters that may be added can be from one up to the maximum allowed by the dice throw. Letters can be added to more than one word that the player has created during the game up to the maximum allowed by the dice throw. The score is the total value of all the letters of all the words that have been amended.
7. [The Advanced version of SCRABBICLE allows players to amend the words already formed by any of the other players as well as the player's own words. This can be chosen as an alternative mode of play for the Standard SCRABBICLE if preferred.]
8. The two blank tiles may be used to represent any letter desired. Players must state which letter the tile represents and this cannot be changed.

9. Any words found in a standard dictionary are permitted except proper names etc., usually commencing with a capital letter, words from other languages, abbreviations and words requiring apostrophes or hyphens.
10. Words may be challenged by other players and if found to be invalid the player must take back their tiles and lose their turn.
11. If a player throws a double six they can form and play a word of any length between 3 and 6 and the word score is doubled.
12. Play continues until all the letters have been drawn and one of the players has used all their letters or until all possible plays have been made.
13. The winner is the player with the highest score. The value of a blank tile is zero.
14. Scores are reduced by the total value of any unplayed letters. These totals are added to the score of the player who has used up all their letters - if there is one.

ADVANCED SCRABBICLE

All the rules are the same as the standard game apart from the following:

1. Advanced SCABBICLE is played with three DICE and is for 2 or 3 players. If two sets of SCRABBLE are available then the two sets of letters can be combined to allow for additional players.
2. Each player takes nine letters at the start of the game.
3. The word lengths required are now:

Total of the three Dice	Number of letters of Word	Total of the three Dice	Number of letters of Word
Three	5	Eleven	6
Four	4	Twelve	6
Five	4	Thirteen	8
Six	3	Fourteen	8
Seven	5	Fifteen	7
Eight	5	Sixteen	7
Nine	4	Seventeen	9
Ten	3	Eighteen	3 - 9

4. A bonus score of 40 points is scored for a nine-letter word, 30 points for an eight letter word and 20 points for a seven letter word.
5. When a player has formed one or more words, they then have two options of play when it is their turn but not both:
6. a) Form a new word of the length required, or
7. b) Add letters to an existing word that ANY PLAYER has already formed. The number of letters that may be added can be from one up to the maximum allowed by the dice throw. Letters can be added to more than one word that any player has created during the game up to the maximum allowed by the dice throw.
8. Swaps may not be done once there are nine or less letters remaining in the unused stock.
9. If a player throws a treble six, they can form and play a word of any length between 3 and 9 and the word score is doubled.

JUNIOR SCRABBICLE

All the rules are the same as the standard game apart from the following:

1. Junior SCRABBICLE is played with one DICE
2. The word lengths required are based on the number thrown and are now:

Number Thrown	Number of letters of Word
One	1
Two	2
Three	3
Four	4
Five	5
Six	1, 2, 3, 4, 5 or 6

3. It is possible to combine the Junior game with the Standard game to allow for a wide range of ages and ability. Standard players would play with two dice and Junior players would only use one dice when it was their turn.

If you don't have a game of Scrabble to use then you can make your own letters which are as follows. You can use [the template provided](#) if you have a printer available.

Letter	Points Value	Number	Letter	Points Value	Number
Blank	0	2	C	3	2
E	1	12	M	3	2
A	1	9	P	3	2
I	1	9	F	4	2
O	1	8	H	4	2
N	1	6	V	4	2
R	1	6	W	4	2
T	1	6	Y	4	2
L	1	4	K	5	1
S	1	4	J	8	1
U	1	4	X	8	1
D	2	4	Q	10	1
G	2	3	Z	10	1
B	3	2			