

SCRxBBLE FILES

J₈O₁ 9 O₁N₁ 2 N₁L₁U₁ 3 O₁U₁ 2 W₄D₂ 6 V₄D₂ 6
 A₁D₂ 3 I₁Z₁₀A₁ 12 A₁U₁N₁ 3 E₁T₁ 2 E₁L₁ 2 U₁I₁Z₁₀ 12
 F₄N₁ 5 G₂R₁A₁ 4 E₁L₁ 2 S₁B₃A₁ 5 Y₄B₃ 7 U₁A₁J₈ 10
 E₁O₁K₅ 7 I₁U₁T₁ 3 C₃N₁ 4 E₁C₃ 4 V₄G₂A₁ 7
 O₁K₅U₁ 7 N₁S₁ 2 E₁B₃ 4 W₄L₁ 5 A₁T₁ 2 A₁L₁ 2
 I₁O₁ 2 O₁D₂ 3 Z₁₀O₁ 11 H₄C₃ 7 A₁S₁ 2 Z₁₀I₁ 11
 V₄S₁ 5 I₁O₁Z₁₀ 12 S₁P₃U₁ 5 H₄R₁ 5 A₁R₁ 2 U₁E₁ 2
 V₄D₂O₁ 7 A₁O₁ 2 O₁I₁K₅ 7 E₁U₁K₅ 7 O₁G₂ 3
 P₃N₁A₁ 5 P₃S₁E₁ 5 W₄R₁I₁ 6 Z₁₀E₁ 11 I₁H₄ 5 Z₁₀E₁ 11
 Z₁₀A₁ 11 O₁A₁ 2 A₁E₁L₁ 3 S₁V₄A₁ 6 E₁A₁H₄ 6 I₁N₁ 2
 A₁O₁B₃ 5 A₁E₁X₈ 10 W₄T₁E₁ 6 U₁A₁N₁ 3 O₁X₈A₁ 10
 A₁N₁I₁ 3 E₁A₁X₈ 10 I₁X₈O₁ 10 R₁Y₄E₁ 6 L₁T₁ 2
 O₁T₁ 2 C₃D₂O₁ 6 U₁I₁ 2 N₁G₂U₁ 4 T₁G₂O₁ 4
 E₁U₁P₃ 5 B₃D₂ 5 E₁K₅O₁ 7 H₄F₄ 8 X₈E₁ 9 T₁L₁ 2
 Y₄O₁ 5 L₁Y₄I₁ 6 G₂P₃O₁ 6 O₁B₃ 4 P₃Y₄ 7 U₁J₈I₁ 10
 B₃W₄ 7 I₁U₁P₃ 5 E₁I₁G₂ 4 Y₄R₁ 5 F₄W₄ 8 Y₄E₁ 5
 I₁O₁G₂ 4 G₂S₁A₁ 4 C₃T₁E₁ 5 V₄G₂I₁ 7 O₁U₁ 2
 O₁T₁ 2 Z₁₀A₁ 11 E₁I₁F₄ 6 K₅O₁ 6 I₁G₂A₁ 4 A₁Z₁₀U₁ 12
 N₁R₁U₁ 3 U₁I₁N₁ 3 H₄R₁E₁ 6 E₁W₄ 5 Y₄G₂ 6 Y₄A₁ 5
 I₁O₁F₄ 6 E₁D₂O₁ 4 R₁N₁ 2 I₁M₃ 4 I₁O₁V₄ 6 I₁T₁ 2
 I₁A₁X₈ 10 V₄T₁A₁ 6 I₁K₅O₁ 7 E₁I₁Z₁₀ 12 T₁V₄E₁ 6
 J₈I₁ 9 M₃R₁ 4 U₁E₁ 2 Z₁₀O₁ 11 Z₁₀I₁ 11 X₈A₁ 9
 E₁U₁ 2 W₄O₁ 5 H₄G₂ 6 E₁R₁U₁ 3 A₁L₁ 2

Combine the drawn letter with one pile of letters, unscramble and call out your word. Circle the score.

OVERVIEW

Draw upon your own Scrabble® tiles to build words on your game sheet.
Place about half of your Scrabble tiles face down between the players.
Print one game sheet for each player.

GAME PLAY

Take turns flipping over one tile at a time, but game play is simultaneous – no waiting. All players will have 30 seconds to use the letter on that tile. On your page, pick any pile whose letters plus the tile drawn will unscramble into a valid word. Note that not all piles can form a word – pick wisely. Add the value of the tile to the pile's score. Record the total. Scratch out the pile – it cannot be used again. Track scores at the bottom of your sheet.
After 30 seconds, all players call out their word.

Repeat until all tiles have been drawn.

WINNING

The winner will be the player with the highest total of all the scored piles.

TIP

Insert the game pages between dry erase sheets and use dry erase markers.

EXAMPLE OF MAKING A WORD

Adding "G" to this pile will unscramble all the letters into **GOWN** for 8 points.

