

SCRABBLE® PILES

E ₁ A ₁ T ₁ 3	N ₁ Y ₄ A ₁ 6	S ₁ R ₁ 2	O ₁ I ₁ Z ₁₀ 12	A ₁ S ₁ I ₁ 3	
G ₂ T ₁ U ₁ 4	G ₂ O ₁ 3	C ₃ B ₃ 6	U ₁ S ₁ 2	D ₂ T ₁ 3	G ₂ T ₁ 3
O ₁ X ₈ A ₁ 10	H ₄ G ₂ 6	I ₁ E ₁ N ₁ 3	M ₃ G ₂ 5	Z ₁₀ O ₁ 11	G ₂ Y ₄ A ₁ 7
R ₁ C ₃ U ₁ 5	A ₁ W ₄ 5	A ₁ I ₁ H ₄ 6	B ₃ F ₄ 7	A ₁ L ₁ 2	I ₁ Z ₁₀ U ₁ 12
A ₁ L ₁ U ₁ 3	C ₃ S ₁ 4	S ₁ T ₁ 2	V ₄ I ₁ 5	P ₃ G ₂ 5	O ₁ N ₁ I ₁ 3
E ₁ X ₈ U ₁ 10	P ₃ D ₂ 5	L ₁ I ₁ 2	N ₁ E ₁ 2	S ₁ E ₁ 2	G ₂ H ₄ A ₁ 7
E ₁ I ₁ Z ₁₀ 12	I ₁ O ₁ X ₈ 10	M ₃ E ₁ 4	P ₃ D ₂ O ₁ 6	N ₁ R ₁ O ₁ 3	
I ₁ Y ₄ 5	A ₁ U ₁ X ₈ 10	I ₁ N ₁ O ₁ 3	F ₄ U ₁ 5	Y ₄ F ₄ 8	B ₃ L ₁ 4
W ₄ T ₁ 5	F ₄ L ₁ 5	U ₁ O ₁ X ₈ 10	O ₁ L ₁ 2	E ₁ L ₁ O ₁ 3	W ₄ V ₄ 8
U ₁ H ₄ 5	G ₂ O ₁ 3	U ₁ T ₁ I ₁ 3	I ₁ O ₁ Y ₄ 6	V ₄ A ₁ 5	C ₃ N ₁ 4
E ₁ K ₅ U ₁ 7	N ₁ P ₃ E ₁ 5	B ₃ D ₂ 5	U ₁ O ₁ 2	E ₁ A ₁ 2	P ₃ R ₁ 4
P ₃ S ₁ 4	L ₁ O ₁ 2	C ₃ N ₁ 4	I ₁ U ₁ L ₁ 3	W ₄ N ₁ O ₁ 6	L ₁ I ₁ 2
B ₃ D ₂ 5	T ₁ E ₁ 2	W ₄ Y ₄ 8	Z ₁₀ A ₁ 11	D ₂ P ₃ E ₁ 6	I ₁ W ₄ 5
L ₁ G ₂ 3	A ₁ E ₁ 2	J ₈ A ₁ 9	P ₃ G ₂ 5	U ₁ A ₁ N ₁ 3	L ₁ P ₃ E ₁ 5
S ₁ N ₁ U ₁ 3	T ₁ E ₁ 2	A ₁ D ₂ 3	O ₁ J ₈ A ₁ 10	E ₁ I ₁ 2	U ₁ G ₂ A ₁ 4
Z ₁₀ I ₁ 11	U ₁ P ₃ 4	G ₂ S ₁ 3	S ₁ G ₂ A ₁ 4	A ₁ E ₁ B ₃ 5	A ₁ I ₁ Y ₄ 6
E ₁ O ₁ 2	R ₁ O ₁ 2	Z ₁₀ E ₁ 11	N ₁ V ₄ O ₁ 6	P ₃ T ₁ 4	E ₁ K ₅ U ₁ 7
S ₁ D ₂ 3	U ₁ Z ₁₀ E ₁ 12	C ₃ T ₁ O ₁ 5	A ₁ Z ₁₀ I ₁ 12	M ₃ R ₁ 4	
E ₁ X ₈ A ₁ 10	D ₂ R ₁ A ₁ 4	A ₁ J ₈ U ₁ 10	M ₃ P ₃ 6	L ₁ O ₁ 2	
D ₂ W ₄ I ₁ 7	K ₅ I ₁ 6	G ₂ R ₁ U ₁ 4	V ₄ E ₁ 5	B ₃ T ₁ 4	C ₃ S ₁ U ₁ 5
X ₈ E ₁ 9	A ₁ E ₁ Y ₄ 6	I ₁ U ₁ X ₈ 10	H ₄ E ₁ 5	F ₄ T ₁ 5	G ₂ N ₁ 3
K ₅ A ₁ 6	X ₈ U ₁ 9	S ₁ Y ₄ I ₁ 6	R ₁ D ₂ O ₁ 4	U ₁ J ₈ E ₁ 10	
	D ₂ Y ₄ U ₁ 7	U ₁ G ₂ I ₁ 4	W ₄ O ₁ 5		

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

OVERVIEW

Draw upon your own Scrabble® tiles to build words on your game sheet. Print one game sheet per player. Place all your Scrabble tiles face down between the players.

GAME PLAY

Take turns flipping over one tile at a time. 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.

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.

