

SCRxBBLE TAC TOE

WA	NU	FA	ME	MA	ET	HE	ZA	OW	FO
HO	OR	UG	AT	EN	AX	ID	AM	AR	YE
JA	WI	EA	NE	IR	SO	BU	HU	YO	GU
TO	OD	RO	TI	GE	DU	BO	JU	BA	YA
AP	TU	EL	IM	FL	ZI	LU	ON	JO	DI
PA	LO	TE	IX	MU	UP	OT	BE	SE	LA
ED	RU	RI	AY	FE	PU	EM	EG	PO	PI
OG	AW	SU	NA	OY	VI	UB	AS	OU	US
FI	IN	SI	CU	GO	LE	DA	AL	NO	NI
WO	UT	OX	MI	DE	EE	IP	UN	AI	AN

OVERVIEW

This is a two-player game where you use Scrabble® tiles to claim straight lines of adjacent territory. Territory consists of two-letter fragments called bigrams which fill each game grid. Claim territory by calling out three-letter words.

INSTRUCTIONS

Print one of the bigram pages above. Flip an entire set of your own Scrabble® tiles upside down between both players as the draw pile. Each player takes (and maintains) five tiles.

GAME PLAY

Playing in turns, a player selects a grid location and calls out a three-letter word that is a combination of the bigram plus one of the player's existing letters. The letter can be at the start or end of the bigram.

For example:

F

OX

BA

G

After placing your tile over the bigram, grab another tile from the draw pile. To distinguish between claims, one player will use the backs of their tiles.

Form as many lines of adjacent locations as you can.

If you cannot make a word, replace one of your five tiles.

Using both Q+U at once is allowed, (for example, to make QUIT).

Play strategically, occasionally blocking your opponent.

Optionally, play with half or fewer tiles.

WINNING

The game ends when both players can no longer form a new word.

The player with the highest number of adjacent tiles in straight lines with at least three tiles will be the winner. In case of a tie, the player with the longest lines will win.

