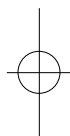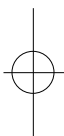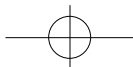**SCRABBLE® CD-ROM**

COVER

1

SCRABBLE®

C R O S S W O R D   G A M E

How the world spells excitement!

Congratulations! You've got the most popular, best-loved word game-- SCRABBLE® CD-ROM -- right at your fingertips. Now, when you're ready for a challenging round of the SCRABBLE® brand crossword game, you can play with state-of-the art 3D graphics, entertaining sound effects, and a full array of features that make playing against your computer, or against other opponents across the table, or across the country, fun and easy !

The SCRABBLE® brand CD-ROM crossword game captures the challenge and excitement of the traditional board game, and more.   With the additional benefits of its quick game playing style, variable difficulty levels, an accessible dictionary, and a worthy opponent that's ready _anytime_ you are, it's no wonder game lovers everywhere are going on-line with SCRABBLE® CD-ROM!

SCRABBLE® CD-ROM System Requirements

Computer: **486/66 PC with minimum of 8 MB of RAM, mouse.**

Windows®: 3.1 or higher, 5 MB available hard drive space , minimum 9600 baud modem (for modem play), monitor must support 640x480 with 256 colors.

Macintosh® or Power Macintosh®: 68000 or Power PC chip, 8 MB of RAM, mouse, System 7 or higher, 5 MB available hard drive space, minimum 9600 baud modem (for modem play), monitor must support 640x480 with 256 colors.

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HASBRO Interactive™

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Legal Notice/Limited Warranty

LIMITED LICENSE

You are entitled to use this product for your own use, but many not sell or transfer reproductions of the software or manual to other parties in any way. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time, other than for network and Internet play as described in this manual.

HASBRO INTERACTIVE'S LIMITED NINETY-DAY WARRANTY

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the SCRABBLE® CD-ROM game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Technical Support Department at (410) 568-2377, between the hours of 8:00 a.m. and 12:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00 p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

DISC REPLACEMENT POLICY

If this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 1027 Newport Avenue, Pawtucket, RI 02862, for a free replacement. This policy applies to the original purchaser only.

LIMITATIONS ON WARRANTY

Unauthorized representations: Hasbro Interactive warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether or not made by a Hasbro Interactive dealer, distributor, agent or employee, shall be binding upon Hasbro Interactive or shall change the terms of this warranty.

Implied warranties limited: EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE MAKES NO OTHER WARRANTY, EXPRESSED OR IMPLIED, REGARDING THIS PRODUCT. HASBRO INTERACTIVE DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED.

No consequential damages: HASBRO INTERACTIVE SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF HASBRO INTERACTIVE IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. This means that Hasbro Interactive shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause, except for the actual cost of this product. In no event shall Hasbro Interactive's liability exceed the purchase price of this product.

Some states do not allow exclusions or limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

Setup and Installation

For Windows® 3.1

- **Start Windows® 3.1.**
- **Insert the SCRABBLE® CD-ROM game disk into your CD-ROM drive.**
- **From the file menu, select Run.**
- **In the dialog box, type "D:\SCRABBLE\INSTALL.EXE" and click on the OK button. (If "D:" is not your CD-ROM drive letter replace with the correct one.)**
- **Follow the on-screen installation instructions to install SCRABBLE® CD-ROM.**
- **Once the installation is complete, click on the SCRABBLE® CD-ROM game icon to start the game.**

For Windows® 95

- **Start Windows® 95.**
- **Insert the SCRABBLE® CD-ROM game disk into your CD-ROM drive.**
- **The installation program will *automatically* load, unless you have "Auto Insert Notification" off. In that situation, double click on the SCRABBLE® CD-ROM disk to install the game.**
- **Follow the on-screen installation instructions to install SCRABBLE® CD-ROM.**
- **Once installation is complete, double click on the SCRABBLE® CD-ROM game icon to start the game.**

For Macintosh® or Power Macintosh®

- **Start the computer.**
- **Insert the CD-ROM.**
- **Double-click on the CD-ROM Install application.**
- **Follow the directions thereafter.**

Basic Scrabble Rules

The SCRABBLE® CD-ROM game follows the same game rules as the traditional version. Review the basic rules as described below and refer to the appropriate section for specific CD-ROM game play features.
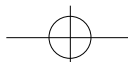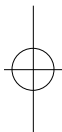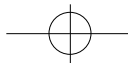
Objective

To be the player with the highest score by forming crosswords of the highest possible letter values.

Summary

In the Scrabble® game, players form interlocking words, crossword fashion, on the board using letter tiles of varying values. Each player competes for high score by taking advantage of the letter values, as well as the values of the "premium" squares on the board.

• Each player starts with seven letter tiles in his or her letter rack. The first player combines two or more letter tiles to form a word and places it on the board to read either across or down. One of the letters must be placed on the center <star> square.

• On subsequent turns, each player adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row—either across or down—to form one complete word. All words must have at least two letters. If the letters played touch other letters in adjacent rows, they must form complete words, crosswise fashion, with these letters. The player gets full credit for all words formed or modified on their turn.

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Jennifer Smartt

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Dave Pokorny	**Clive Robert**	**Kevin Buckner**	**Andrei Nadin**

ADDITIONAL A.I. ENHANCEMENT
John Chew

PACKAGE DESIGNED BY
Steve Webster

MANUAL COPY
Pat Capozzi

PRODUCT COORDINATOR
Tracy Kureta

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Marc Durant	**Jennifer Kaczor**	**Absolute Quality, Inc.**

FINANCE

Ron Parkinson	**Lori Rostkowski**	**Laurel Marchessault**

LEGAL

Dave Dubosky	**Ira Blumberg**	**Cynthia Reed**

SPECIAL THANKS TO

Tom Dusenberry	**Denise Wiley**	**Jonathan Berland**	**Nadja Singh**
Lee McLaughlin	**Louise Blackadar**	**Bob Sedacca**	**Louise Mctighe**
Wayne Charness	**Jean Niemi**	**Jane O'Reilly**	**Elizabeth Morgan**
Cathy Meredith	**Paul Miller**	**Maureen O'Reilly**	**Barry Jafrato**
Tom Stanley	**Danielle Brady**	**Pam Scheid**	**Steve Meyer**
Nancy Gilberg	**John Lamond**	**Steve Martin**	**Mary Halsey**
Robert Copeland	**John Morse**	**Jim Withgott**	**Bruce Kelly**
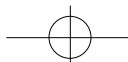
- **A player completes a turn by adding together the letter values of all new words formed on that turn. The player then draws as many new letter tiles as those played, thereby always keeping seven letter tiles in their letter rack.**

- **Either of the two blank tiles may be used as any letter. Once a player states which letter the blank tile represents, it remains that letter for the rest of the game.**

- **A player may use a turn to exchange some or all of the tiles in his or her tile rack, provided there are at least seven tiles left to draw. The player draws as many new letter tiles as they returned to the pool. This ends the turn.**

- **All words, including those of foreign origin, as well as obsolete, colloquial, or slang words are permitted. Words which are not permitted include those that are always capitalized, abbreviations, prefixes and suffixes used alone, and those requiring a hyphen or an apostrophe.**

- **Challenges are handled differently in the CD-ROM version of the Scrabble® Game than in the conventional board game. The computer contains an infallable list of acceptable words, so it handles challenges more leniently. All challenges are automatically issued by the computer when it sees an incorrect word played. The player has the option of taking back his move, or passing his turn.**

- **The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made, or when each player scores zero points (by passing, exchanging, or losing challenges) on three consecutive turns.**
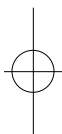
Scoring

Scoring for the SCRABBLE® CD-ROM game is done automatically. Here's how scores are calculated:

- The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

- *Premium letter squares.* A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

- *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. Premiums for double or triple *letter* values are included (if any) before doubling or tripling the *word* score.

   If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (four times the letter count). Note: the center <star> square is pink which always doubles the score for the first word.

- Letter and square premiums count *only* on the turn in which they are played.

- 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.

- When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.

- Any player who plays all seven tiles on a turn scores a "Bingo" for a premium of 50 points *after* totaling his or her score for the turn.

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SCRABBLE®

C R O S S W O R D   G A M E

CREDITS

EXECUTIVE PRODUCER
Steven Klein

PRODUCT MANAGER
Debra Shlens

DIRECTOR OF MARKETING
Gary Carlin

MAVEN, SCRABBLE'S ARTIFICIAL INTELLIGENCE DEVELOPED BY
Brian Sheppard

TEAM SCRABBLE AT MILTON BRADLEY
Dawn Shea and Mark Stark

NATIONAL SCRABBLE ASSOCIATION
John Williams and Joe Edley

VICE PRESIDENT, RESEARCH AND DEVELOPMENT
Tony Parks

PROJECT MANAGEMENT
Kevin Gillespie

VISUAL DESIGN
Bruce Block and Steve Webster

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Technical Support

If you are having technical difficulties with the SCRABBLE® CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

       1. The correct name of the game.

       2. The type of computer you are running the game on.

       3. Your DOS/Windows/Macintosh version.

       4. All the information after the MEM command.

       5. Exact error message reported (if any).

       6. If you have it, the contents of your AUTOEXEC.BAT and
          CONFIG.SYS files.

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the SCRABBLE® CD-ROM game to: **HI@hasbro.com**

To find out more about the SCRABBLE® CD-ROM game or any other Hasbro Interactive product, please visit:

       http://www.hasbro-interactive.com

- When the game ends, each player's score is *reduced* by the sum of his or her unplayed letters. If a player has used all of his or her letters, the sum of the other players' unplayed letters is *added* to that player's score.

Examples of Word Formation and Scoring

In this example, the scores are the correct scores if the R is placed on the center <star> square. In turn 1, count HORN. In turn 2, count FARM. In turn 3, count FARMS and PASTE. In turn 4, count MOB, NOT and BE.

Beginning a Game

Each game opens with a full view of the Playing Area. You should familiarize yourself with the Menu bars at the top of the screen before beginning to play.

Click on:

FILE to access:

- **NEW GAME**-- to begin a new game (choose difficulty level, number of players, etc.).
- **SAVE**-- to save a game that's in progress or completed.
- **LOAD**-- to load a game that has already been saved.
- **JOIN**-- to join a game over the Internet, a network or through modems.

- **THE GUIDESMENU**-- Under this pull down menu you will find features that will allow you to see a display of the letter point values, the tiles remaining in the game, the letter distribution, the color coding of the four types of premium squares, and definitions of words. To access any of these features, pull down the GUIDES MENU and click on the appropriate command.
- **ADJUST SOUND, MUSIC,OR GRAPHICS**--If you wish to change the music, adjust the sound effects, or change backgrounds, pull down the OPTIONS MENU, click on the appropriate item, and follow the on-screen instructions.
- **SAVE A GAME**-- If you wish to save a game in progress in order to return to it later, pull down the PLAY MENU and click SAVE GAME.
- **START A NEW GAME**-- If you wish to end the game in progress and start a new one, pull down the PLAY MENU, and click on NEW GAME.

Ending a Game

You may end a game in several ways:

- by playing until the game is completed, or
- by pulling down the FILE MENU and clicking on NEW GAME.

Loading a Saved Game

If you wish to play a game which you saved while in progress, pull down the PLAY MENU and click on LOAD GAME. Follow the on-screen instructions.

Game Play Options

On your turn, you may do the following:

• **PASS**-- If, instead of playing a word, you wish to pass, pull down the PLAY menu, and click on PASS.

• **EXCHANGE LETTER TILES**-- If you wish to exchange some or all of your letters, pull down the PLAY MENU and click on EXCHANGE. Select the tile(s) you wish to exchange by clicking on it. When you do so, the tile disappears. If you mistakenly click on the wrong tile, hit CANCEL at the bottom left of your screen. Once you've finished clicking on the tiles you wish to exchange, click on DONE at the bottom right of your screen, and then select your new tiles from the ones rotating around the game board.

• **REARRANGE YOUR LETTER TILES**-- If you wish to arrange your letter tiles in a particular order (SHUFFLE does so only randomly), pull down the OPTIONS menu and click on RACK ORDER. Follow the on-screen instructions to set your rack order preferences.

At any time during the game you may do the following:

• **PAUSE** -- If you wish to pause at any time during the gameplay, pull down the PLAY menu and click on PAUSE GAME.

• **INTERMISSION** -- returns you to your system so you can use your computer for another purpose.

• **END THE GAME**-- if you wish to end the game prematurely use this command.

• **QUIT** -- to end the game and exit from the program.

PLAY to access:

• **PASS**-- to forgo your turn.

• **EXCHANGE**-- to trade letters in your letter rack for new ones.

• **SHUFFLE**-- to have the computer randomly shuffle the order of letters in your rack.

• **ORDER**-- to arrange the letters in your rack in a particular way (your preference).

• **PAUSE GAME**-- pauses the game.

• **SIMULATE**-- allows you to find out the best possible move for any board configuration. This advanced feature is described more fully in the README.TXT file on your CD-ROM.

OPTIONS to access:

• **MUSIC**-- to turn background music on and off and to make musical selections.

• **SOUND EFFECTS**-- to turn sound effects on and off and set volume levels.

• **GRAPHICS**-- Allows you to turn on or off animation.

• **GENERAL PREFERENCES**-- allows you to control speeds and other features of the game.
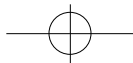
- **TIMERS**-- to set limits on total game time, as well as time allotted for each turn.
- **RACK ORDER**-- to select the order in which you want the tiles in your rack to be displayed. You can select your tiles to be ordered alphabetically, in order of ascending value, by vowels/consonants, or you can specify a custom ordering.
- **CHALLENGE SETTINGS**-- to decide to play with or without penalties for incorrect words.
- **CONFIGURE MODEM**-- to access the dialogue box that allows you to configure your modem.
- **CONFIGURE NETWORK**--to access the dialogue box that allows you to configure your computer for network play.
- **CONFIGURE INTERNET**-- to access the dialogue box that allows you to configure your computer for Internet play.
- **MODIFY BOARD**-- to set up a board and a rack, so you can find out what the computer would play.

GUIDES to access:

- **WORD LISTER**-- to have the computer suggest words based on letter tiles in your letter rack.
- **HINT**-- to see a list of the best moves.
- **TILES REMAINING**-- to see all of the letter tiles remaining in the game.
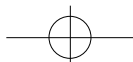
specified direction. Squares with tiles already in them will be skipped. Press the Play button or Enter key to end the word. You may also position the Arrow Pointer by using the arrow keys on your keyboard.

- *HINT*: click on the SHUFFLE button at the bottom left of your screen to rearrange the letter tiles. This may help you come up with various word-making options.

- *CHANGED YOUR MIND* ? If you've misplaced your word, or wish to play a different word, click on TAKE BACK at the bottom left of your screen. This will automatically take back and return all the letter tiles you've just placed to the letter rack.

4. When you're satisfied with the word you've placed, click on PLAY at the bottom right corner of the screen. Your score for that turn is added to your total, which appears in your score box.

5. Once you've played a word, you must select new letter tiles by clicking—at random—on the small rotating titles which surround the game board. Your new letters tiles will automatically appear in your letter rack. Keep selecting tiles until you bring your total back up to seven. You can also have the computer randomly select your tiles for you by clicking on "AUTO PICK", or by pressing ENTER once again on your keyboard. This ends your turn.

6. When your turn ends, the next player's score box becomes illuminated, and they take their turn. In a multi-player game, Player 3 then plays, and so on.

7. Play continues until all possible word plays have been made, and the game automatically ends.

8. Players' scores are automatically calculated according to the traditional rules for scoring. Each player's final score appears in his or her score box.
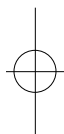
For Internet Games: The remote computers choose JOINGAME, select the Internet radio button, specify an IP address for the host computer, and then click OK. The host computer chooses NEW GAME, specifies the number of opponents, and indicates that each will connect over the Internet. The host and remote players can execute their respective commands in any order. Up to three remote players (besides the host player) can play by the Internet. Once the players are all connected, play proceeds as though all opponents are looking at the same board, and playing on the same computer. Requires minimum 14.4 baud modem for Internet play.

Playing a game

1. Once you've selected a NEW GAME, score boxes for each player appear at the top of the screen. There is also a timer which calculates the time it takes for each player to complete a turn. In addition, you will see the CURRENT SCORE box which shows the score—letter by letter—for each player's turn.

2. From the letter rack at the bottom of the screen, the first player selects two or more letters to form a word.

3. To lay a letter tile from your rack onto the game board, click on the tile, and drag it to its correct place on the board. Click again on that space to place it. Move the tiles into the desired positions until you're satisfied with the word you've formed. You can move tiles back and forth between the rack and the board or from square to square as you wish. If you prefer, you may type your word directly onto the board. To type in a word, move the cursor to the square at the beginning of the word, and click. This will bring up a Arrow Pointer. Clicking again, or tapping the space bar on your keyboard, will toggle the direction of the Arrow Pointer between horizontal and vertical. Typing letters will place them in the square, advancing the Pointer in the

- **GAME RECAP**-- to review the order in which words were placed on the gameboard and the points accumulated. Click once to terminate at any time.
- **DEFINITIONS**-- to receive definitions of words played.
- **DEFINE LAST**-- to ask the computer to define the last word played.
- **SHOW TILE INFORMATION**- to have the computer show the scoring value for each letter of the alphabet and the total number of letter tiles in the game.
- **SHOW PREMIUM SQUARES**-- to have the computer show the color code for double/triple letter scores and double/triple word scores.

HELP to access:

- **INSTRUCTIONS**-- to refer to official SCRABBLE® CD-ROM game rules.
- **CREDITS**-- to view the names and functions of individuals responsible for the creation of the SCRABBLE® CD-ROM game.
- **ABOUT SCRABBLE**-- to view the SCRABBLE® CD-ROM copyright notice.

Now you're ready to play the SCRABBLE® CD-ROM game!

Playing

There are two different ways to play the SCRABBLE® CD-ROM game. You can play against human or computer opponents on a single computer, or you can play against human opponents through a remote (modem, network, or Internet) connection. The NEW GAME and JOINGAME commands, found under the FILE MENU, are used with various settings to format your game.

Playing on a single computer: Pull down the FILE MENU, and click on NEW GAME. As you can see on the NEW GAME SCREEN, you may play a game with up to four players. For each player, click on either HUMAN, COMPUTER, or NONE. Type in each player's name where appropriate. For computer opponents, select the level of difficulty by clicking on either COMPETITOR, INTERMEDIATE, ADVANCED, EXPERT, or CHAMPION.

Playing against a remote opponent:

All players wishing to play the SCRABBLE® CD-ROM game against a remote opponent must follow a course of action that depends on the method of interconnection. To understand this better, it is useful to review some connectivity terminology. For each game, there is one "Host" computer that acts as the game's central communication point. The other players use "Remote" computers.

For Modem Games: The remote player begins by choosing the JOIN GAME command, selecting the Modem radio button, and clicking OK. This action puts the remote computer's modem into a "Receiving" mode. Then the host computer chooses the NEW GAME command, selecting one of the other players to be a modem connection, and gives the telephone number of the remote computer. Only one player per game can connect via modem.

For Network Games: The remote computers choose JOIN GAME, select the Network radio button, then click OK. The host computer chooses NEW GAME, specifies the number of human opponents, and indicates that each will connect via the Network. The host and remote players can execute their respective commands in any order. Up to three remote players (besides the host player) can play by network. Network games can only be played over a local-area connection; if your computers are connected through a network bridge, then you need to use either an Internet or a modem connection.

Microsoft's Internet Gaming Zone: SCRABBLE® can be played on Microsoft's Internet Gaming Zone. If you do not have the latest Internet Gaming Zone software installed, please go to **http://www.zone.com** and play on-line.

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