

AndyScrab

Scrabble

Materials

- Usual Scrabble array
- Scrabble dictionaries (plus accepted others)
- Absence of electronic research devices

Set-Up

Divide tiles into three categories

- Vowels (Bagged in a bag)
- Consonants (Bagged in other bag)
- Power Tiles (Not bagged, dealt)
 - Esses (S's)
 - Blanks
 - Tens (So called due to each now worth 10 points each)
 - J, Q, X, and Z
 - [Uh...V is now worth 6...kinda non sequitur]

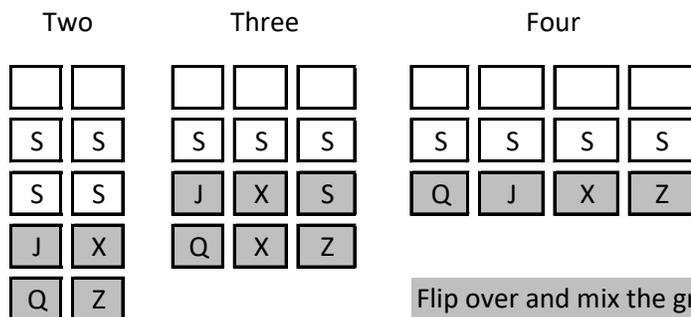
Dealing

Each player dealt three upside-down mixed Power Tiles

- A blank
- An S
- One of "Ten" (J, Q, X, or Z)

How To Deal

- Line up Blanks upside-down, side-to-side, matching player count.
(We salvaged another set, can use over-supplied I's for shortages)
- Align "Esses" underneath Blanks, also upside-down
- Mix upside-down Tens and align underneath the columned-pairs.
- Parse, mix, deliver to each Player a column of upside-down Tiles.



First to draw and play: Single-Tile pull nearest to A (tie: run-off).

Players announce and then keep those Single-Tile pulls.

Draw from three sources, however one wishes, till accruing seven Tiles:

From Vowel Bag

From Consonant Bag

From Power Tiles (the three dealt, upside-down Tiles)

Pick back and forth thoughtfully; build a Scrabble.

Vowel in Consonant Bag? (Vice versa)

Keep it or return to proper bag and redraw.

Play

Scoring: as traditional (V's and Ten's notwithstanding).

Conjuring words: Be brilliant, Mine away and/or Seek help.

Flip freely through accepted dictionaries, search for miracles.

Upon one's turn goes the priority of access to dictionaries.

Slow play should elicit appropriate ribbing.

Word played not actually in dictionary? Try again, no penalty.

Stuck? Flip the rack to view and appeal to the masses.

Great to win, but cool to realize the great play, whoever scores.

End Game

Drawing ends when all Tiles are pulled from Bags.

Should either the Vowel or Consonant Bags go dry, Puller only obligated to draw two Tiles from remaining Bag, and then Drawing ends.

Pat Amendment: If above occurs, can draw from Opponent's Power Tiles if available (only happened once...to Andy...to Pat's delight).

Scoring ends when a Player clears all Tiles from rack.

Going-out Player scores total of other's remaining Tiles.

No negative score is assessed otherwise.

Winner: Top Score gets the Circle!

Circle the winning score and Winner's name.

Max Amendment: Total all scores to compare to other rounds...for curiosity sake.

Quietly grumble "Congratulations" to Winner.

Never let Winner win twice-in-a-row!

Pat Amendment: And no matter what, just beat Andy!!

A ABDEGHILMNRSTVWXY
B AEIOY
C O
D AEIO
E DFHLMNRSTWX
F AEI
G IO
H AEIMO
I DFNST
J O
K AI
L AIO
M AEIMOUY

Two-Word List

Print Page 3

Fold in half left to right

Fold up and down

N AEOU
O DEFHIKMNPRSWXY
P AEIO
Q I
R E
S HIO
T AEIO
U HMNPST
V U
W EO
X IU
Y AEO
Z A