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Bible Edition SCRABBLE® game board, 100 tiles, 1 letter bag and 4 racks.

SET UP

Before the game begins, all players should agree upon the dictionary that they use in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe unless specifically noted at the start of the game or is one of the special Bonus Words noted.

Place all letters in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to "S" plays first. A blank tile beats any letter. Return the letters to the pouch and remix. Each player draws seven new letters and places them on their rack.

GAME PLAY

1. The first player combines two or more of his or her letters to form a word and places it on the board to read either across or down with one letter on the center square marked by a star.

NOTE: The center star square doubles the score for the first word. Diagonal words are not allowed.

2. Complete your turn by counting and announcing your score for that turn. Then, draw as many new letters as you played; always keep seven letters on your rack as long as there are enough tiles left in the bag.

3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.

4. New words may be formed by:

- A.** Adding one or more letters to a word or letters already on the board.
- B.** Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
- C.** Placing a complete word parallel to a word already played so that adjacent letters also form complete words.

5. No tile may be shifted or replaced after it has been played and scored.

6. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.

7. You may use a turn to exchange all or some of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pouch, then mix your discarded letter(s) into the pouch. This ends your turn.

8. Any move may be challenged before the next player starts a turn. If the move challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges. All words made in one move are challenged simultaneously. If any word is unacceptable, then the entire move is unacceptable. Only one turn is lost on any challenge.

9. 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.

SCORING

1. Use a score pad or piece of paper to keep a tally of each player's score, entering it after each turn. The number at the bottom of the tile indicates the score value of each letter. The score value of a blank is zero.

2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.

3. Double Letter Squares  : Players who place letters on this spot double the score of a letter placed on it.

4. Triple Letter Squares  : Players who place letters on this spot triple the score of a letter placed on it.

5. Double Word Squares  : The score for an entire word is doubled when one of its letters is placed on a square with in it.

6. Triple Word Squares  : The score for an entire word is tripled when one of its letters is placed on a square with in it.

NOTE: Players should include premiums for double or triple letter values, 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 (4 times the letter count), or tripled and then re-tripled (9 times the letter count).

NOTE: The center square is a star square and doubles the score for the first word.

7. Bonus Words: See "Bonus Words" section for a list of unique SCRABBLE® bonus words included with your Bible Edition SCRABBLE® game. Each word has a bonus score associated with it.

8. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on a premium squares count at face value.

9. When a blank tile is played on a premium word square, the value of the word is doubled or tripled even though the blank itself has no score value.

10. 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.

11. Promised Land: If you play seven tiles on a turn, you've reached the promised land. You score a premium of 50 points after totaling your score for the turn.

12. Unplayed Letters: When the game ends, each player's score is reduced by the sum of his or her unplaced letters. In addition, if a player has used all of his or her letters, the sum of the other players' unplaced letters is added to that player's score.

HOW TO WIN

The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplaced letters wins.

RULES FOR SHORTER GAMEPLAY

Bible Edition SCRABBLE® game players should find these versions faster and more inviting than the standard version.

1. SHARING 'THE WORD' Scrabble®

This variant is identical to the original game, except that the collection plate has seen such an outpouring of generosity, you must accept more blessings than usual! You are allowed to begin with 9 tiles instead of the usual 7. You score a 50-point PEACE BE WITH YOU bonus for using 7, 8, or all 9 tiles on your rack.

2. TRANSLATING 'THE WORD' Scrabble®

In this variant, the game is over when one player reaches a pre-decided score, no matter how many tiles are left. This allows for shorter or longer games, depending on your longevity! Below are the points needed to win the game according to how many players you are competing with and the level at which you choose to play:

	PSALMS & PROVERBS	NEW TESTAMENT	OLD TESTAMENT
Two Players	70	120	200
Three Players	60	100	180
Four Players	50	90	160

Players of the same level are playing, each needs to reach the same score. For example, two New Testament players would be playing to 120 and four Psalms & Proverbs players would each be playing to 50.

BONUS WORDS

If any player spells any of the following words, add an additional 5 points to their score.

- | | | |
|---------|----------|----------|
| 1. RUTH | 6. LAW | 11. ZION |
| 2. EVE | 7. KING | 12. LOVE |
| 3. MARY | 8. PALM | 13. JOHN |
| 4. SOUL | 9. AMEN | 14. LUKE |
| 5. GOLD | 10. HOLY | 15. MARK |

If any player spells any of the following words, add an additional 10 points to their score.

- | | | |
|------------|------------|------------|
| 15. RACHEL | 22. PRAYER | 29. SAINT |
| 16. EGYPT | 23. PEACE | 30. LAMB |
| 17. MYRRH | 24. GLORY | 31. WORKS |
| 18. FATHER | 25. DAVID | 32. ANGEL |
| 19. WIFE | 26. HEAVEN | 33. CHURCH |
| 20. SPIRIT | 27. FAITH | |
| 21. SAVED | 28. GRACE | |

If any player spells any of the following words, add an additional 15 points to their score.

- | | |
|-------------|-------------|
| 34. COMMAND | 40. JESUS |
| 35. MATTHEW | 41. JOSEPH |
| 36. KINGDOM | 42. SERVANT |
| 37. ABRAHAM | 43. INCENSE |
| 38. PROPHET | 44. REJOICE |
| 39. GABRIEL | |

The Bible Edition of Scrabble® allows you to engage in a fun game of spelling and spiritual learning. Add to the word play by using as many of the Bible Edition variations as you choose:

1. **Tests of Faith Scrabble®**: Many people portrayed in the Bible are frequently depicted in situations where their faith and resolve must be tested. These situations tend to leave that person with greater insight and belief in God's love. Whenever an opposing player spells a word from the Bonus Dictionary, test their knowledge by asking them to tell you the story that directly correlates to that word or name. If they can accurately tell the story, they will be awarded 15 bonus points, and you will all gain a little more insight into the word's true meaning!

2. **Good Works Scrabble®**: One of the most important tenets of the Christian faith is the belief that all followers of Christ must participate in Good Works on Earth to benefit all of man-kind. If one of your opponents is struggling to play a word on their turn, you may offer to trade them the tile of your choice. Show that person your rack, and they will select a tile. If you find yourself in the same position during the game, ask them for some help in return!

3. **Love Thy Neighbor Scrabble®**: One of the core principles of the Bible is the concept of loving your fellow man and helping them out when they are in need. To reinforce this belief, after the player before you plays their tiles, you may "donate" the number of replacement tiles they will need to re-fill their rack. After they play their word, let them know your intentions immediately! This may prove beneficial for both of you! If they accept your offer, replace the tiles you gave them, then proceed with your turn as normal. (They may decline your offer if they choose.)

4. **Bible Names Scrabble®**: Any time you spell a name from the Bible (from the Bonus Dictionary, or from your own memory), earn 15 extra points if you can spell the word by using an existing tile from ANOTHER name that was previously played on the board. Earn 5 MORE points if you can connect the two names in a story from the Bible.

5. **Noah's Ark Scrabble®**: Noah's Ark is one of the most cherished and well-known stories in the Bible. To honor Noah's God-given task of saving the living creatures by bringing them two-by-two onto his ark, award yourself 10 bonus points every time you spell a word using a pair of duplicate letters. (Ex: C-A-R-R-Y or T-A-L-L)

6. **David and Goliath Scrabble®**: A true underdog story, the tale of David and Goliath is still as inspiring today as the first time it was told. To honor David's achievement, award yourself 15 bonus points every time you are able to spell a shorter word directly down the middle of a word that has already been played on the board. (Ex: Using the 'V' in 'S-A-V-E-D' to spell 'L-O-V-E')

7. **The Tower of Babel Scrabble®**: It was told in the Bible that God made man speak many different languages to impede their quest to build a tower reaching to heaven. To celebrate the beauty and power of these languages, award yourself 15 bonus points if you spell any of the bonus words in a different language.

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