

# ScrabOut for Windows

[Playing the game](#)

[Rules of the game](#)

[Options](#)

[Dictionary](#)

## Playing the game

**Description**

**Starting the game**

**Playing words**

**Passing**

**Drawing new tiles**

**Ending the game**

## **Description**

This is a game based on the board game SCRABBLE, modified for Windows. The game is played with a board of squares the size of tiles. There are also 100 tiles with a letter on the front and a score, and a rack for each player, with enough room to hold seven tiles. At the beginning of the game, all tiles are in the tile pool. Each player has a tile rack, and the players draw tiles from the pool and put them in their rack. The players take turns placing their tiles on the board squares to form words (either horizontally or vertically), counting the score for the word, and then drawing new tiles from the pool. When the game is over, the player with the highest total score is the winner.

## **Starting the game**

To play the game, set the players (see [Players](#)), and the rules (see [Rules](#)). Then select "New Game" from the Game menu. If the Draw Tiles option (see [Draw own tiles](#)) is selected, you will be asked to draw a tile to see who starts. Each Player draws a tile, and the player with the lowest tile (blanks are lowest) starts. If Draw Tiles is not selected, the starting player is selected automatically.

## Entering words

Each player tries to score the most points when playing a word. Drag each tile you want to play to the square on the board. If you make a mistake you can drag your tile from one square to another, or drag your tile back to the rack, or you can double click on one of your tiles to put it back in the rack. You can drag your tiles from one place on the rack to another (this may help you see words to play more easily). When you are finished, hit the DONE button. If you play a blank, you will be asked what letter the blank represents. Your word will be checked, and either a message will show (if there is a mistake), or your word is accepted, and your score is added up. When the computer is playing, the message "I am thinking" will show, and then the tiles will be played. If the Trade Blanks rule (see [Rules](#)) is selected, you may take any blank tile that has been played, by dragging one of your tiles from the rack (with the same letter as the blank) on top of the blank tile.

## Passing

If you cannot play a word on the board, or don't want to, you can pass your turn. If there are any tiles left in the pool, you will be asked to discard your tiles. You can discard as many tiles as you want, or none. To discard a tile, drag the tile from your rack to the discard pile, or double click on the tile you want to discard. The computer will let you discard tiles until there are not enough tiles left in the pool, or you have discarded all your tiles. When you have discarded all the tiles you want, hit the DONE button. If the Draw Tiles option (see [Draw own tiles](#)) is selected, you will draw new tiles for the tiles you discarded; otherwise, the tiles you discarded will be replaced automatically. Then all your discarded tiles will be returned to the pool. If the Exchange four of a kind rule (see [Rules](#)) is selected, and you have four or more of the same letter in your rack, you can discard all of your tiles to get new tiles, and keep your turn.

## **Drawing new tiles**

After the you play a word, or discard tiles, your rack must be re-filled with tiles (until the pool is out of tiles). If the Draw Tiles option (see [Draw own tiles](#)) is selected, You will be shown the tile pool, and asked to draw new tiles. To draw a tile, drag it from the tile pool to your rack, or double click on the tile you want to draw. When you have filled your rack, or the pool is out of tiles, the game will continue. If Draw Tiles is not selected, your tiles will be drawn automatically. If the next player is a PERSON, a message box will appear for that person. The player' rack will be hidden, so that you can switch places at the computer.

**Ending the game**

The game ends when the tile pool is empty, and all players pass, or one player has played all his/her tiles.

## Rules of The game

### Forming Words

### Scoring

## Forming words

A player forms a word on the board by placing tiles from his/her rack onto squares on the board. The tiles must be placed on consecutive squares either going from left to right, or from top to bottom. The tiles already on the board from previous turns must be used to form the word (except for the first turn). The tiles must form a valid word. Also, any tiles placed next to a tile already on the board will be checked to see if a valid word is formed. The starting player will have an empty board, but must place one tile on the center square. After that, at least one tile must be placed next to a tile already on the board. The following are possible errors:

XXXXX is not in the dictionary	the word was not found in the dictionary
Your tiles are not in a line	the tiles must all be placed either in the same row or column
Tiles are not connected	at least one tile must touch a tile already on the board
Word must cover center star	on the first turn, one tile must be placed on the center square
Only one word allowed	more than one word played - tiles not on consecutive squares
No tiles played	no tiles were played

## Scoring

After you play your word, if there are no mistakes, your score will be added up. Each new word that you form has the score calculated, and then all the words scores are totalled. Each tile is worth the score displayed in the lower right corner (blanks are zero points). If you placed a tile on a square with "DOUBLE LETTER SCORE" or "TRIPLE LETTER SCORE" bonus, that score is doubled or tripled. If the tile was already on the board from another turn, that score does not change. The scores for all tiles in the word are totalled. If you placed a tile on a square with "DOUBLE WORD SCORE" or "TRIPLE WORD SCORE" bonus, the word score is then doubled or tripled. If the tile was already on the board from another turn, the word score is not changed. The word scores on all the words you formed are totalled - you can use the bonuses for each word. If you pass you get no points. At the end of the game, the scores of all tiles left in your rack are subtracted from your score. If a player played all his/her tiles, the total scores of all other players tiles are added to that players score. The player with the highest score wins. In the case of a tie, the player with the most points, before counting the unplayed tiles, wins.

## Options

[Draw own tiles](#)

[Sounds](#)

[Players](#)

[Rules](#)

[Hint](#)

**Draw own tiles**

If this option is chosen, each player will draw starting tiles, and draw tiles for the tile rack after their turn.  
If this option is not chosen, tiles will be drawn automatically.

**Sounds**

If this option is chosen, sound effects will be played through your computers sound system, otherwise there will be no sounds.

## **Players**

This option will show a dialog box so that you can choose up to four players. Each of the four positions has a choice of: NONE (no player at this position), COMPUTER (the computer plays), or PERSON (the computer asks you to play). If the player is a COMPUTER, you will also set the skill level of the COMPUTER by the scroll bar labelled "dumb            smart". The closer the scroll bar is set to "smart" the harder the computer will play. If the player is a PERSON, you will have to enter the name.

## Rules

This option will show a dialog box so that you can choose these optional rules:

Allow Hints - allows you to get hints from the computer (see Hint)

Show Racks - show all tiles in the computers rack face up (letters showing)

Trade Blanks - allows you to trade a tile for a blank on the board

Exchange 4 of a kind - if you have 4 of the same letter, allows you to discard tiles and keep your turn

Lose turn on challenge - if you play a word on the board that is not in the dictionary, you lose your turn

**Hint**

Use this option to get a hint if you are stuck. The computer will think a while, and then give you a hint.

## Dictionary

Add dictionary word

Delete dictionary word

Import dictionary

Export dictionary

**Add dictionary word**

Add a word to the game dictionary (words must be 2 - 12 letters).

**Delete dictionary word**

Delete a word from the game dictionary.

**Import dictionary**

Use this option to re-create the dictionary from a standard text file of words. All words in the text file will be placed in the new dictionary, and they will be the only words in the dictionary. The text file must have only one word per line, no blank lines, no spaces or punctuation marks, words must be 2 - 12 letters, and the words must be in alphabetical order (the format used by Export Dictionary).

**Export dictionary**

Use this option to copy the dictionary out to a standard text file, in the format used by [Import Dictionary](#).