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## 7 Tile Modified Scrabble Games

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*Copyright for the official "Scrabble" game belongs to the manufacturer. These are creative versions designed for fun & amusement only based on the official game. Permission to use the name 'Scrabble' has not been acquired, yet. So please, no Law Suits! Also looking for more creative games to add on.*

### 1. Standard game.

### 2. Standard game plus reverse word spelling.

### 3. Triple Corner Wrap-around:

Words can wrap around the triple score corner or center side triple plus one of:

- a. reverse words or
- b. abbreviations or
- c. proper nouns.

### 4. Play anywhere:

- a. Start anywhere on the board.
- B. Start anywhere on the board but the words cannot touch.
- C. Start anywhere on the board but play in only one direction.
- D. Start anywhere on the board and incorporate "#3" games.

### 5. Jail Scrabble:

- a. Standard 7 tile game.
- b. Words used are from the 'List of Canadian jail terminology' which can include double-words;  
jug up, white shirt, blue shirt, etc.
- c. Extra words used are regular Scrabble words that only relate to jail surroundings;  
floor, grass, air, walls, etc.

### 6. Hillbilly Scrabble:

- a. Standard game.
- b. Phonetic spellings are encouraged. If it sounds like a word, it's a word.
- c. The progression of words tells a story. The second word continues the story (said out loud) and the third continues etc. It is more humorous to write the story down and read it in it's complete form.

I had a 'family' or 'fam'. On the 'fam' was a 'mule' He was near the 'riva' and had no 'teeth' 'teet' etc.

## 7. Snake Scrabble:

- a. Regular game, no proper names or abbreviations are accepted.
- b. Start at the top center of the board.
- c. The last letter of the first word is the first letter of the second word and so on.
- d. Play continues straight or perpendicular along any tile row.
- e. Play can wrap around corners or up or down at the edges.
- f. Words may appear reversed or backwards when entering the board from the sides or top or bottom but the direction is always a forward path.
- g. When tiles are exhausted, play continues from the removal of letters/words formed in the beginning of the path of play, in the order they were placed on the board. The head of the snake grows and the tail of the snake shortens.
- h. Points are garnered from the words formed in a single path of play. No points are added from adjacent tiles eg: if two or more rows are side by side, theoretically forming an additional new word.
- i. Strategies include blocking triple word tiles, redirection and avoiding open spaces.
- j. Words ending in X, Z, Q, or K, where a new word cannot be used or is difficult to form, can be used as a wild card and any letter can be used to create a word.
- k. If a player cannot form a new word, the lead is passed on to the second player and if play cannot still be resumed, the starting letter reverts to the second last letter in the path of play.
- l. Longer words coming in contact with the edge of the board may wrap around the edge to complete the word.
- m. If the play is blocked perpendicular by another letter or group of letters, and the initial new word ends at the blocked path, the next word can incorporate the blocking letters or skip over them.
- n. A good one hour or more game may go up to 500 points as a stop point. Play longer if desired.