

SCRABBLESM

2nd
Edition

Sentence Cube Game[®]

THE OBJECT:

To compete for high score while forming interlocking sentences with the word cubes.

THE PLAY:

1. The first player takes a turn by shaking all 24 cubes in the tumbler and tossing them out. The timer is set. Using the words appearing on the tops of the cubes, the player forms sentences across and down and connected in a continuous crossword pattern. There are two wild cubes marked with stars. These cubes may be used as any words desired. When playing a wild cube, the player must state what word it represents, after which it cannot be changed during that player's turn.
2. The player's turn ends when the timer runs out.
3. The player scores as follows:
 - a. For each sentence of 7 words or more – 50 points.
 - b. All other sentences are scored by multiplying the number of cubes in the sentence by that number. For example:
3 word sentence = 9 points ($3 \times 3 = 9$).
 - c. A bonus of 50 points is given if all the cubes are used.
 - d. The amount of 2 points is deducted for each of the unused cubes.
4. Players alternate turns.

END OF GAME:

A game ends when each player has had one turn, or it may continue until the score of any player reaches an agreed upon total. (500 points is suggested.)

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