



GETTING STARTED

Power up the tiles Line up the tiles with their sides touching, then press the power button on each tile. Note: You may also power up 4 tiles to play a 4-tile game. See Four-Tile Game Challenges, on the other side of this sheet.

When the 1-2-3 Menu displays, choose Game 1, 2 or 3 by pressing the power button under your chosen game number.

THE 1-2-3 MENU



To power down the tiles at any time, just line them up, then press and hold the power button on any one tile. (You can also power down individual tiles.)

Auto shutoff If the tiles aren't active for about 3 minutes, they'll automatically power down.

GAME 1: SCRABBLE FLASH

For One Player

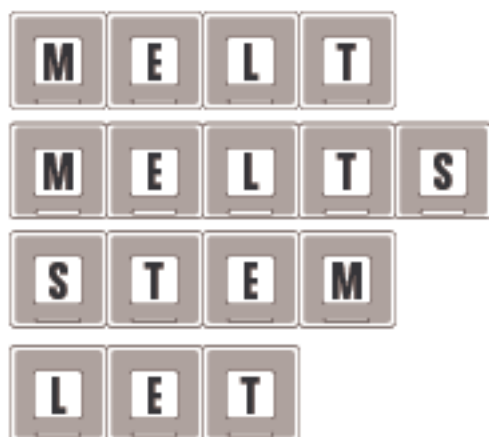
Object: Find as many 3-, 4- and 5-letter words as you can before time runs out.

Each tile displays one letter; then the countdown begins! Quickly line up the tiles to form words, making sure their sides are touching. See Example 1. Each time you form a correct word, the tiles will flash and you'll hear a beep. If you form a word that you've already gotten credit for, the tiles will beep but not flash. Bonus time: For each 5-letter word you form, 5 seconds is added to the clock.

You'll hear warning beeps 5 seconds before time runs out, then the tiles will display ⌚ and the game will end.

Example 1

Here are just some of the words you can form with the letters below. Note that adding "S" at the end makes a whole new word.



Scoring: You'll score one point for each word you form. Your score (SCR) for the game will display, then the maximum (MAX) possible score (the highest score possible with these letters) will display. See Example 2. To play Game 1 again, press any button on these screens. Or wait for the 1-2-3 Menu, and press a button to play another game.

Example 2

In this example, the player formed 10 words to score 10 points.



The maximum score is 18, so 8 more words could have been found!

Word Formation Tips

- Keep shuffling the tiles around as you would on a SCRABBLE rack, to find word-worthy letter mixes.
- Try lining up unusual letter combos to see if they score. You may be surprised at some of the arrangements that form legitimate words!
- Each form of a word scores one point, so remember to use prefixes, suffixes, "S," "D" and other tiles to maximize your score.

GAME 2: SCRABBLE FIVE-LETTER FLASH

For One Player

Object: Score as many points as you can by finding a 5-letter word for each letter mix.

Each tile will display one letter, then the countdown begins! Quickly form one 5-letter word that uses those letters. If you're successful, the tiles will display 5 new letters. Keep playing until time runs out before you can form a 5-letter word. The game will end, and the tiles will display a 5-letter word that could have been formed with those letters.

Scoring: Each 5-letter word you successfully form scores one point. When time runs out, your score (SCR) will display. The 1-2-3 Menu will then display, and you may choose any game on the menu.

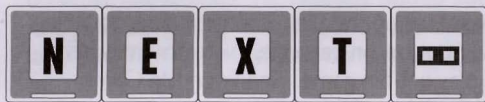
GAME 3: SCRABBLE PASS FLASH

For One or More Players

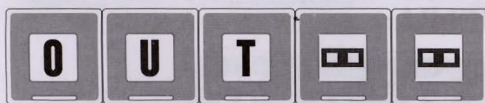
Object: Players take turns forming 5-letter words with the letters on the tiles. Players drop out as they run out of time before forming a word. The last player in the game is the winner.

Each tile displays one letter. The first player has a short time to form a one 5-letter word that uses these letters.

• If the player is successful, the tiles will display "N-E-X-T." The player passes the tiles to the player on the left, who presses any button to receive 5 new letters, and quickly tries to form a 5-letter word.



• If any player is unsuccessful, the tiles display "O-U-T," then the word the player missed, then "N-E-X-T." That player is out of the game, and passes the tiles to the left.



As the game continues, the time limit for each turn decreases. Players drop out one by one, and the last player in the game wins! The 1-2-3 Menu will then display (alternating with "N-E-X-T"), and you may choose any game on the menu.

FOUR-TILE GAME CHALLENGES

Looking for an extra challenge? Play Game 1, 2 or 3 using only 4 tiles. Just line up any 4 tiles to start. Here's how each game differs from the 5-letter game:

Game 1: Plays the same, except you must form 2-, 3- and 4-letter words. You'll have less time, but you'll earn a 5-second bonus for each 4-letter word you form.

Games 2 and 3: Play the same, except you must form 4-letter words, and you'll have less time.

STORING YOUR GAME

It's easy: just fold the rules and fit them into the bottom of the handy plastic storage box. Then fit the tiles in side-by-side and close the lid. Now you can take your game anywhere to play!

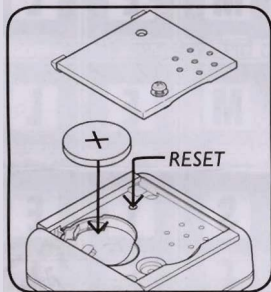
BATTERY INFORMATION

5 BATTERIES INCLUDED

CR2032 Lithium | Replace with 5 x 3.0V "CR2032" lithium batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

Batteries included. Replace with 5 x 3.0V CR2032 lithium batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

To replace the batteries in each tile: Loosen the screw on the battery box, located on the back of the tile, and remove the door. Insert the batteries "+" side up into the battery box. Then replace the door, tighten the screw, and push in RESET.



IMPORTANT: BATTERY INFORMATION

CAUTION:

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

SCRABBLE is a trademark of Hasbro in the United States and Canada. ©2010 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & ® denote U.S. Trademarks. 24860



hasbrogames.com

PROOF OF PURCHASE

 PARKER BROTHERS

24860

ELECTRONIC
SCRABBLE
FLASH