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| s 1 | a 1 | t 1 | p 3 | i 1 | n 1 |
| m 3 | g 2 | o 1 | c 3 | k 5 | ck 8 |
| b 3 | f 4 | l 1 | h 4 | r 1 | a 1 |
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| o 1 | a 1 | e 1 | l 1 | d 2 | i 1 |

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| s 1 | a 1 | t 1 | p 3 | i 1 | n 1 |
| m 3 | g 2 | o 1 | c 3 | k 5 | ck 8 |
| b 3 | f 4 | l 1 | h 4 | r 1 | a 1 |
| t 1 | u 1 | i 1 | n 1 | o 1 | k 5 |
| o 1 | a 1 | e 1 | l 1 | d 2 | i 1 |

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|--------|--------|--------|--------|--------|---------|
| s 1 | a 1 | t 1 | p 3 | i 1 | n 1 |
| m 3 | g 2 | o 1 | c 3 | k 5 | ck 8 |
| b 3 | f 4 | l 1 | h 4 | r 1 | a 1 |
| t 1 | u 1 | i 1 | n 1 | o 1 | k 5 |
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|---------|----------|---------|---------|----------|---------|
| sh 5 | qu 11 | ng 3 | th 5 | j 8 | v 4 |
| w 4 | x 8 | y 4 | z 10 | zz 20 | ll 2 |
| ss 2 | ch 7 | ff 8 | tt 2 | j 8 | v 4 |
| sh 5 | qu 11 | ng 3 | th 5 | j 8 | v 4 |
| ss 2 | ch 7 | ff 8 | tt 2 | w 4 | y 4 |

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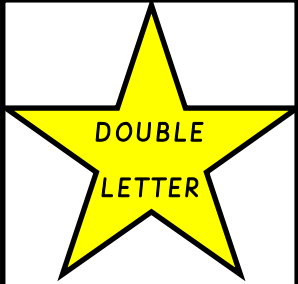
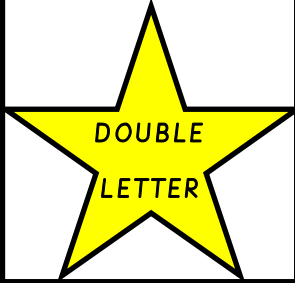
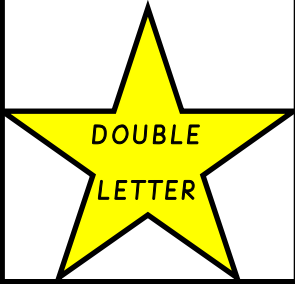
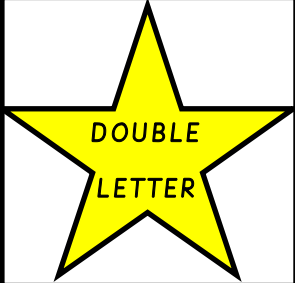
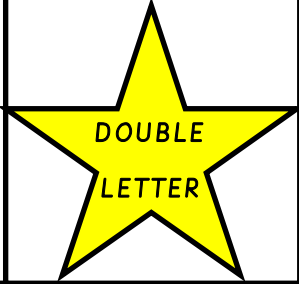
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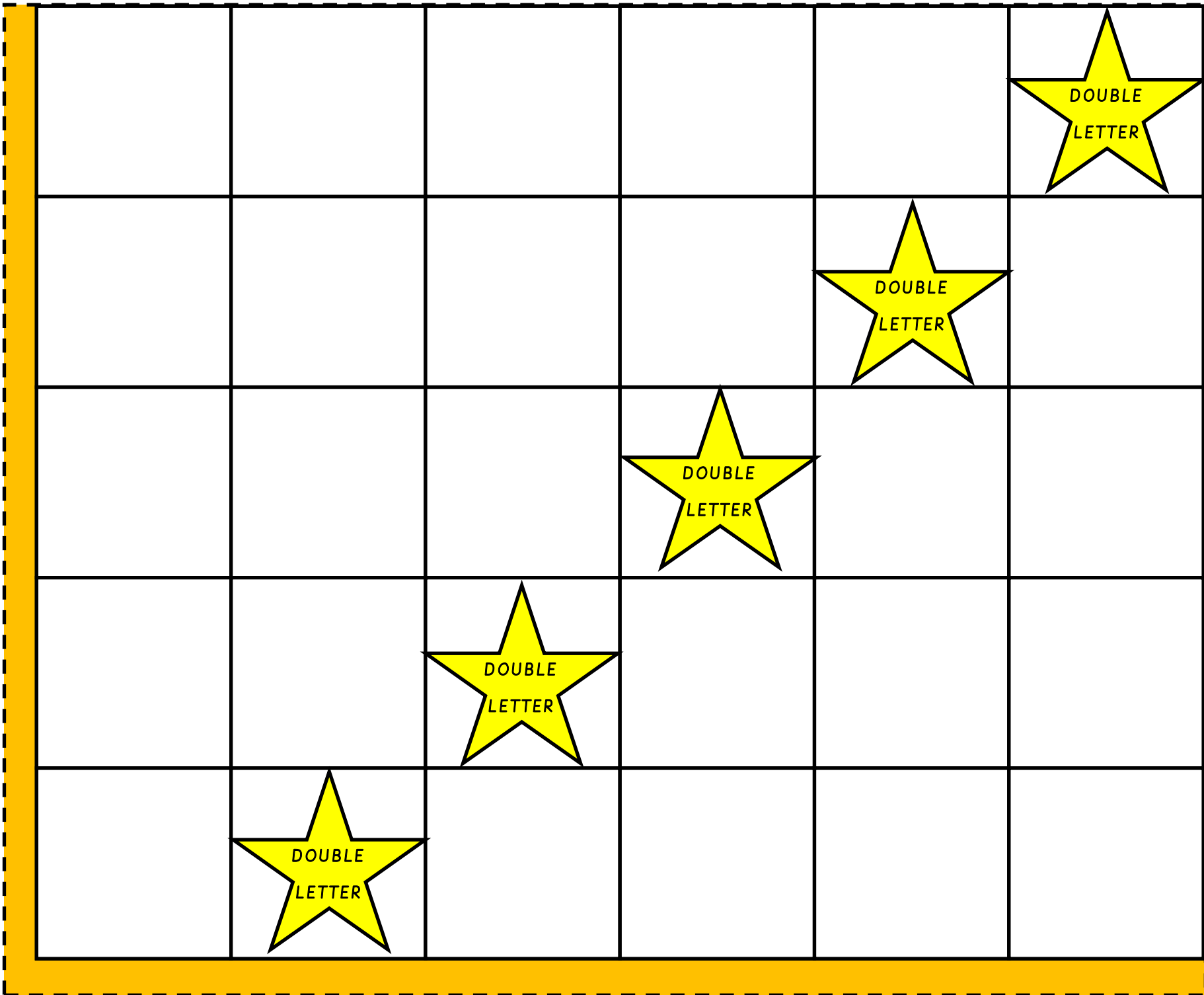
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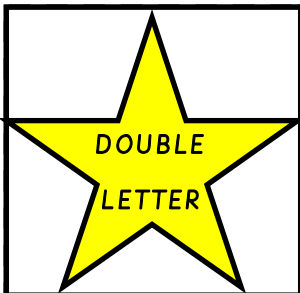
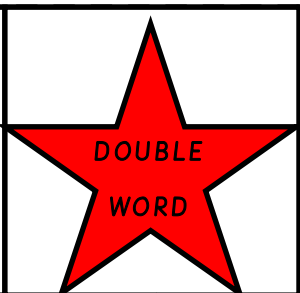
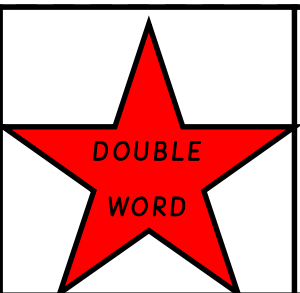
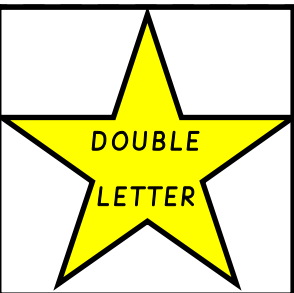
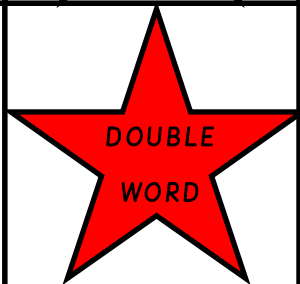
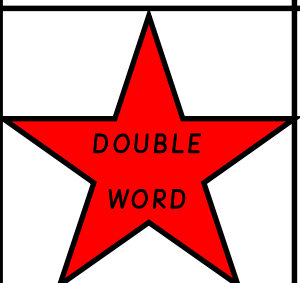
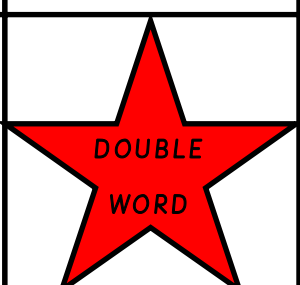
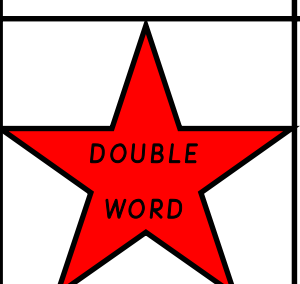

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| ie 2 | oe 2 | o 1 | ue 2 | ew 5 | u 1 |
| e 1 | o 1 | ue 2 | ew 5 | u 1 | e 1 |
| ay 5 | a 1 | ey 5 | i 1 | ea 2 | e 1 |
| ie 2 | oe 2 | o 1 | ue 2 | ew 5 | u 1 |

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|----------|---------|---------|----------|---------|---------|
| oy 5 | au 2 | ou 2 | ph 7 | er 2 | aw 5 |
| ure 3 | wh 8 | ir 2 | ure 3 | wh 8 | ir 2 |
| oy 5 | au 2 | ou 2 | ph 7 | er 2 | aw 5 |
| ure 3 | wh 8 | ir 2 | ure 3 | wh 8 | ir 2 |
| oy 5 | au 2 | ou 2 | ph 7 | er 2 | aw 5 |





| Green decorative bar | | | | | |
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Scrobble Score Sheet

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Scrobble Score Sheet

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Scrabble Score Sheet

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Age 3 + 2-4 Players

Scrobble

CONTENTS

- 1 Game Board
- 210 Phoneme Tiles
- 4 Wooden Tile Holders
(sold separately)

HOW TO PLAY

Place all the phoneme tiles in a bowl or bag (not included)

The youngest player goes first.

Each player draws three new tiles and places them on their wooden tile holder.

Use a pen and the Scrobble score sheet to record your name and score.

RULES OF PLAY

Place your tiles on the board or add phoneme tiles to build new words.

To score, add up all the number values: s is 1, a is 1 and t is 1, $1+1+1=3$. If you land on a double letter or a triple word square this will increase your score.

At the end of each turn, draw as many new tiles as you have played to keep three tiles on your holder.

End of the Game

The game ends when:

- All the phonemes have been drawn and one of the players has used all their tiles.
- When all possible plays have been made.
- The highest score wins.