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## The Wonderful World of Scrabble

Prepare to dive into the fascinating world of Scrabble, the classic word game that has been captivating minds and challenging vocabularies for decades. In this reading passage, we will explore the ins and outs of Scrabble, including how to play, the rules that govern the game, and its intriguing history.

### How to Play Scrabble

Scrabble is a word game that combines strategy, vocabulary, and a dash of luck. Here's a detailed guide on how to play:

- **Setting Up the Game:** Scrabble is played on a square board with 15x15 grid spaces. Each player or team starts with a rack of seven letter tiles, and the goal is to create words on the board using these tiles.
- **Creating Words:** Players take turns forming words on the board, connecting to existing words if possible. Words can be placed horizontally or vertically, but each word must intersect with an existing word on the board.
- **Scoring:** Every letter in Scrabble has a point value, and the goal is to create words that earn the most points. Common letters like E and A are worth 1 point, while less common letters like Q and Z are worth more points. Special squares on the board, such as double or triple letter and word score squares, can significantly boost your score.
- **Exchanging Tiles:** If a player has difficulty forming a word with their tiles, they can choose to exchange some or all of them for new ones from the tile bag. This costs a turn, but it can help improve your tile selection.
- **Challenges:** If a player doubts the validity of a word formed by their opponent, they can challenge it. If the word is found in a standard dictionary, the challenger loses their turn; otherwise, the player who used the word loses their turn.
- **Winning the Game:** The game continues until all tiles have been used, and one player or team has used all of their tiles. The player with the highest score at the end of the game wins.

### The History of Scrabble

Scrabble, originally known as "Lexiko" and later as "Criss-Cross Words," was created by Alfred Butts, an American architect, in the early 1930s. Butts was passionate about word games and aimed to create a game that combined skill and



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chance. He meticulously assigned point values to each letter based on their frequency in the English language, creating a balanced and challenging game.

The game's name was changed to "Scrabble" when it was licensed to James Brunot in 1947. Brunot and his wife handcrafted the first sets in their Newtown, Connecticut, home. The game slowly gained popularity through word-of-mouth and eventually attracted the attention of Selchow and Righter, a game company that mass-produced Scrabble sets.

Scrabble's popularity surged in the 1950s and 1960s, with tournaments and national championships becoming common. In 1984, the game became a sensation when it was featured on the television show "Scrabble," hosted by Chuck Woolery.

Today, Scrabble is available in numerous languages and has become a beloved classic, enjoyed by millions of players worldwide.

