

I'm not a robot



























Facilities to play occasional games online, there are many options to play in leagues.[72] In 2020, the license for Scrabble passed from Electronic Arts to Scopely, which launched the app Scrabble GO on March 5, 2020. The app's Scrabble GO version discontinued on June 5, 2020.[73] The new app was different, leading to protests, and Scopely soon began to offer a "Classic" version, without some of the extras initially offered; this updated version is reimagined to reflect the ask for a streamlined experience. Features such as boosts, rewards and other game modes are disabled," the company announced.[74] Main article: Super Scrabble. A new licensed product, Super Scrabble, was launched in North America by Winning Moves Games in 2004 under license from Hasbro, with the deluxe version (with turntable and lock-in grid) released in February 2007. A Mattel-licensed product for the rest of the world was released by Tindorbox Games in 2006. This set comprises 200 tiles in slightly modified distribution to the standard set and a 21×21 playing board. Further information: Scrabble letter distributions Versions of the game have been released in several other languages. The game was called Alfapet when it was introduced in Sweden in 1954, but since the mid-1990s, the game has also been known as Scrabble in Sweden. Alfapet is now another crossword game, developed by the owners of the name Alfapet. A Russian version is called Eruдит. A Hebrew version is called Shabets Na (שבֿט נא). Versions have been prepared for Dakotah, Haitian Creole, Dakelh (Carrier language), and Tuvan.[75] For languages with digraphs counted as single letters, such as Welsh and Hungarian, the game features separate tiles for those digraphs. An Irish-language version of Scrabble was published by Glór na nGael in 2010. The previous year the same organisation published the Junior version of the game and two years later it republished Junior Scrabble using a two-sided (and two skill level) board. Main article: Scrabble (game show) In 1987, a board game was released by Selchow & Righter, based on the game show hosted by Chuck Woolery that aired on NBC from 1984 to 1990 (and for five months in 1993). Billed as the "Official Home Version" of the game show (or officially as the "TV Scrabble Home Game"), gameplay bears more resemblance to the game show than it does to a traditional Scrabble game, although it does utilize a traditional Scrabble gameboard in play. Main article: Scrabble variants There are numerous variations of the game. While they are similar to the original Scrabble game, they include minor variations. For example, Literati draws random tiles instead of providing a finite number of tiles for the game, assigns different point levels to each letter and has a slightly different board layout, whereas Lexulous assigns eight letters to each player instead of seven. Words with Friends uses a different board layout and different letter values, as does Words of Gold. A duplicate Scrabble tournament in La Bresse, France Duplicate Scrabble is a popular variant in French speaking countries. Every player has the same letters on the same board and the players must submit a paper slip at the end of the allotted time (usually 3 minutes) with the highest scoring word they have found. This is the format used for the French World Scrabble Championships but it is also used in Romanian and Dutch. There is no limit to the number of players that can be involved in one game, and at Vichy in 1998 there were 1,485 players, a record for French Scrabble tournaments. Scarabeo [it] is a variant that is much more popular in Italy than the original game. It features a 17×17 grid of cells and peculiar rules.[76] Popular among tournament Scrabble players is Clabbers. In Clabbers, any move that consists of anagrams of allowable words is allowed. For example, because ETAERIO is allowable in ordinary Collins Scrabble, EEAIORT would be allowable in Clabbers.[77] A junior version, called Junior Scrabble, has been marketed. This has slightly different distributions of frequencies of letter tiles to the standard Scrabble game. Word games similar to or influenced by Scrabble include Bananagrams, Boggle, Dabble, Nab-It!, Perquackey, Puzzeage, Quiddler, Scribbage, Tapple, Upwords, and WordsSpot. There are also number-based variations, such as Equate. The game has been released in numerous gameboard formats appealing to various user groups. The original boards included wood tiles and many "deluxe" sets still do. Tile Lock editions of Scrabble[78] and Super Scrabble[79][80] are made by Winning Moves and feature smaller, plastic tiles that are held in place on the board with little plastic posts. The standard version features exactly the same 100 tiles as regular Scrabble. The Tile Lock Super Scrabble features the same 200 tiles that are in Super Scrabble. Editions are available for travelers who may wish to play in a conveyance such as a train or plane or to pause a game in progress and resume later. Many versions thus include methods to keep letters from moving, such as pegboards, recessed tile holders and magnetic tiles. Players' trays are also designed with stay-fast holders. Such boards are also typically designed to be orientated by each player to put the board upright during the game, as well as folded and stowed with the game in progress. Production and Marketing Company, 1954 – metal hinged box. Bakelite tiles inlaid with round magnets, chrome tile racks, silver-colored plastic bag and cardboard box covered with decorative paper. The box, when opened flat, measures 8+1/2 in × 7+3/4 in (22 cm × 20 cm) and the tiles measure 1/2 in (13 mm) square. Spear's Games, the 1980s – boxed edition with pegboard, plastic tiles with small feet to fit snugly in the pegboard. Racks are clear plastic, allowing some sorting while holding tiles fairly snugly. The set comes with a drawingr plastic bag to draw tiles and a cardboard box. It is possible to save a game in progress by returning the board to the box. There is a risk of players' trays being mixed and upset, and the box lid, held on by friction, is subject to upset. Selchow & Righter, 1980s – pocket edition with plastic "magnetic" board and tiles. Tile racks are also plastic with an asymmetrical shape to provide a handhold. All elements fit in a plastic envelope for travel and to permit a pause in the game. Plastic letters are very small and tend to lose their grip if not placed with slight lateral movement and if they are not perfectly clean. The game format is extremely small, allowing Scrabble games for backpackers and others concerned about weight and size. Hasbro Games, 2001 – hinged plastic board with clear tile-shaped depressions to hold tiles in play. Board is in a black, zippered folio such that board and tiles may be folded for travel, even with the game in play. The reverse side of the board contains numbered mounts for racks, holding tiles face down, allowing secure and confidential storage of tiles while a game is paused. Some versions have tile racks with individual tile slots, thus not permitting easy sorting of tiles in a rack. The board, when opened up, measures 24.5 cm × 21.0 cm (9+3/4 in × 8+1/4 in), and the tiles are 12.3 mm × 12.3 mm × 6.7 mm (1/2 in × 1/2 in × 1/4 in) in size. At the opposite end, some "deluxe" or "prestige"[81] editions offer superior materials and features. These include editions on a rotating turntable, so players can always face the board, with the letters upright and a raised grid that holds the tiles in place.[82][83] Also available are alternative Scrabble boards, often made of glass[84] or hardwood, that have superior rotating mechanisms and personalized graphics. An edition has been released (in association with the Royal National Institute of Blind People (RNIB)) [85] with a larger board and letters for players with impaired vision.[86] The colours on the board are more contrasting, and the font size has been increased from 16 to 24 point. The tiles are in bold 48 point, and have braille letters. A separate braille edition is also available.[87] Released by Super Impulse, "World's Smallest Scrabble"[88] measures 3 × 1.75 × 0.5 inches. It has the full gameplay of the standard version, with a board, a case, and 99 magnetic tiles. It is available worldwide, with Hasbro branding in the U.S. and Canada and Mattel branding elsewhere. Numerous books about Scrabble have been published, including nonfiction titles helping players improve their game, and fiction titles using the game as a plot device. These include: Merriam-Webster's The Official Scrabble Player's Dictionary, the Seventh Edition of which was published in 2023. The OSPD is the consistently best-selling official Scrabble book.[citation needed] Collins' Scrabble Dictionary: The Official Scrabble Solver, the Sixth Edition of which was published in 2022. Word Freak by Stefan Fatsis (2001), an introduction to tournament Scrabble and its players. While writing the book, Fatsis became a high-rated tournament player. The Scrabble Player's Handbook, edited by Stewart Holden and Kenji Matsumoto, and written by an international group of tournament players, which gives the information a serious player needs to advance to successful tournament play. Not to be confused with Druce K. Conklin's 1976 The Official Scrabble Player's Handbook, The Scrabble Player's Handbook is available for free online.[89] Numerous documentaries have been made about the game, including: Scrabylon (2003), by Scott Petersen, which "gives an up-close look at why people get so obsessed with that seemingly benign game" Word Slingers (2002), by Eric Sibilin and Stefan Vanderland (produced for the Canadian Broadcasting Corporation), which follows four expert Canadian players at the 2001 World Championship in Las Vegas Lost for Words (2004) by Joshua Whitehead Word Wars (2004) by Eric Chalkin and Julian Petrillo, about the "tiles and tribulations on the Scrabble game circuit" Scrabble has been adapted into multiple television game shows. Scrabble, hosted by Chuck Woolery, aired on NBC from 1984 to 1990, and again in 1993. TV Scrabble aired on the British channel Challenge TV from 2001 to 2003. Scrabble Showdown aired on American channel The Hub from 2011 to 2012.[90] Scrabble, hosted by Raven-Symoné, began airing on American network The CW in 2024.[91] Anagrams – Public domain game, predecessor to Scrabble Bananagrams Blanagram Boggle Countdown (game show) List of tournament Scrabble players RSVP (board game) Scrabble in Hong Kong Upwords Words with Friends Wordscraper Jenga ^ "History of Toys and Games: Scrabble". history.com. Archived from the original on April 24, 2008. ^ "The History of Scrabble". Mind Sport Olympiad. Archived from the original on June 8, 2011. ^ "Spell bound". The Guardian. London. June 28, 2008. Retrieved January 2, 2009. ^ a b "Scrabble: 60 facts for its 60th birthday". The Daily Telegraph. Archived from the original on January 12, 2022. Retrieved March 31, 2016. ^ a b c "Official Tournament Rules - NASPAWiki". scrabbleplayers.org. Retrieved July 25, 2021. ^ Tierney, John (May 24, 1998). "Humankind Battles for Scrabble Supremacy". 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Scrabble transitioned from living-room novelty—nearly 4 million sets were sold in 1954—to competitive passion in the 1960s, when it landed alongside chess, backgammon, and bridge in smoke-filled games parlors in New York City. ...When the tiles were placed in bags during games, unscrupulous players could feel around for the blanks because they had no grooves, a tactic known as "brailing". ^ a b c "History of Scrabble". Scrabble-assoc.com. April 26, 2003. Archived from the original on March 16, 2010. Retrieved April 6, 2010. Scrabble (1984–1990) at IMDb. Retrieved 2012-08-19. ^ "The Development of Scrabble" (PDF). media.wix.com. November 2010. Archived (PDF) from the original on February 1, 2014. Retrieved March 17, 2013. ^ "Rik Kennedy-Toh Weinbin annotated game (cross-tables.com)". Retrieved July 15, 2017. ^ "Meet 'Mr. 850' Toh Weinbin". WESPA. January 2012. Retrieved July 15, 2017. ^ a b "World Record: Highest Losing Score". Dallas Open. Archived from the original on July 8, 2011. 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Family Games: The 100 Best[1] Scrabble at Wikipedia's sister projects Definitions from WiktionaryMedia from CommonsTextbooks from WikibooksResources from WikiversityData from Wikidata Scrabble at BoardGameGeek GCG specification describes a computer file format for recording and annotating Scrabble games. Scrabble Word Database (Multi-language) U.S. patent 2,752,159 - Game apparatus - Expired patent for the jagged edges of bonus squares, which were added so that one need not lift previously placed tiles in order to see the bonus Player associations Association of British Scrabble Players NASPA Games (formerly North American Scrabble Players Association; sanctions club and tournament play in North America) Scrabble Australia World English-Language Scrabble Players Association (WESPA) ^ Lowder, James (January 7, 2024). Family Games : The 100 best. Green Ronin. ISBN 978-1-934547-21-2. Retrieved from "The claim in question is whether "QO" is an acceptable word in Scrabble. This inquiry arises from the game's complex rules regarding valid words, which can often lead to disputes among players. The validity of a word in Scrabble is determined by its inclusion in official dictionaries recognized by the game. What We Know Definition and Usage: "QO" does not appear to have a recognized definition in standard English dictionaries. According to multiple sources, it is not listed as a valid word in any official Scrabble dictionaries 39. Official Scrabble Dictionaries: The Official Scrabble Players Dictionary (OSPD) and the North American Scrabble Players Association (NASPA) word list do not include "QO" 69. Comparison with Similar Words: The word "QUO," often confused with "QO," is also not accepted in Scrabble despite its usage in phrases such as "quid pro quo" and "status quo" 247. Word Validation Tools: Various online Scrabble word checkers, including those from WordFinder and ScrabbleCheck, confirm that "QO" is not a valid Scrabble word 158. Analysis The sources consulted provide a consistent message that "QO" is not an acceptable word in Scrabble. Source Reliability: The Scrabble Dictionary and word-checking tools like WordFinder and ScrabbleCheck are generally reliable as they are designed specifically for Scrabble players and adhere to the official rules of the game. However, the credibility of these sources can vary based on their adherence to the latest updates in Scrabble's official word lists. Potential Bias: Some sources may have a vested interest in promoting their own word-checking tools or services. For example, WordFinder and similar sites may benefit from increased traffic if players are uncertain about word validity. However, they do provide accurate information consistent with official Scrabble rules. Methodology: The methodology behind determining word validity in Scrabble typically involves cross-referencing with recognized dictionaries. The lack of inclusion of "QO" in these dictionaries suggests that it does not meet the criteria for valid play. However, the absence of a definition or usage examples in reputable sources raises questions about its legitimacy as a word in any context. Contradicting Information: There is no significant contradicting evidence from credible sources regarding the status of "QO" as a Scrabble word. Most discussions around similar terms focus on "QOU" rather than "QO," which may lead to confusion. Conclusion Verdict: False The claim that "QO" is an acceptable word in Scrabble is false. Key evidence supporting this conclusion includes the absence of "QO" in official Scrabble dictionaries, such as the Official Scrabble Players Dictionary and the NASPA word list, as well as confirmation from multiple word validation tools that "QO" is not recognized as a valid Scrabble word. It is important to note that while "QO" may appear in informal contexts or discussions, it does not meet the criteria for valid play in Scrabble as determined by recognized authorities. Additionally, the lack of a definition or usage examples in reputable sources further underscores its status as an invalid word. However, it is essential to acknowledge the limitations in the available evidence. The determination of word validity can evolve with updates to dictionaries and word lists, and while the current consensus is clear, future changes could potentially alter the status of certain words. Readers are encouraged to critically evaluate information themselves and consult official resources when in doubt about word validity in Scrabble or any other context. Sources Our AI-powered fact-checker can analyze any claim against reliable sources and provide you with an evidence-based verdict.