Internet SCRABBLE Club (ISC) - Introduction

- https://isc.ro/ - Where we'll be playing the games
- Supports online play under tournament-like conditions
- Handles tile drawing, scoring, and timers so you can focus on making your moves
- Not familiar with ISC?
  - Watch this YouTube tutorial to see how basic gameplay works

ISC – Before Club – Getting an Account

- Players must sign up for an ISC account
- Once you have an account, you sign into ISC with your ISC name and password
- Provide your ISC name to Cornelia at CorneliaSGuest@gmail.com
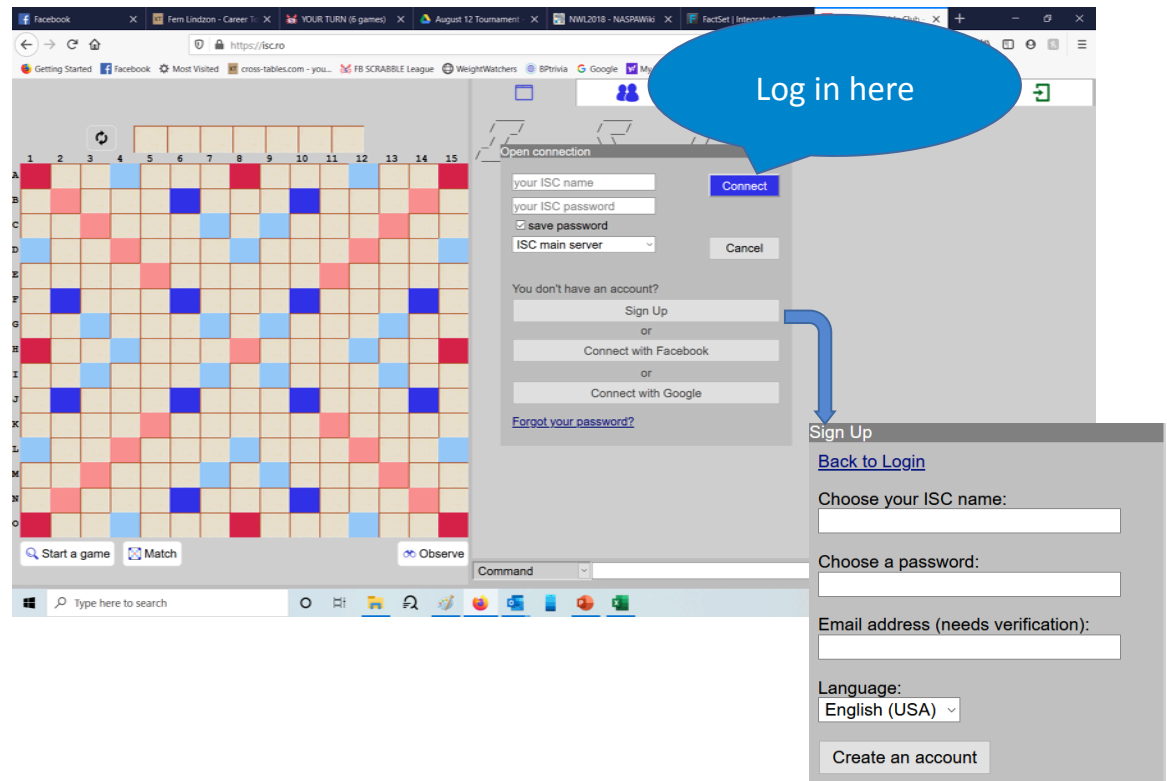
ISC – Before Club – Setting Up the Games

- Set your Game Settings to:
  - Time – 25 Minutes – Each player gets 25 minutes (& 1 minute of overtime) to make all of your moves
  - Dictionary – TWL – NASPA Word List – Word list used in sanctioned tournaments and clubs in North America
  - Void – ISC will only let you play valid words

Want to Learn More About NASPA Word List Before the Tournament?
- Download a cheat sheet – 2/3 letter words, common bingos, short J/Q/X/Z words
- Find apps for your phone or PC for study and word lookup

Where you change settings
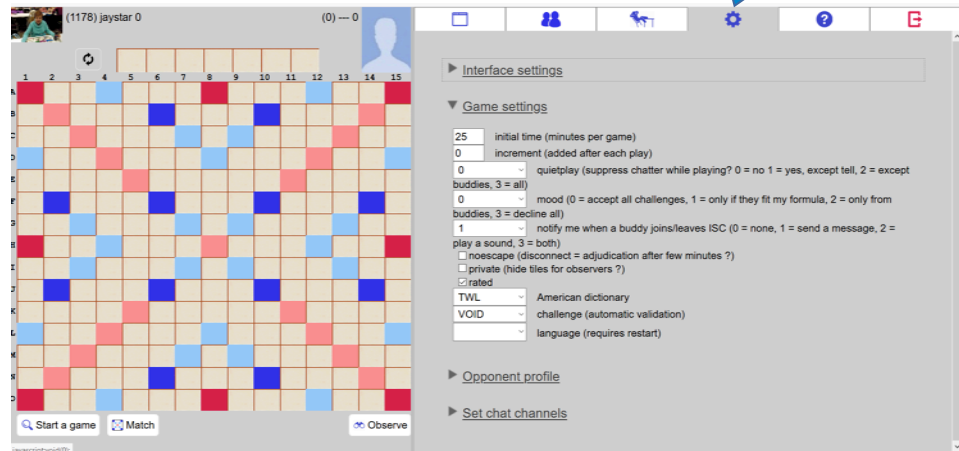
ISC – Before Club – Setting Up Communications

- I will use Channel 35 to make announcements
- Add yourself to Channel 35
  - Type *chann +35* in the command line
- Main window will show channel announcements in gold as well as moves made & any chat during your game

Main Window – Key announcements will be posted here – for example, when to begin or end a game
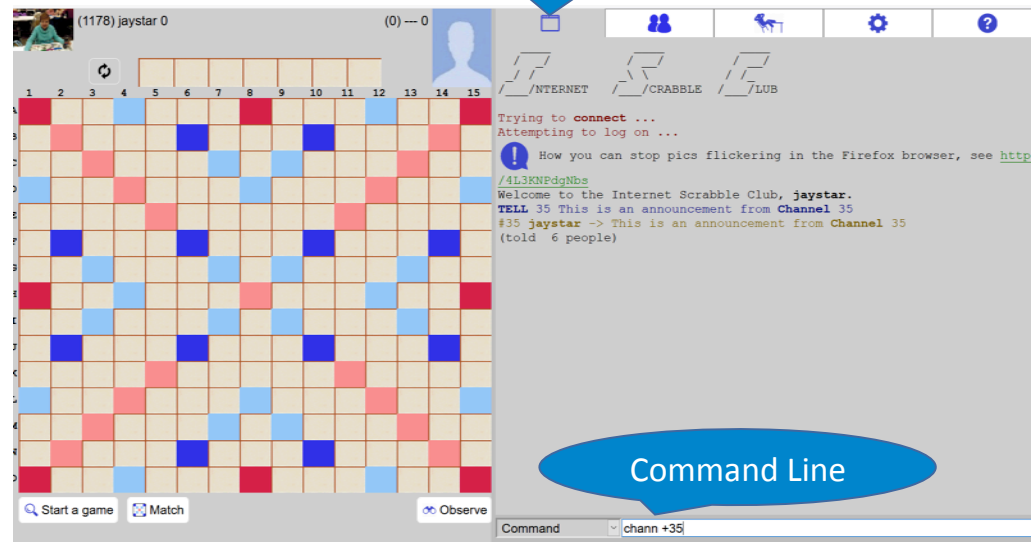
Command Line

ISC – Beginning a Match
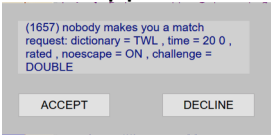
- Either player can start the match
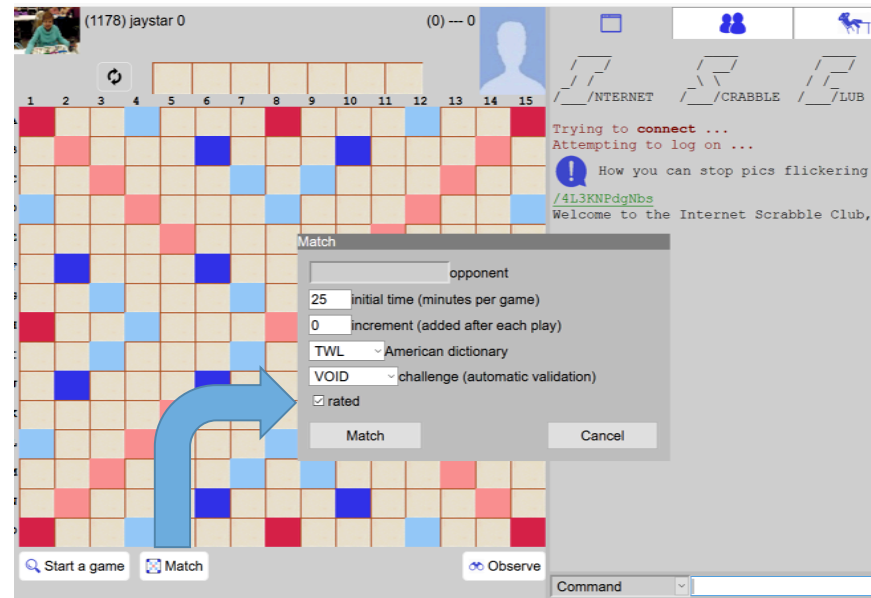
To Start a Match
- Click Match -> Type in your opponent's ISC name and click Match
  - Make sure the settings are correct
- Alternately, type in command line: *match isc-name*

To Accept a Match
- Make sure that it's your scheduled opponent and the settings are correct
- If so, click Accept

- ISC decides who goes 1st

(1657) nobody makes you a match request: dictionary = TWL , time = 20 0 , rated , noescape = ON , challenge = DOUBLE

ACCEPT   DECLINE

(1178) jaystar 0   (0) --- 0

/___/NTERNET   /___/CRABBLE   /___/LUB

Trying to **connect** ...
Attempting to log on ...
How you can stop pics flickering
/4L3KNPdgNbs
Welcome to the Internet Scrabble Club,

Match

	opponent
25	initial time (minutes per game)
0	increment (added after each play)
TWL	American dictionary
VOID	challenge (automatic validation)
☑ rated	

Match   Cancel

Start a game   Match   Observe

Command

ISC –Playing a Match

Click your timer to shuffle or to return tiles to rack

On Your Turn You Can:
- Make a play and click Done
  - Drag and drop tiles
  - Click where you want to play & type word
- Change tiles as long as there are at least 7 in the bag
  - You decide which tiles to return
  - ISC gives you the same number of tiles
- Pass - Generally only if you cannot make any move

First play must cover the center square

Premium Squares

Double Letter

Triple Letter

Double Word

Triple Word

Click on Tile Bag to see what tiles are out

(1178) jaystar 20   19:37   (1657) nobody 0   19:54

Q₁₀ H₄ E₁ I₁ P₃ Y₄ Y₄

J₈
E₁
U₁

✓ Done   Change   Pass   ⋮ Action   83

Pool

AAAA BB CC DD EEEEEEE F G II K LLL NN OO
PP R TTTT UU V W X Y Z

(17 - vowels, 26 - consonants)

game   Unobserve   36   Command
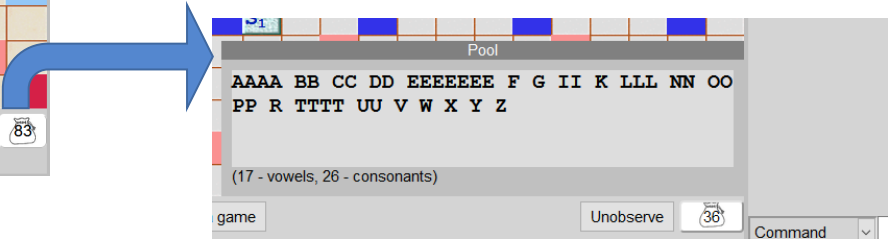
ISC – New Words Can Be Formed By:

Adding 1 or more letters to a word already on the board.

Place a complete word parallel to a word already on the board. The adjacent letters must also form valid words.

Playing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or add a letter to it.

Tip: The blank tile can represent any letter – use it wisely

ISC – Chatting During the Match

- You can chat with your current opponent
  - Type say your message in the command line
- You can contact Cornelia if you have a question
  - Type tell Whittier your question in the command line
  - Cornelia's isc name is Whittier
- You can chat with other players to see, for example, if your opponent is ready to play
  - Type tell isc name your chat in the command line

Tip: If ISC connection "drops" – log back in and match your opponent – game should resume. If your opponent's clock stops running, the connection may have been lost. Let Cornelia know if your opponent doesn't return. If your opponent is gone for more than 30 seconds, click Action, then Adjourn, to avoid adjudication by ISC.

ISC – Reporting Scores

- Reporting Scores
  - Winner should send an ISC message to Cornelia
    - For example, Tell Whittier winner-isc-name 452 beat loser-isc-name 323
- Forfeit on Time = Automatic Loss
  - You get 1 minute of overtime (with a deduction of 10 points) after your 25 minutes expire
  - After the 1 minute of overtime, you forfeit the match
  - Report score & who ran out of time
    - If forfeiter was losing, score stands
    - If forfeiter was winning, other player's score is increased to 1 point more than forfeiter's score
- ISC Ends Games After 4 Zero-Point Turns (Passes or Exchanges)
  - Report the score as determined by ISC