Scorrectly

How to play: a quick guide for players

Premier League predictions, week by week

The game in 30 seconds

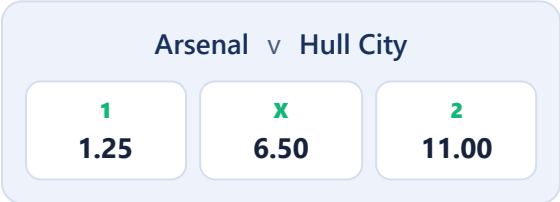
- Every gameweek you get **100 tokens** to place on Premier League matches.
- Put tokens on the results you think will happen: a **home win**, a **draw** or an **away win**.
- If you're right, you score **tokens × multiplier** in points. The most points wins the week.

1 Sign in and open "This week"

Create an account (or sign in) and you'll land on **This week**. It lists every match in the current gameweek and shows how many players are in so far.

2 Read the 1, X and 2 buttons

Each match has three buttons. Each one is a possible result with its own **multiplier**:



- **1** means the home team wins (Arsenal).
- **X** means a draw.
- **2** means the away team wins (Hull City).

A **low** multiplier (like 1.25) means that result is likely, so it scores fewer points. A **high** one (like 11.00) means it's a surprise result, so it scores lots of points if it happens.

3 Place your tokens

Tap a button to open the token box. Use **−** and **+** to change the amount by 5, or tap **+10**, **+25** or **Max**. The box shows how many points you'd score if that result happens. Tap **Done** when you're happy.

You can spread your tokens over as many matches as you like, and even put tokens on more than one result in the same match. The bar at the bottom of the screen shows how many tokens you have left.

4 Press "Save picks"

Your picks aren't kept until you press **Save picks**. Anything not saved yet is marked **Not saved yet**. After saving you can still change your picks on any match until **1 minute before it kicks off** (UK time); just remember to save again.

5 Submit when you're sure (optional)

Submit locks in **all** your picks for the gameweek, so you can't change them by accident. You don't have to submit: saved picks count just the same.

6 Watch your points come in

When a match finishes, its result is entered and your points update straight away. The **Leaderboard** shows where you stand this week, and **My results** shows how you did in earlier gameweeks. Once a gameweek ends you can tap other players on the leaderboard to see their picks.

A worked example

Sam spreads 100 tokens over three matches:

PICK	TOKENS × MULTIPLIER	RESULT	POINTS
Arsenal to win (1)	50 × 1.25	Arsenal win	**62.50**
Liverpool to win away (2)	30 × 1.90	It's a draw	0.00
Leeds v Spurs draw (X)	20 × 3.50	It's a draw	**70.00**
Sam's total			**132.50**

Good to know

- **Use all your tokens.** Tokens you don't place are lost when the gameweek ends; they don't carry over.
- **Matches close one at a time.** You can keep some tokens back for the Sunday matches.
- **Safe or bold?** Favourites (low multipliers) win more often; outsiders (high multipliers) score big when they come off.
- **Postponed match?** You'll see a message. Move your tokens to another open match, or leave them and they're settled as if the favourite won.

Still got a question? The FAQs page in the app covers every rule in detail.