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TLC WordGame Version 3.2

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Software Engineering and Fabrication

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Product support will be provided for a minimum of 1 year after registration. Additional support will continue for "Current" versions of the product for as long as the product exists. One may always upgrade to the current version for a nominal fee. Support will be available via telephone, written communications (letters), and through CompuServe.

Support includes answering questions and fixing serious bugs during the minimum three

month period. For problems involving a specific hardware or software environment or feature, Software Engineering and Fabrication may choose not to modify the program. In that case, if the report is within three months after purchase, then Software Engineering and Fabrication shall offer to refund the user's purchase price.

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Please write to Software Engineering and Fabrication to make suggestions for improvements to this product and/or suggestions for new software. Your input is considered extremely important.

## **ASP Ombudsman**

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## Registration

Registered users will receive my CompuServe id, phone number, information on how they may receive a finders fee, the most current version of Word Game, and a mail notification of new software available.

For continued use and software support, you must register. To become a registered user of this product send the following information and fees to:

Software Engineering and Fabrication

E 408 Silver Pines

Colbert, WA 99005

Your Name: \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Product Name: \_\_\_\_\_TLC Word Game\_\_\_\_\_ Ver 3.2\_\_\_\_\_

Windows Version: \_\_\_\_\_

Disk Type: 360K \_\_ 720K\_\_ 1.2M\_\_ 1.44M\_\_

Where did you get this program?

Name of BBS\_\_\_\_\_or Disk Vendor \_\_\_\_\_ or Friend (Y/N)\_\_\_

Number of Network terminals:\_\_\_\_\_

Recommended Improvements: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Additional Languages: Expanded English, French, German, Dutch, Italian, and Norwegian at \$5.00 each.

Circle additional languages desired.

Dictionaries \_\_\_\_\_

Registration Fee 10.00

Network Terminals \* 1.00 \_\_\_\_\_

State Tax \_\_\_\_\_ (Washington state residents )

Total \_\_\_\_\_

Other Products

## Game Selections

The first game is called Good, Better, Best. It is something like scrabble and something like upwords only different.

MainWindow            Score

The second game is a word search game.

MainWindow

The third game allows the player to create as many words as possible from a set of letters.

MainWindow



## Setup Options

To change the game option configuration, select ALT FN from the Main Window. This option can only be selected when it is your turn to play. The following items can be changed for Good, Better, Best. The other games Disable the options that are not appropriate for the game.

The speed at which the computer plays is dependent upon the computer characteristics and the amount of work that it is asked to do. Start with low settings for Hand Size, Board Size and level of play. If your computer handles the play fast enough to suit you increase the parameters slowly.

### Skill

Rules

Wrap    Stack    Groups    Duplicates

Size

Font    Time    Hand    Board

First Move

Player Name

Lexicon

Tiles

Color Code

Save Cancel Default Restore

## Skill Level

The computer attempts to play at 3 discrete skill levels.

The Good level will search its memory until it finds a moderate score. It will only use the specified time or less. Each hand is guaranteed to have at least two vowels until the game runs out of letters.

The Better level will search its memory until it finds a word that will be slightly better than the players current score. It will only use the specified time or less. No guarantee on the number of vowels in any hand.

The Best level will find the best possible word and can not be limited by time.

## First Move

At the beginning of each session the player always has the First Move. If you want to let the computer move first, use the menu item ALT FP to pass your turn.

If you want to play a series of games, you may set the First Move option for the current session. You may chose to move first every time, have the computer move first every time, or let the choice be randomly selected.

## Rules of the Game

The human and computer play in turn. Play consists of building a word or combination of words.

Each letter has a specific value.(See Scoring ) The total score for a play is the sum of the value of each letter that is used in a new word created. Any word that is different than it was at the beginning of the play has each of its letters counted in the total score. Note: if the Dup flag is on, a new T is not the same character as the T that it replaced.

The game is over when neither player can create a new word.

You can change the way a word can be built by setting any combination of four flags:

Wrap

Stack

Groups

Duplicates.

Words wrap on the board

This option allows a play to continue from the right side of the board to the left, or to continue from the bottom of the board to the top.

### Stacking the Tiles

This option allows a play to change a tile that is already on the board. A play could change a word from RIGHT to LIGHT. Any number of tiles can be changed on the same play. You could change HAS to THE. None of the original tiles need remain.

### Multiple groups of words

This option allows a word to be formed that is completely disjointed from any other word or group of words currently on the board. A new word can be formed that is not part of a previous word.

## Duplicate letters

This option allows a player to replace a letter in a word with the same letter. You could put a new T on top of an old T. The new T is a new letter and any word that used that letter in a different word. All new words count in the score.



## Font Size

The size of the font determines the size of the window display. The larger fonts can not be used with large boards and low resolution screens. For example, a board width of 18 is the max board size if a font size of 24 is selected on a 1024 X768 display. The selected font size takes precedence and causes the board size to be diminished.

Font sizes may be 8.25, 9.75, 12, 13.5, 18, or 24. Font size of 12 is default.

## Hand Size

The hand size is the number of letters or tiles that are on the players' active board at one time. The smaller the hand size the faster the computer can play. The hand size is not allowed to be larger than the board size.

### Time Limit

The amount of time allowed for the player and computer to make a move can be set in one minute intervals from 1 to 15 minutes. A time setting of 0 minutes means that there is no time limit.

Skill level "Best" will not allow a time limit to be set.

## Board Size

The board size is variable from 8 x 8 to 20 x 20 but must always be square.

The smaller the board size the faster the computer can play. If you select a large board size and a large font, the font takes precedence and will reduce the board size as necessary to fit on the screen.

### Player's Name

The player may enter his name in the Player Name text box. This name is used in the main window to identify Tiles, Score, and specify whose turn it is to play. Any name of up to 20 characters may be entered.

## Choosing a lexicon

The English dictionary that comes with the introductory program is English.Lex. Registered users may purchase a more extensive English dictionary. English.Lex has approximately 26000 words. The expanded English dictionary contains in excess of 70000 words.

The French.Lex dictionary contains approximately 54000 words.

Registered users may purchase additional dictionaries for 5 dollars per language.

Available dictionaries are English, French, German, Dutch, Italian, and Norwegian (only the French dictionary has accent marks).

## Number of Tiles

The number of tiles or letters available in the game can be selected from this option. When a player discards tiles, the tiles are gone from the current game, they can not be reused latter. When the tiles are used, the game is over.

## Color of Letters

The letters are each color coded to indicate the number of points that each letter counts. The default value of this color code is:

Black = 1

Blue = 2

Green = 3

Yellow = 4

But these colors can be reset in the "Set Options Dialog". To reset the values click on the up-arrow or down-arrow just to the right of the letter whose color you want to reset. Changing the color of each letter group will affect all of the letters in that color group. If at any time you decide that you want to return to the default colors click on the "Default" button.

To see how the letters are grouped goto [Score](#).



Save, Cancel, Default, Restore

The Save and Cancel options terminate the "Set options session".

Only the Save option uses the current options in future games.

The Cancel and Restore options reset the options to the values found in the current INI file.

The Default option resets the options to the values that were originally available.

## Main Window of Good, Better, Best

The main window displays the game board, the player's active tiles, status of scores, tiles, and time; it also provides the menu functions necessary to navigate around in the game.

The first text line under the menu bar shows whose turn it is. It also shows if the computer has passed its turn or built a word. If the computer built a word, that word is displayed in the text line -- Capital letters indicate letters that were already on the board.

When it is the player's turn to move, the player can build a word from his active tiles by dragging the tiles onto the proper square or by selecting the square and typing the letter associated with the tile.

After the word has been built, the player then must select the Done option in the menu or press the RETURN (ENTER) key.

If the word is accepted, it will be scored. If the word is not accepted, the program will return the tiles to the active tile bar and post a message. If you are sure that your selection was a correct word, add your word to the dictionary. Move the tiles into place and again select Done.

If you realize that you have made a mistake prior to selecting Done, you may select Undo to undo the previous play.

If you can not find a word, you may pass your turn with or without an exchange of tiles.

Option Flags -- How to set build options.

Character Count -- How to score a letter.

If you do not like a word that the computer used you can remove it from the dictionary. This will prevent the computer from using the word again, but you can not disallow a word once it is used.

## Main Window of Word Search

The main window displays the game board, status of scores, words left, and time; it also provides the menu functions necessary to navigate around in the game. A second window which shows the words to be found is displayed to the left.

Select one of the words by clicking on the first letter of the word and then clicking on the last letter of the word. If you do not have a mouse, move the highlight using the arrow keys to the first letter and select **ALT+B**; move the highlight to the last character and select **ALT+D**.

If the word is accepted, it will be scored by adding its length to the current score. If the word is not accepted, the program will post a message to that effect. If you are sure that your selection was a correct word, add your word to the dictionary. Repeat the selection.

If you realize that you have made a mistake prior to selecting Done, you may select Undo to clear the starting position.

## Main Window of Anagram

The main window displays the game board, status of score, words possible, and time; it also provides the menu functions necessary to navigate around in the game.

Type a word into the text box and press return. If the word is in the dictionary and uses the available letters the word is added to the list of good words. If the word is already in the list, the computer will BEEP. If the word is not in the dictionary or if it uses letters which are not in the selection, a message will be posted to this effect.

Words can be made from only the letters shown in the selected list. If only 1 L appears in the list then only one L can be used in a word.

When you have done as many as you can, press **ALT+D**.

The final score is based on the number of words available, the number found, and the time required to find them.

## Display of Score

The score will be indicated on the score board as the previous accumulated score and the new score. For example:  $0 + 5$  will be displayed in the score rectangle after the first word is created with a score of 5. If the next word scored 10, then  $5 + 10$  will be displayed.

## Selecting a menu item

This can be accomplished by pressing the ALT key and the key in the menu name that is underlined or by clicking the left mouse button on the menu name.

### Proper Square

Words can be built from left to right or top to bottom. Words must be built in a linear sequence. A new word may contain letters from words that are already on the board, but each new letter must be placed on the board in the sequential order that the letter appears in the word.

### Dragging a Letter

The "dragging" process requires you to place the mouse cursor over the desired tile, click and hold the left mouse button, move the mouse (thus dragging the letter) to the desired board position, and then release the mouse button. The board position that will be used is the one that has the focus box (a dotted line around the square).



Menu items available from the main window

Beep

Dictionary

Exchange

Load

New

Pass

Save

Exit

Undo

Done

Help

Count

## Menu Item Help

The help menu can be used to access:

Help on Help -- a file provided by Microsoft to teach people how to use a help file.

About -- a copyright notice.

Rules -- access to quick review of the way the game is played.

Score -- a table showing how each character is scored.

How to Count the score

A 1	B 2	C 2	D 2	E 1	F 3	G 3	H 3	I 2	J 4	K 3	L 1
M 2											
N 1	O 2	P 4	Q 4	R 1	S 1	T 1	U 3	V 4	W 4	X 4	Y 3
Z 4											

Each of the following characters are worth:

1 Point -- A, E, L, N, R, S, T

2 Points -- B, C, D, I, M, O

3 Points -- F, G, H, K, U, Y

4 Points -- J, P, Q, V, W, X, Z

The availability of a letter is inversely proportional to the value. There are 4 chances in 66 of getting a 1 point character, 3 in 66 for 2 point characters, 2 in 66 for 3 point characters and 1 chance in 66 for a 4 point character. The probability of getting an specific letter is roughly based on the distribution of letters in English words.

Each letter that constitutes a part of each new word causes all of the letters in the new words to contribute to the score.

Option Flags determine the way each word can be built.

## Menu Item Beep

Beep -- Turns on/off the beep used to signal the end of the computers play or 15 sec left of the player.

## Menu Item Dictionary

Dictionary -- Provides access to the window that allows you to modify the usable word list.

### Menu Item Exchange

Exchange -- Toggles the option for a player to exchange tiles rather than playing. If the menu item is checked, the exchange option is on and a player must then click on the tiles that are to be discarded. When all desired tiles have been selected, chose done to continue play.

## Menu Item Load

Load -- Allows a player to reload a saved game and continue play of that game.

### Menu Item New

New -- Allows a player to start a new game with new options. The new options are saved for later.



### Menu Item Pass Turn

Pass -- A player can pass the turn without discarding tiles any time desired. It is important to note that if the computer then passes the game is over.

### Menu Item Save Game

Save -- The game can be saved in its current state. That game is then terminated but can be restarted by selecting the Load option.

Menu Item Exit

Exit -- Terminates the program.

## Menu Item Undo

Undo -- Each time undo is select the prior letter played is removed. Nothing happens if no letter has been played since the last time "Done" was selected.

### Menu Item Done

Done -- Indicates the player has finished the turn and is ready for the computer to play. This option is used following a play or an exchange.

## Modifying the Lexicon

The lexicon can be modified by adding and or deleting words. Select ALT FD from the main menu. The window allows you to search the lexicon for a word, if it is present then you may delete the word, if the word is not in the lexicon then you may add it. The command buttons are only active when the command is allowed. Since you can not add or delete a word until it has been found, initially only the find and cancel buttons are active. The cancel button is always accessible from the ESCAPE key. The most likely command button is "Default" and can be activated by pressing the RETURN key.

Once in the lexicon modification window, you stay in the window until the ESCAPE key or cancel button is pressed.

To enter new words using foreign accent marks in non-English language dictionaries, set your keyboard to international language and type the accent mark first followed by the desired character.

## License Agreement

Software Engineering and Fabrication, grants you the right to use a copy of TLC Word Game on a single network. You may not sell, rent or lease TLC Word Game.

## Other Products

TLC Word Game is a Windows 3.x (works in Windows 95 and NT 3.5) program that contains 3 separate games. Good, Better, Best is something like Scrabble and something like Upwords -- but a lot different than either with 16 different sets of rules for play that the user selects.. Word Search allows the player to search for a specific group of words in a sizeable grid. Anagram allows the player to attempt to spell as many words as possible from a random set of letters. The game comes with a 26000 word English dictionary. Registration is \$10.00. Registered users may also purchase for \$5 each dictionaries of enhanced English, French (with accents), Norwegian, Dutch, German, and Italian.

DOS version of TLC Word Game is a set of 3 separate games. Good, Better, Best is something like Scrabble and something like Upwords -- but a lot different than either with 16 different sets of rules for play that the user selects.. Word Search allows the player to search for a specific group of words in a sizeable grid. Anagram allows the player to attempt to spell as many words as possible from a random set of letters. The game comes with a 26000 word English dictionary. Registration is \$10.00. Registered users may also purchase for \$5 each dictionaries of enhanced English, French (with accents), Norwegian, Dutch, German, and Italian.

You may evaluate this product for 30 days before registration (\$10) is required.

You may order unregistered versions of these products from Software Engineering and Fabrication for \$3 each.



