

## **Contents for Wordstalk Help**

This is the help index for Wordstalk. All of the help topics are listed below.  
To learn how to use Help, choose Help from the Help menu, or press F1.

### **Introduction**

[About the Game](#)

[Registering Wordstalk](#)

### **How to...**

[Set Game Options](#)

[Enter Words](#)

[Play the Game](#)

[Play the Game Using the Keyboard](#)

## **About the Game**

Wordstalk is a word game consisting of a grid of letters, a timer, and the word list. One player competes with the computer at the selected skill level to find as many words as possible among the letter grid. Words must be 3 characters or longer, and are formed with adjacent letters in the grid. A letter from the grid can be used only once in a word.

## Entering Words

The player adds words to his list either by selecting letters with the mouse or by typing letters from the keyboard. See [Setting Game Options](#) about changing the method of selecting words using the mouse.

Words display on the player's word list box. You can scroll through the word list box with the arrow keys or by clicking on the scroll bar. There is no penalty for duplicate words, but a word will only be scored once, even if it appears more than once in the letter grid.

## Playing the Game

Scoring determines the length of the game. Each game is divided into timed rounds. Scoring occurs after each round. See [Scoring and Timing](#).

To begin the game, press the [Start Game](#) button. The letter grid will display at the left of the window, and the timer at the upper right. The words you enter will display directly above the word list.

You may press the [Rotate](#) button to rotate the letter grid clockwise one turn. Rotate does not change the order of the letters, but gives a different perspective.

The round ends when the timer runs out (it will beep).

At the end of each round, the word list displays the words followed by:

Human*	Words you found, but the computer didn't
Computer*	Words the computer found, but you didn't
BOTH	Words found by both you and the computer
REJECT	Words you found that are not in the dictionary

(\* These names come from the entries in the [Player Names](#).box, from the Options menu).

Select a word from the word list to highlight its location on the letter grid. Scores are updated at the end of each round. You may contest a rejected word by selecting it from the word list. After reviewing the words, press [Next Round](#) to continue the game.

The game continues until you or the computer scores the number of points to win. See [Scoring and Timing](#).

## Playing the Game Using the Keyboard

At any time, the following keys perform these functions:

<b>Key</b>	<b>Action</b>
F1	Get the Wordstalk Help Index
F2	Begin a new game
Esc	Pause and minimize current game
Arrow keys	Move up and down the current word list

During play:

<b>Key</b>	<b>Action</b>
Delete	Deletes currently selected word from the word list
Enter	Completes the word currently being entered from the keyboard

At the end of a round:

<b>Key</b>	<b>Action</b>
Enter	Displays scored words on the letter grid or contests a rejected word

## Setting Game Options

The [Skill Level](#) option is selected under the Game menu. [Skill Level](#) choices are beginner, intermediate, advanced, and expert. Changing the skill level starts a new game.

Under the Options menu, choose [Click and Drag Letters](#) to click on the first letter of the word and drag the mouse over the word. The word is entered when you release the mouse button. With this selection method, you can backtrack over your selection to correct a mistake. Choose [Click Individual Letters](#) to select a letter at a time with the mouse. Click on the letter again to deselect it. Press the [Word Finished](#) button to enter the word in the word list. Regardless of the method of letter selection with the mouse, a player can type the letters from the keyboard at any time.

Select [Player Names](#) to enter your name, which will display beside the words you score at the end of each round.

Changing any of the Option menu options does not start a new game. These changes take effect immediately, with one exception; if you change the Player Names at the end of a round, the new names will not display in the word list until the next round.

## Scoring and Timing

Each round of Wordstalk is two minutes. Wordstalk is played until a player reaches 250 points.

Words are scored as follows:

3 letter words 3 pts

4 letter words 4 pts

5 letter words 5 pts

6 letter words 6 pts

7 letter words 7 pts

8+ letter words 8 pts

## **Player Names**

Enter your name for Human. If desired, change the Computer name. These names will be used in the word list box at the end of each round and in the score area.



## Registering Wordstalk

Wordstalk is a shareware game. If you enjoy the game, please register. Registered users will receive the latest registered version of Wordstalk with added features (3x3 & 5x5 grid sizes, variable scoring and timing).

CompuServe subscribers may register using the Shareware Registration Database. Type GO SWREG, and search for Wordstalk by its registration ID (#185). You can then register online, and will be mailed your update via US Mail.

To register by US Mail, send \$15.00 US and the following information to:

Frank Bielsik  
7818 Margaret Court  
Anaheim, CA 92808-2114

If you have a printer, select File:Print Topic on the Help menu, and print this form.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Desired disk size     5¼"                       3½"  
Where did you get Wordstalk? \_\_\_\_\_  
Comments/Suggestions: