

LETTERIAMANUAL

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1. INTRODUCTION (HELLO, I AM LETTERIA)

Letteria is a freeware game that tests your ability to type fast and accurate.

2. THE PLOT (OF COURSE)

In the year 22783, an evil alien race of Hugh'Bgurghghs ferociously and mercilessly attacked our beloved planet Earth. Fortunately... etc.

3. GAME RULES (WHAT TO DO)

Game Objective (What's The Point)

Your one and only goal in the game is to earn as many points as you can.

The Letters (Gotta Type 'Em All)

There are several ways to get points. First of all, when you start a new game, you see some letters falling down. You should definitely consider these letters evil, because if you let them reach the bottom of the window, they will cost you one of your lives. When you lose all of your lives, the game is over.

Fortunately, you can easily dispatch the falling letters by pressing the appropriate keyboard key. You get some points for that.

Behind-the-Scenes Calculations:

*The base point value of a letter is $10 * \text{Level}$, where Level varies from 1 to 5 depending on the level color. Then the level-round modifiers are taken into account, multiplying the value by 1.3 for the second round, by another 1.2 for the third round and by another 1.1 for each subsequent round.*

The Words (How Fast Can You Type "Mediterranean"?)

If you'd like to get more lives, pay attention to the word at the bottom of the screen. If you manage to type it without making mistake, you receive one more life up to the maximum of eight.

Behind-the-Scenes Calculations:

*The point value of a word is calculated as $10 * (\text{Word letter count}) * (\text{Modifier})$, where Modifier is value between 0.5 and 1.5 depending on how common the word is.*

Bonus Bar (Super-Ultra-Hyper-Score-Multiplier-Bonus!)

The third way of earning points takes the longest and requires greater skill, but it also earns you more points. See that bar in the lower left corner? That's the Bonus Bar. You can fill it by typing the words on the right. The bar isn't

growing very fast and to make the task even harder, Bonus Bar is emptied every time you lose a life.

However, when you do succeed to completely fill the Bonus Bar, you receive a bonus equal to 20% of your current score!

Levels (And They Played Happily Ever After...)

When you start a new game, you find yourself in the white level. After 20 seconds, you proceed to the yellow level, where the letters start falling faster and rotating. There is also more of them. On the other hand, you receive more points for shooting the letters down.

After another 20 seconds, yellow changes to orange, then to the red and finally to black. With each of these changes, the game gets harder as more and more evil letters appear, falling and rotating faster, but bringing more potential points for you.

After surviving 20 seconds in the black level, the game returns back to the white level and the cycle starts over. However, the overall difficulty of the game rises a little, as this white level is harder (meaning faster) than the previous white level was.

As far as we know, this is a never-ending game.

TNT (BFG)

Just when you think everything is lost, the good ol' TNT is here to save the day. Order one today and you'll get another... oh, sorry.

Anyway, the TNT is a powerful tool. Time from time, a red shape with a letter appears, looking just like any other evil letter, but moving much faster. This is a TNT letter. When you shoot down three of those, you get one TNT.

If you have a TNT, you can fire it by pressing Enter. Firing TNT destroys all the letters on the screen.

You can have up to three TNTs at a time. Note that when a TNT letter reaches the bottom of the screen, you don't lose a life.

Difficulty (And This Is What You Call "Hard"?)

You can choose between Easy, Medium and Hard difficulty. The difficulty affects falling speed of the letters, the amount of them, and last but not least the length of the words.

Don't Panic! (You Don't Want To Burn Your Keyboard, After All)

The game internally monitors your panic and holds a panic meter. If you press a key which is not currently present on the screen, doesn't fit into the word on the bottom and doesn't fit even in the "Another" phrase, your panic meter increases. Whenever you successfully hit any falling letter or you write a right letter into the bottom, the meter decreases. The panic meter also fall down with time pretty fast. However, if the panic meter reaches its limit, the game blocks all your keyboard input for next few seconds.

Any desperate tries to reach a cool score by putting a few books on your keyboard are therefore meant to fail. Sorry ☺

4. FREE GAME (ALWAYS SOMETHING EXTRA)

If you'd like some change in the always-the-same standard game, you can try the free game. The basic rules are the same, but you can tweak the game settings almost any way you like. However, there is no score (and thus no high scores table either), only survival time is measured.

Key-Type Allowances (How To Disable Those Damned Numbers)

There are two types of characters in the game: letters (A-Z) and numbers (0-9). In standard game, the letters can fall in any of the five levels, but the numbers are limited to the last two, i.e. the red one and the black one (except

when playing on the Easy difficulty, where the numbers are limited just to the black level).

However, what's making the free game what it is, is the option to change these settings to your liking. You can see ten checkboxes in five rows on the left of the Free Game screen. The rows correspond with the levels (white, yellow, orange, red and black), while the columns represent the key types (letters and numbers). You can set the allowed key types for each level any way you like.

Starting Level (If You Don't Want To Bother With Levels Below 20)

You can start from level 1, 6, 11, 16 or 21.

Falling Speed (Presto, Prestissimo!)

You can set a modifier to the falling speed of the letters. If you leave the modifier to the 100%, the letters will fall down with the exactly same speed as they would in the standard game.

Density (So Many of 'Em!)

You can even modify how often the new letter appears. Again, the value of 100% keeps the density of the standard game.

Max Lives (Kamikaze)

By default you can have up to 8 lives at the time. You can tweak this number in the free game, but only downwards (i.e. you can set the maximum live count to 7, but not 9).

5. WORLD HIGH SCORES (I AM THE BIGGEST, THE BEST)

Your local high scores are saved for each of the three difficulties separately, as you can easily see by looking on the High Scores screen.

But the in-game high scores are not everything. It is definitely interesting to try to beat the best high score of yours (even one of your brother, sister, father or hamster), but the high scores competing gets a whole new dimension when you can compare with players all around the globe.

If you are connected to the internet, press 'Upload to Server' button in the High Scores screen. The game will upload your scores and open the high scores webpage in your default internet browser.

High Scores Groups (Beat Your Friends)

Letteria introduces a new concept of comparing scores over the internet, where players can form so-called 'groups'. These groups work like your local high scores table, e.g. you can create a group, then share its name with your friends and voilà – you can compare scores with your mates simply & right away!

Now a little bit closer to the mechanics. In the game High Scores screen, clicking the 'Groups' button brings you to the Groups screen. Here you can set up to five groups you want to upload your high scores to. When you hit the 'Upload to Server' button, your scores are automatically written to all groups specified in this screen.

If the group you try to upload to doesn't exist, it is created. That answers even the other question we need to cover – how to create a group. Just upload your score to the group and it will get created at the moment. Be careful when creating a new group though; we recommend you to check out whether the group with the specified name doesn't already exist. That can be done on the [high scores website](#) easily.

www.lesqn.com/letteria/MYGROUP (Even More Comfort)

You can easily access your group scores by opening a www.lesqn.com/letteria/GROUP webpage, where substitute GROUP for your group's name written in caps.

Re-uploading (Getting Better All the Time)

When you upload a better score with the same name, your previous score is updated, e.g. only your best score is kept in every group.

When someone with the same name uploads his score, however, the scores uploaded from different instalations of the game are treated as scores uploaded from different instalations of the game ;) In other words, both records with the same name will be written in the High Scores table.

Case-Insensitive (LeTtEriA = IETTeRlA)

Both group names and player names are treated case-insensitive.

6. TECHNICAL STUFF (CAN I RUN IT ON MY TOASTER?)

If the game runs correctly, there is nothing interesting here for you. If you are expecting any troubles, however, read on.

Operating Systems (Sorry, Windows Only)

Letteria will run on *Windows* systems only. To be specific, we haven't encountered any problems on *WinXP Home* or *WinXP Professional*. It's possible that some troubles occur when running the game under some exotic versions like *WinNT* or *WinServer*.

When it comes to older versions, like *Win98*, *Win95* (or even older), we don't know. We just weren't able to find anybody with such antique versions 😊.

DirectX (X-Ray! X-Men! X-Files!)

Letteria uses Microsoft DirectX libraries to render its contents. It is necessary to have version 9.0 or newer installed when trying to run the game. If you are using Windows XP and have Service Pack 2 installed, you have this version already, so everything's ok.

When trying to run Letteria under system with older DirectX version installed, the game recognizes your old version and quits with appropriate message. In that case, please visit www.microsoft.com/directx and download current version. You'll find it useful for other games as well.

Troubleshooting (How To Shoot The Trouble)

There are two kinds of technical problems you could possibly encounter: Either you aren't even able to run the game, or you are, but it runs slow. We'll cover these separately.

Cannot Start The Game At All (File "Useless.dll" Missing)

There are several possibilities. First of all, ensure that you have DirectX 9.0 installed (the game should inform you if you haven't, but just to be sure). Press Windows Start button, choose Run... and enter *dxdiag* into the field. Wait a minute and you should see your version in the bottom of the window. If it's lower than 9.0, please download latest version of Microsoft DirectX libraries from www.microsoft.com/directx.

Second, some kind of who-knows-what error might occur. In that case, try to download the game from the internet again. If you want to keep your settings and high scores, copy the file save.txt from Data/Data folder to the new installation directory.

If none of this works, we'd appreciate if you could run the *dxdiag* utility (as mentioned above), save the results to the file (there's an appropriate button for that) and mail it to us at lesqn@lesqn.com along with the screenshot of the error or any other information you think we could find useful. If we'll be able to solve the bug, we'll release a patched version. Thanks in advance.

The Game Is Running Slow (S... l... o... w...)

That's probably because your computer is too slow for the game. Try the usual steps, like closing all the other applications, praying to your favourite god etc.

7. HOTKEYS (WE DO SUPPORT LAZINESS)

There are several hotkeys available in the game:

Esc	(While playing)	Pauses the game with option to quit to main menu.
F1	(While playing)	Pauses the game.
F3	(Anywhere)	Starts a new game.
F5	(Anywhere)	Increases music volume.
F6	(Anywhere)	Decreases music volume.
F7	(Anywhere)	Increases sound volume.
F8	(Anywhere)	Decreases sound volume.
F12	(Anywhere)	Minimizes the window.

8. THANKS TO (WORLDWIDE PEACE)

Thanks to James Arbogast for developing the nice BigNoodleTitling font and distributing it freely.

9. CHEATS (OH MY GOD!)

Who knows whether there are any cheats at all... Maybe this is a totally useless chapter... But just in case, try to type "enable cheats" or some similar gibberish... and then... Doom 2 forever ;)

10. DONATIONS (ARE GREATLY APPRECIATED!)

If you like our game, please feel free to donate us. We have a PayPal account, which is open for donations and accessible either from our website, or from the Credits screen in game.

11. SEE YOU LATER (ALLIGATOR)

You can check how we are at www.lesqn.com. See you there!