WordQz Help Index

How to Register WordQz

To register WordQz, complete the form called REGISTER.WRI using the Windows Write program or complete the form called REGISTER.TXT using any text editor.

You can also select "About WordQz" from the Help options menu.   Then click on the button labeled "Register".   The program will automatically load the Windows Write program, then you can complete the form.

Once the form is completed, send it along with $15 to:

     Hyrax Systems
     P.O. Box 860611
     Plano, Texas 75086-0611

For registering WordQz you will receive 30 new word games and a program that will allow you to create your own games.

Scramble Overview

To play Scramble, you try to unscramble a word which is displayed on the screen with its letters mixed up.   Using the mouse you move the letters around until all the letters have been placed or until time runs out.   Scramble offers three levels of play, definitions for the words, word difficulty ratings, and timed or un-timed games.

Hangman Overview

Hangman is a Windows version of the traditional pencil and paper game.   A number of blanks is displayed on the screen representing the number of letters in a word.   By clicking on the alphabet buttons, you try to guess what the word is.   Like Scramble, Hangman offers three levels of play, definitions for the words, word difficulty ratings, and timed or un-timed games.

Player and Game Options

In this section, all of the instructions apply to both programs -- Scramble and Hangman.   So we will refer to them as "the program".

Player Name

The first time you use the program, you will be asked to enter your name.   The program maintains a profile for each different user of the program and also keep track of the highest scores.   Later when you start the program, it will present you with a list of all the players and you can click on your name or click on the New button to add a different name.   While the program is running, the current player's name is listed on the screen.

Game Options

Once you've entered the player's name, the program displays the Game Options window.   The options in this window come from the current player's profile -- the options that player chose the last time he/she played the game.   If a player is playing a game for the first time, the options merely reflect the programs' defaults.

Level

To select a level click on Easy, Medium or Difficult.   Level determines the difficulty of the words for the current game.   Words are organized in levels, categories and games.   A game consists of 5 words.   There may be any number of categories, but each category can only contain words from one of three difficulty levels.   So selecting a level determines which categories you can use.   Easy words are usually 4 to 5 characters long, Medium words are 6 to 7, and Difficult words 7 to 8.

Show Definitions

If you would like the definitions for the words to pop up before each word in a game, click on Yes.   Otherwise, click on No.

Time Limit

You can choose from 1 of three different time limits: 1 minute, 3 minutes, or 5 minutes.   Or you can choose to have no time limit at all.   The time limit chosen will affect your score. Choosing No Time Limit will yield a very score.

Category

In the box under the word "Category", a list of categories in the words database for the level you have selected is displayed.   Just click on the category you want to use.

Game

In the box under the word "Game", a list of all games in the words database for the category you have selected is displayed.   Just click on the game you want to use.

Once you are satisfied with your selections, click on the Okay button, and the game will start.

Playing Scramble

Window Layout

In the upper left part of the window, the scrambled word is displayed with each letter in its own box.   Below that is a series of lines where you move the word's letters to as you figure out what the word is.

Next are the buttons, you can you use in playing the game.   To use any of the buttons, you can click on them or press ALT + the underlined letter in the button.

Next Word

Clicking   on this button brings up the next word in the game.   No points are scored for the current word and the timer is reset.

Solve

Clicking on Solve causes the word to be displayed unscrambled.   Once again no points are scored when you use this function.   A box will appear telling you this.   Click on Okay and then choose Next Word.

Hint

Clicking on this button will display a letter of the unscrambled word one letter at a time. Each time you use Hint, your score will be reduced.   If you continue to click on Hint until the word is solved, a box will appear indicating that you have scored no points because you used solve.   Click on Okay, then click on Next Word.

Definition

Clicking on this button, brings up the definition for the current word.   Click on the Okay button to resume the game.

Quit

Clicking on Quit ends the game.

Time Remaining

The time remaining for the current word is displayed here.   Once this counter reads 0, your time for the current word is over, and no points will be scored.   Note: if you choose No Time Limit, the counter will be blank.

Finally on the right side of the screen, several informational items are listed: the player's name, the current word number, the total score to this point, the difficulty rating for the current word, the game level, and the time limit.

Moving the Letters

To play Scramble, you position the mouse cursor over one of the scrambled letters, click and hold the left button and move the letter to its correct position on the blank lines and then release the mouse button.   Once all of the letters have been moved to their correct positions, a box will appear congratulating you on getting the correct answer and listing your score for that word.   Click on the Okay button.   Next a box appears, asking if you want to

go to the next word.   If you choose No, the game will end.   Choosing Yes brings up the next word.   At the end of the game, a list of the top 10 scores for Scramble appears.   Click on Okay to continue.

For each word, you must use all of the letters, and there is only one correct answer for each scrambled word.

Scoring

The score of each word is determined by several factors: the difficulty rating of the word, the amount of time it took to get the correct answer and the number of hints you needed.   A perfect score for a word is 100.   It is very difficult to get a perfect score.   If you choose to play un-timed games, the scores you achieve will be low.

Playing Hangman

Window Layout

In the upper left part of the window, there are several blank lines where the letters of the word will appear when you select the correct letters.

Next are the buttons, you can you use in playing the game.   To use any of the buttons, you can click on them or press ALT + the underlined letter in the button.

Next Word

Clicking   on this button brings up the next word in the game.   No points are scored for the current word and the timer is reset.

Guess Word

Clicking on this button will bring up a box where you guess what the correct word is. Guessing a word early with the fewest number of correct letters displayed will result in the highest score.

Solve

Clicking on Solve causes the word to be displayed unscrambled.   Once again no points are scored when you use this function.   A box will appear telling you this.   Click on Okay and then choose Next Word.

Hint

Clicking on this button will display a letter of the unscrambled word one letter at a time. Each time you use Hint, your score will be reduced.   If you continue to click on Hint until the word is solved, a box will appear indicating that you have scored no points because you used solve.   Click on Okay, then click on Next Word.

Definition

Clicking on this button, brings up the definition for the current word.   Click on the Okay button to resume the game.

Quit

Clicking on Quit ends the game.

Time Remaining

The time remaining for the current word is displayed here.   Once this counter reads 0, your time for the current word is over, and no points will be scored.   Note: if you choose No Time Limit, this area of the screen will be blank.

Finally on the right side of the screen, several informational items are listed: the player's name, the current word number, the total score to this point, the difficulty rating for the current word, the game level, and the time limit.

Choosing a Letter

In Hangman, choosing a letter is easy, you simply click on one of the letters of the alphabet displayed at the bottom of the screen.   When you choose a correct letter, the blanks in the upper left corner of the screen are filled in with that letter in its correct position in the word. When you choose a letter that is not in the word, a part of the hangman will appear, and the letter will appear next to "Letters Used:".   Since the hangman has 10 parts, you get 10 guesses.   Once all of the guesses have been exhausted, the game is over and you score no points.   At this point a box will appear saying that you used all 10 guesses.   Click on Yes for the next word or No to end the game.

When you guess a word correctly either by choosing all the correct letters or guessing correctly, a box appears congratulating you and displays your score.   Click on Yes for the next word or No to end the game.

At the end of the game, your total score is listed and a list of the top scores for Hangman.

Scoring

The score for each word is determined by several factors: the difficulty rating of the word, the amount of time it took to get the correct answer, the number of guesses you used and the number of hints you needed.   A perfect score for a word is 100.   It is very difficult to get a perfect score.   If you choose to play un-timed games, the scores you achieve will be low.

Help Menu

Help Index

Displays the WordQz help file.

Keyboard

Displays a help file explaining what various key strokes do in WordQz.

Using Help

Displays a help file explaining how to use the help function.

About WordQz

Displays a dialog box showing the copyright notice and registration information.

Register

The "Register" button will cause WordQz to automatically run the Windows Write program and load the file REGISTER.WRI.   If for any reason, WordQz cannot locate Write or the file, an error message will be displayed.   You can still register WordQz by editing the file REGISTER.TXT using any text editor.

WordQz Keys

Cursor Movement Keys
Dialog Box Keys
Editing Keys
Help Keys
Menu Keys
System Keys
Text Selection Keys
Window Keys

Cursor Movement Keys

Key(s)	Function
DIRECTION key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or CTRL+Left Arrow	Moves to the beginning of a field.
PAGE UP or PAGE DOWN	Moves up or down in a field, one screen at a time.

Dialog Box Keys

Key(s)	Function
TAB	Moves from field to field (left to right and top to bottom).
SHIFT+TAB	Moves from field to field in reverse order.
ALT+letter	Moves to the option or group whose underlined letter matches the one you type.
DIRECTION key	Moves from option to option within a group of options.
ENTER	Executes a command button. Or, chooses the selected item in a list box and executes the command.
ESC	Closes a dialog box without completing the command. (Same as Cancel)
ALT+DOWN ARROW	Opens a drop-down list box.
ALT+UP or DOWN ARROW	Selects item in a drop-down list box.
SPACEBAR	Cancels a selection in a list box. Selects or clears a check box.
CTRL+SLASH	Selects all the items in a list box.
CTRL+BACKSLASH	Cancels all selections except the current selection.
SHIFT+ DIRECTION key	Extends selection in a text box.
SHIFT+ HOME	Extends selection to first character in a text box.
SHIFT+ END	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor.
	Or, deletes selected text.
Delete	Deletes the character to the right of the cursor.
	Or, deletes selected text.

Help Keys

Key(s)	Function
F1	Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type.
Alt+letter key	Pulls down the menu whose underlined letter matches the one you type.
LEFT or RIGHT ARROW	Moves among menus.
UP or DOWN ARROW	Moves among menu items.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See Help Keys)

Text Selection Keys

Key(s)	Function
SHIFT+LEFT or RIGHT ARROW	Selects text one character at a time to the left or right.
SHIFT+DOWN or UP	Selects one line of text up or down.
SHIFT+END	Selects text to the end of the line.
SHIFT+HOME	Selects text to the beginning of the line.
SHIFT+PAGE DOWN	Selects text down one window.
	Or, cancels the selection if the next window is already selected.
SHIFT+PAGE UP	Selects text up one window.
	Or, cancels the selection if the previous window is already selected.
CTRL+SHIFT+LEFT or RIGHT ARROW	Selects text to the next or previous word.
CTRL+SHIFT+UP or DOWN ARROW	Selects text to the beginning (UP ARROW) or end (DOWN ARROW) of the paragraph.
CTRL+SHIFT+END	Selects text to the end of the document.
CTRL+SHIFT+HOME	Selects text to the beginning of the document.

Window Keys

Key(s)	Function
ALT+SPACEBAR	Opens the Control menu for an application window.
ALT+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+ENTER	Switches a non-Windows application between running in a window and running full screen.
DIRECTION key	Moves a window when you have chosen Move from the Control menu.
	Or, changes the size of a window when you have chosen Size from the Control menu.