



# WORDS

*WORDS is a relaxing game where you are shown words to spell. Arrange falling letters to spell the selected word.*

Playing the Game

Moving Pieces

Game Pieces

Options

Difficulty

Game Tips

**Credits**

[<http://ourworld.compuserve.com/homepages/dynotech>]

## Playing The Game:

*Don't be fooled. It's harder than it looks!*

### Playing WORDS:

After starting WORDS, select NEW GAME from the GAME Menu. Six picture representing themes will be displayed. Move the mouse over each picture, as you do so the box in the center of the screen displays the name of each theme. Using the mouse click on one of the themes.

The playing field is displayed with a green "GO" button in the center. On the bottom of the screen, below the playing field, you will see a box containing important information:

- 1) **SCORE:** Shows total score.
- 2) **WORD COUNT:** Shows remaining words to solve for the level.
- 3) **LEVEL:** Shows current playing level.
- 4) **ACTIVE WORD:** Shows the word you must spell.
- 5) **WORD POINTS:** The number in this box counts down until you spell the ACTIVE WORD. After you spell the ACTIVE WORD, you will receive points for the amount remaining in the WORD POINTS box. If you fail to spell the active word before the WORD POINTS reach zero, you will receive no points for the word (but still will have to spell the word to continue the game).

Each theme contains TEN(10) levels. Completing all TEN levels completes one theme. There is no time limit in WORDS. you may work as fast or as slow as you like, but remember, the faster a word is spelled the more points you get! You may even get more points by using Cheat Codes.

### Clearing Letters:

The game will end if you run out of room at the top of the playing field. To prevent this, you must clear letters from the screen.

- 1) Spell an active word.
- 2) Stack two of the same letters together. You'll receive points for the first three sets of letters you clear. After that you must spell an active word (this prevents racking of points without spelling words).

Steer two falling letters where you want them placed.

## **File Management (Game Option):**

**NEW GAME:** Start a new game of *WORDS*.

**SAVE GAME:** SAVE your *WORDS* game. You may name your saved games by typing up to 8 letters or numbers (no spaces). *You can save your game only after you have completed a level.*

**LOAD GAME:** LOAD a previously saved game of *WORDS*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

**DELETE GAME:** DELETE a saved *WORDS* game from your hard disk.

**EXIT:** END the game and return to Windows

## Difficulty Levels (Menu Item):

While the terms *easy* and *difficult* are relative to your skill, *WORDS* offers you three difficulty levels. Select the difficulty AFTER starting a new game to activate it. Once you start to play, you can change the difficulty to whatever level you like.

**Relaxing:** As easy as it will get - letters you need to spell the ACTIVE WORD fall more frequently.

**Challenging [Default Setting]:** More difficult than "Relaxing" - All letters fall with random frequency.

**I'm a Word Processor:** Ya, right . . . Letters you need are hard to find. (You may even think the computer is "cheating.") You may even think the game is running faster, but we will never tell . . .

## Options (Menu Item):

- 1) **Digitized Sounds.** Click on the option to turn sound effects on and off. A check mark indicates the option is turned on. To hear sound effects, you must have a sound card installed in your computer.
- 2) **Music.** Click on the option to turn background music on and off. A check mark indicates the option is turned on. To hear background music, you must have a sound card installed in your computer and configured for MIDI music. If not configured properly, you may experience a MIDI Error.
- 3) **Joystick.** Click on the option to turn joystick capabilities on and off. A check mark indicates the option is turned on. If your joystick does not work with *WORDS*, make sure you have installed your joystick driver and properly calibrated your joystick.
- 4) **Gravity On.** Click on this option to cause letters to fall when letters below them are removed (filling in the gaps). A check mark indicates the option is turned on. When not checked, letters do not fall when letters below them are removed (causing gaps).

## File Management

## **WORDS Cheat Codes (Menu Item):**

*WORDS* contains "**Cheat Codes**" which let you control several areas of play. When you play and complete a category, you will be presented with a cheat code.

Once you have earned a cheat code, you use the "Cheat Menu" to enter the code. After you complete all categories you earn the **SUPER CHEAT CODE**.

You can not enter a code once you have started playing a level. Learning how to use the Cheat Codes is part of the game, so we've said enough . . .

**HINT:** *Remember to write down the Cheat Codes you earn as you finish each level. You may want to use them in the future.*

## Tips for Playing WORDS:

- 1) Its curtains for you if you let the letters pile so high that you can't stack any more letters on top. Don't let this happen to you. We at DynoTech don't.
- 2) The biggest problem in WORDS is space, next to time, next to smarts!
- 3) **Save your game often!** If you have problems on a level, you can start again. You can start the level over again without losing any of the points you worked so hard to earn.
- 4) Use your CHEAT CODES after you have earned them. This may help you increase your score. Make sure you write them down after you have earned them.

*Have you developed a "secret" strategy? We'd love to hear from you. Please send your favorite tips, hints, and WORDS tricks to DynoTech. You may see them in a future version of WORDS.*

### Send your favorite WORDS tips to:

**DynoTech Software**  
**ATTN: WORDS Tips**  
**1105 Home Avenue**  
**Waynesville, MO 65583-2231**

Or fax to: (573) 774-3052



## Game Pieces:

Usually, you see two colored letters falling from the top of the screen. Sometimes you get a letter and something different. WORDS provides bonus objects to help you as you spell your words. These objects are:

■ **Scatter Bomb:** Scatter bombs can be a big help getting rid of up to 50 letters on the screen. However, sometimes scatter bombs take out letters you need. Scatter bombs take letters out at random so don't be picky about where you place one.

🐶 **Morph Letters:** These puppies are great. whatever letter you type on the keyboard, these babies morph into! If they land unchanged on a letter they will morph in to it!

■ **Morphing Lava Rocks:** Although unpredictable, players may want to take a chance on these hot items. They burn away any letter they land on and then morph into a random letter.

🔦 **Photon Beam:** These bad boys take out the row of letters in which they are placed in.

■ **Crystal Cubes:** These cubes shatter everytime you drop one (*they aren't worth any points - they just add a little entertainment value to the game*).

## Steering Letters:

*Use the arrow keys and space bar to control the Letters as they fall.*

**Rotate** [*Up Arrow*]

**Move Left** [*Left Arrow*]

**Move Right** [*Right Arrow*]

**Move Down** [*Down Arrow*]

**Drop** [*Space Bar*]

## **MIDI**

*Musical Instrument Digital Interface* - Music generated by a device capable of connecting to a computer. MIDI music plays independently "in the background" while your computer is working on another task.

## **MIDI Error**

If you have a sound card in your computer and you get a message such as: "*This file may not play correctly with the current MIDI setup*", go to the "options" menu and turn "Music" off by selecting it. A check mark next to "Music" indicates it is ON. Refer to your sound card's owner manual and Window's Reference manual to set up your Windows "MIDI mapper."

## Credits:

DynoTech Software would like to offer special recognition and a big THANK YOU to the following for making *WORDS* possible:

### Programming & Design

James Lindly  
David Carlson

### DynoTech Logo Voice

Melissa Berger

### DynoTech Logo Design

Anthony Arnold

### "The Staff"

Melissa Berger  
Andrew Carlson  
Paul Davidson  
Kevin Tucker  
Danny Terrio  
Michael White

### Special Thanks for Various Contributions

Corel Corporation - Canada  
DynoTech Software Distributors & Vendors  
Association of Shareware Professionals  
The Thompson Partnership - United Kingdom  
WindowShare - France  
The Congressional Hotline  
Microsoft Corporation  
America Online [**DTGames@aol.com**]  
CompuServe [**71373.572@compuserve.com**]  
[<http://ourworld.compuserve.com/homepages/dynotech>]  
Microsoft Network [**dynotech@msn.com**]  
Dad's Computer Service  
The Baseball Hotline  
Software of the Month Club  
And, our patient families . . .

## CONGRESSIONAL HOTLINE

**1-900-2-CONGRESS**

Hotline ID **#5214**

(.99 per minute - average call 3 min)

USA only. Must be 18. Touchtone phone required.

Call from anywhere in the USA to connect directly to the Congressional member of YOUR CHOICE (House or Senate). One phone number directly connects you to your Congressional Representative's Washington DC office.

Immediately respond to votes or speeches of your elected officials. Call them NOW and let them what YOU want! Not happy about how they voted? **Tell them!** Concerned about changes in benefits? **Tell them!** Have a suggestion about how to improve government? **Tell them NOW!**

Dial 1-900-2-CONGRESS (**900-226-6473**) on your touch-tone phone and enter your special Hotline ID number when asked [**#5214**].

*Unity Communications (314-947-3100)*

## **BASEBALL HOTLINE**

**1-900-3-STRIKES**

Hotline ID **#3016**

(.99 per minute - average call 3 min)

USA only. Must be 18. Touchtone phone required.

Call from anywhere in the USA to connect directly to the National or American League team of YOUR CHOICE. Call them NOW and tell them how YOU feel about baseball!

Dial 1-900-3-STRIKES (**900-378-7453**) on your touch-tone phone and enter your special Hotline ID number when asked [**#3016**].

*Unity Communications (314-947-3100)*

