

BogOut for Windows

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Description

This is a game based on the dice game BOGGLE, modified for Windows. The game is played with a board of square holes the size of dice. There is one dice for each hole with a letter on each side. The die are shaken until they fall into the holes. Then a timer is set to stop after three minutes, and the player(s) try to find words on the board until the timer stops.

Starting the Game

To play the game, select the options you want (see [Preferences](#)). Then select "New Game" (for a new board) or "Restart Game" (to play the same board) from the Game menu. Press <enter> when the message box appears.

Entering Words

You want to find as many words as you can. Enter each word you see in the board (see [Rules of the Game](#)). There are three ways of entering words. You may hold down the left mouse button and drag the mouse over each dice with the letters you want, then release the mouse button when the word is complete. You may click on each letter of the word with the mouse, or you may type the word on the keyboard. With the last two methods you can complete the word in three ways. You can hit <enter>, or click the right mouse button, or click on the pushbutton labeled "Enter" under the board. To erase a word, you can either hit <escape> or click on the pushbutton labeled "Cancel" under the board. If the word is not accepted for some reason, a message box will be displayed to describe the error. You can then hit <enter> to correct the word, or hit <escape> to erase the word. You may stop the game any time by selecting "Stop Game" from the Game Menu.

Timer

You have three minutes to find words (unless you change the time limit in the preferences' box). A timer is displayed to show how much time is left (see [Timer Type](#)). When time is up, a message box will come up, and you can't enter any more words.

Finding Words on the Board

To see at the words you entered, or words the computer found (if you selected option Show Words), use the scroll bar on the right of the word list. To show where a word is on the board, double-click the word that you want to see, and that word will be mapped out on the board.

Rules of The Game

Forming Words

Scoring

Forming Words

To form words, start with any dice on the board, and move to any adjacent dice. Each dice can be left, right, up, down, or diagonal from the last. You cannot use the same dice twice in the same word, but if there are two separate die with the same letter, you can use both in the same word. For example, on the board:

Y	T	R	O	N
E	I	E	A	N
A	Z	I	N	L
S	P	G	L	E
H	O	E	S	F

TIRE can be formed by "T"(row 1, column 2) "I"(row 2, column 2) "R"(row 1, column 3) "E"(row 2, column 3). SELL is "S"(row 5, column 4) "E" (row 4, column 5) "L"(row 3, column 5) "L"(row 4, column 4). POPE is invalid - "P"(row 4, column 2) "O"(row 5, column 2) "P"(row 4, column 2) "E"(row 5, column 3) - because the same "P" is used twice. Words must be at least four letters long.

Scoring

The scoring is as follows:

4 letter words	1 point
5 letter words	2 points
6 letter words	3 points
7 letter words	5 points
8 or more letter words	11 points

The points for each word are added for the total score. The top ten scores are saved depending on the options chosen, Board Size and Contained Words. If Look up Words is not chosen or if the Time Limit is more than three minutes, the score is not saved. To erase all scores, delete the file "TOPTEN.DAT".

Preferences

Contained Words

Look up Words

Show Words

Multiple Players

Minimum Points

Time Limit

Board Size

Word Order

Timer Type

Contained Words

Determines whether words that are contained in other words are allowed. For example, if Contained Words is not chosen, and "RESTOCKS" was already entered, the words "REST," "STOCK", and "STOCKS" would not be allowed.

Look up Words

Determines whether the word will be checked in the dictionary to see if it is real.

Show Words

With this option selected, all words found on the board will be displayed in a separate list when the game is finished.

Multiple Players

Use this option to let two or more people (up to ten) play against each other on the same board. The first player can choose "New Game" while the other players are not looking. When the first player is finished, he chooses "Restart Game", and lets the next player play. The next player must hit <enter> for the box that says "Game Ready" to see the board. When this player is done, he chooses "Restart Game" for the third player, etc. The player's scores can be seen by selecting Player scores under the "options" menu.

Minimum Points

This will cause the game board to have a total point count of at least the number entered. The computer will continue creating boards and counting up the total points (the total points of each board will be displayed in gray) until it finds a board with at least the number entered. If a large number is entered, it may take the computer a very long time to create the board. You may either type the number in the box, or click on the up and down arrows to increase or decrease the number.

Time Limit

This determines the number of seconds that you have to enter words. The default is 180 (three minutes). You may either type the number in the box, or click on the up and down arrows to increase or decrease the number.

Board Size

Determines whether the board will hold four die in each row and column or five die in each row and column.

Word Order

Determines the order that words in the player and computer's lists are displayed in the list box, either sorted alphabetically, sorted by increasing word length, or decreasing word length.

Timer Type

Determines whether the timer will be a digital clock, a bar, or an hourglass.

Options

[Preferences](#) (See above)

[Player scores](#)

[High scores](#)

[Add dictionary word](#)

[Delete dictionary word](#)

Player scores

Displays all players scores in a multiple player game.

High scores

Displays the top ten scores recorded.

Add dictionary word

Add a word to the game dictionary.

Delete dictionary word

Delete a word from the game dictionary.