Word Wrestle Contents

Word Wrestle is an educational word puzzle game designed to increase your word recognition.

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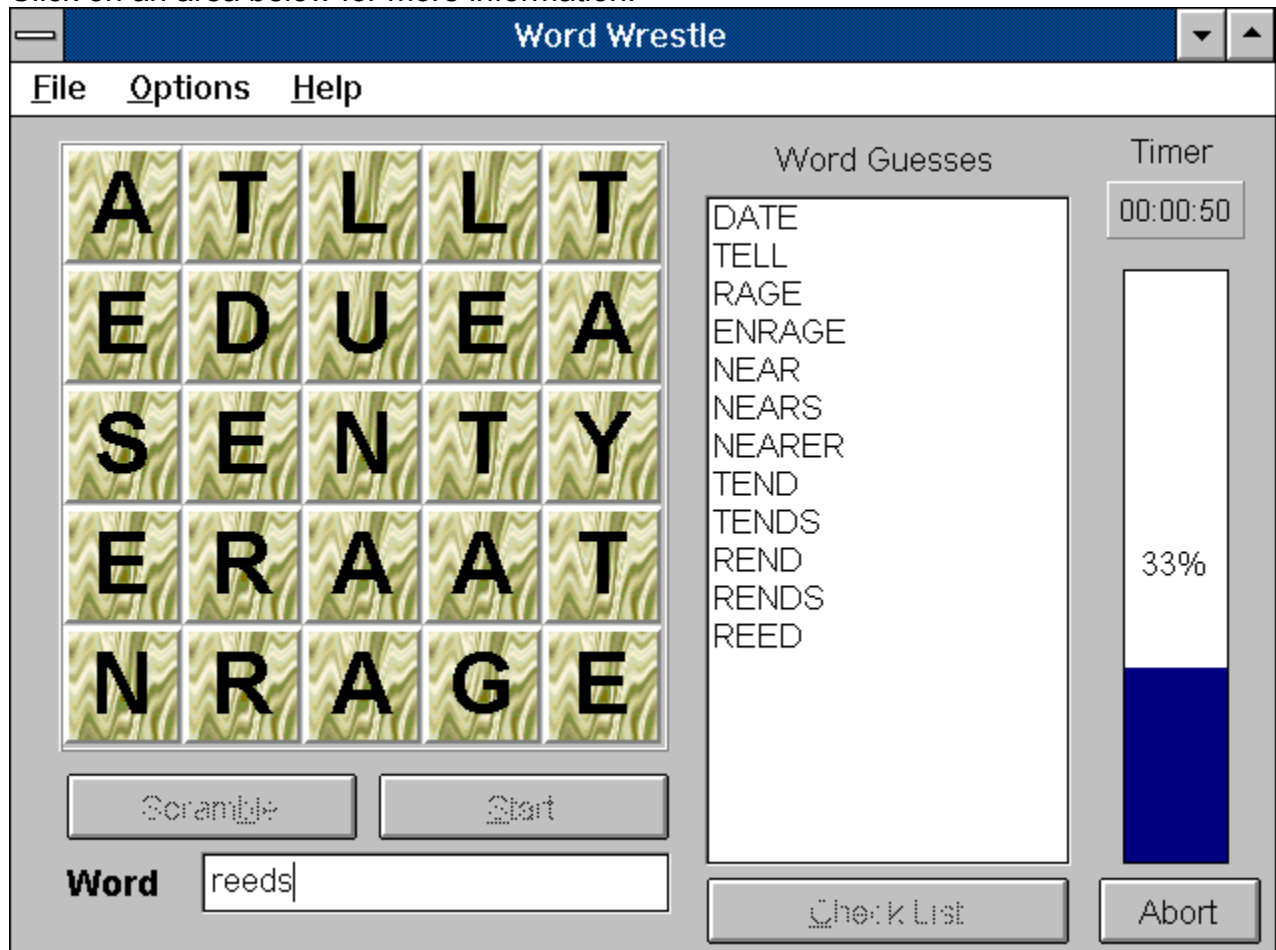Scoring Options
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Main Window

The main window is where the game playing takes place.   It consists of several menu options for tailoring the game or for puzzle creation, opening, saving and printing.
There is a letter grid area along with an area for entering and receiving keyed in words.
A timer is present to keep track of elapsed time.   Other buttons listed are Scramble, Start, Check List, Abort and Exit.

Click on an area below for more information.

Word Wrestle		
File	**Options**	**Help**

A	T	L	L	T
E	D	U	E	A
S	E	N	T	Y
E	R	A	A	T
N	R	A	G	E

Word Guesses

DATE
TELL
RAGE
ENRAGE
NEAR
NEARS
NEARER
TEND
TENDS
REND
RENDS
REED

Timer

00:00:50

33%

Scramble   Start

Word reeds

Check List   Abort

The Letter Grid contains a series of letters that will be used to form words.   The <u>size</u> of the grid may be adjusted as well as the look and feel of the letters themselves.   The letters in the grid may be changed by <u>scrambling</u> the letters, <u>designing</u> your own set of letters or by <u>opening</u> a previously <u>saved</u> puzzle.   The <u>play</u> of the game revolves around the grid of letters .

The Scramble Button will change the letters that appear in the letter grid.   Letters will appear in a random sequence using a formula which gives more common letters a higher chance of use.   In addition, certain play options will effect how the letters appear in the grid.   The scramble button is disabled while a game is in play.

The Start Button initiates the game for <u>play</u>.   The start button is disabled while a game is in play or if no letters are showing in the letter grid.

The Check List Button will tally up your score by checking the word list against valid words in the grid of letters.   The total score will be shown in the score window and will be based upon the scoring options.   The Check List Button is only enabled after a game has been played.

The Abort Button only shows while a game is in progress.   It allows you to stop the current game that is in progress.

The Timer and Timer Bar become active when the <u>play</u> begins.   The timer will show the elapsed time that has passed in minutes and seconds since the <u>start</u> of the game.   The timer bar will show the percentage of total time elapsed.   The total time to play the game is determined by the <u>timer options</u>.

The Word Guesses list box contains all words that have thus far been found in the grid of letters.   This list box is only active once a game has started.   Words are placed in the list box from the Word Entry field.   This is accomplished by either clicking the mouse on the word guesses list box or by hitting the <Enter> key.   Any word that is already in the guesses list box will be added a second time but will have a "(DUP)" following it to indicate that it is a duplicate word.   The number of columns of words as well as the font size can be specified for the Word Guesses list box.

The Word Entry is where you enter words that you spot inside the word grid.   The word entry is only enabled once a game has started.   Pressing the <Enter> key will place the current word into the Guesses List Box.   Alternatively, you may click the mouse on the guesses list box and the current word will be placed in the list box.

Open Puzzle
Save Puzzle
Design Puzzle
Screen Size
Print Puzzle
Printer Setup
Exit

Playing The Game

The object of the game is to find as many words as possible in the grid of letters in a given amount of time.   A score is given based on the number of words found, the size of the words, misspelled words and several other factors found in the scoring options.

Words are created by using letters in the grid that are connected to each other in any direction.   Letters may or may not be used more than once depending on the play options selected.   The following example shows how words may be constructed.
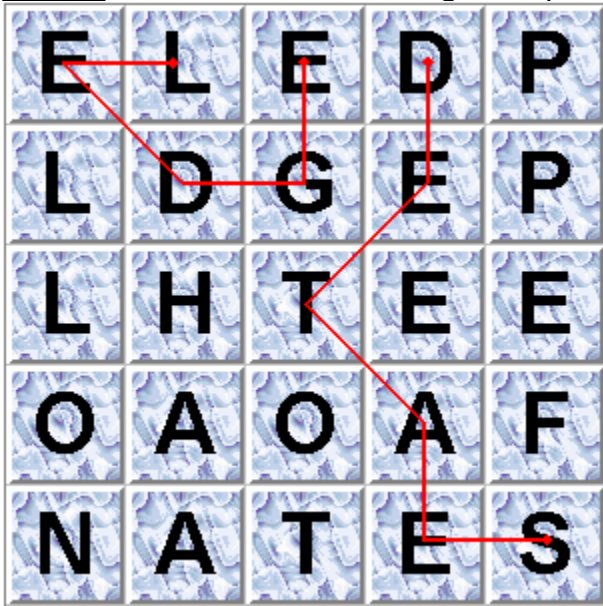
You will note that a red line has been drawn in two places connecting letters that form the words "ledge" and "seated".   These are valid words as each consecutive letter in the word touches another letter in the grid.   Letters can touch horizontal, vertical or diagonal.   While the letters are in the puzzle to spell the word "feel", this would not be a valid word as the last letter "l" in this word does not touch the "e" in "fee".

A game starts by pressing the Start Button.   Once pressed, words may be typed directly into the Word Field.   Pressing the <Enter> key will place the currently typed word into the Guesses List and will clear the word field for the next answer to be typed in. Alternatively the mouse may be used to find words.   You may click on any letter in the grid of letters and the letter will be placed in the word field.   Once the word is complete, move the mouse to the guesses list and click the mouse.   The current word will move from the word field into the guesses list.

Once the time has expired, you click on the Check List button and your score will be tallied and shown.

File
Options
Help

The Help command in the menu simply displays options for finding and using this help file.   It also contains an "About" option which displays information about the program.

Designing Puzzles

You may design your own puzzle layouts by selecting "File | Design Puzzle" from the main menu.   The size of the puzzle is determined by the current <u>dimension</u> settings. After adding the letters to the puzzle, you may <u>save</u> it and create others, <u>save and play</u> it or just <u>play</u> it.

Click on an area below for more information.

Design Own Puzzle
(5×5 grid of empty puzzle cells)
Save Puzzle
Save And Play
PLay Puzzle
Exit
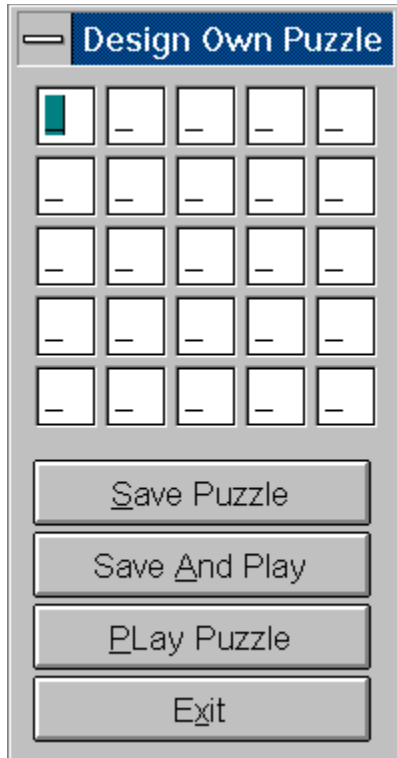
The Design Exit button simply exits the design window and takes you back to the main playing window.

The Design Play button accepts the current design and places it in the underline letter grid ready for you to play.   The puzzle is not saved.   You may, however, underline save it at any time using the save command in the menu.

The Design Save and Play button accepts the current design and saves it.   It then places it in the <u>letter grid</u> ready for you to play.

The Design Save button allows you to save the currently designed puzzle.   After saving, you may design another and save again.
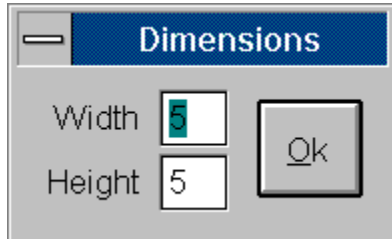
The Design Entry displays an area for each letter of the grid that is to be keyed in.   The number of letters to be keyed is determined by the puzzle <u>dimensions</u>.

You can choose to have the program run at different screen sizes by selecting "File | Screen Size" from the main menu.   If you are running your Windows at a high resolution, you may opt to choose to run the program at the same high resolution so that it fills the screen and is more legible.   Alternatively, you may wish to run it at a lower resolution as to view multiple programs at once.   Four standard resolutions are supported: 640 x 480, 800 x 600, 1024 x 768 and 1280 x 1024.   If your computer does not support the higher resolutions, you will not be able to select them.

Dimensions

You may choose the dimensions of the <u>letter grid</u> of the playing area.   The minimum dimensions are 4 x 4 and the maximum are 5 x 5.   If a saved puzzle is opened, then the dimensions will be reset to the dimensions of the opened puzzle.

Click on an area below for more information.

You may specify the number of letters to appear in a vertical row in the underline letter grid. Valid values are 4 or 5.

You may specify the number of letters to appear in a horizontal column in the letter grid. Valid values are 4 or 5.

Selecting the Dimensions Ok button will reset the <u>letter grid</u> width and height values.
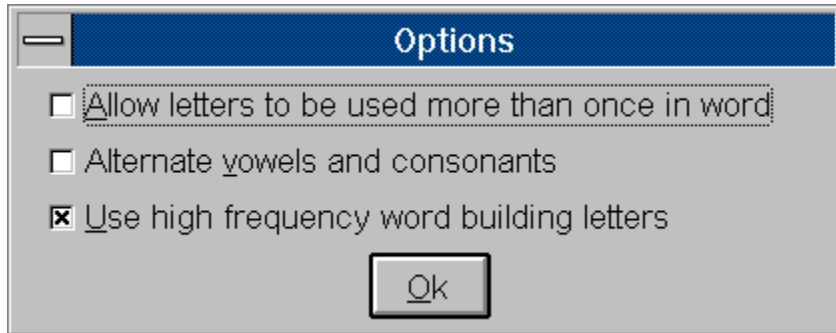
You may open a previously <u>saved</u> puzzle by selecting "File | Open Puzzle" from the main menu.   This will load the puzzle into the <u>letter grid</u> and reset the current dimensions of the puzzle.

You may save the current puzzle by selecting "File | Save Puzzle" from the main menu. You will be prompted for a file name for the puzzle.   At a later time you may <u>open</u> the puzzle for play.

Play Options

Certain options can be enabled which affect either the way words can be found or the way letters are placed in the letter grid.   These three options are listed below.

Click on an area below for more information.

Options

☐ Allow letters to be used more than once in word

☐ Alternate vowels and consonants

☒ Use high frequency word building letters

Ok

Selecting the "Use High Frequency Word Building Letters" will allow the scramble button to create a letter grid which incorporates several 2, 3 and 4 letter combinations that are used frequently to create words.   This option normally increases the amount of possible words by a large factor.   In all, there are 45 possible combinations from which the program chooses at random.   4 or 5 combinations will be placed in the puzzle depending on the puzzle dimensions.   Some examples of the letter combinations include: "est", "ing", "edge", "ear", "ape" and "ant".
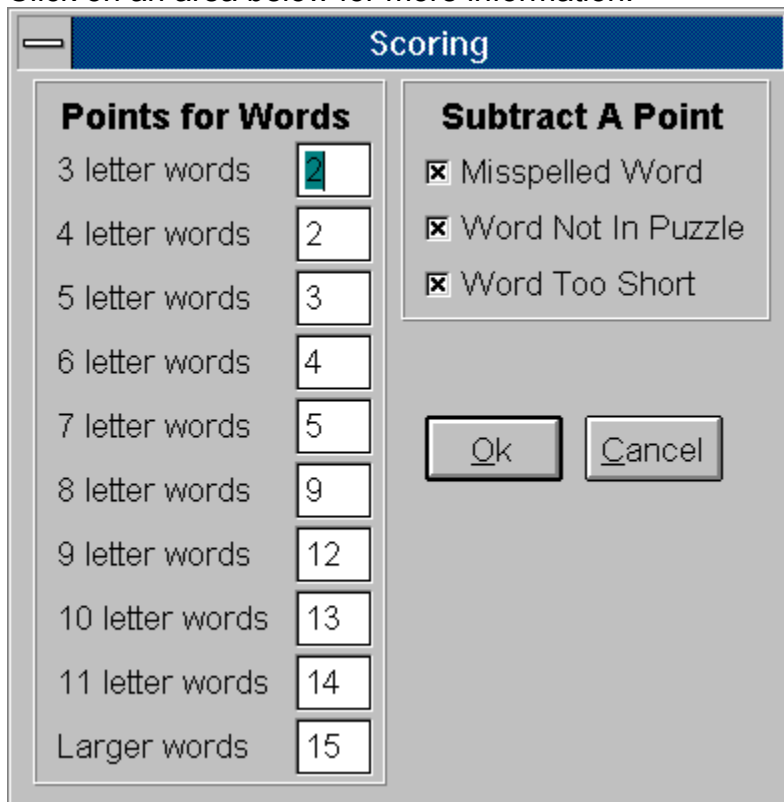
The Alternate Vowels and Consonants option will cause the letter grid to alternate vowels and consonants when the underline scramble button is used.

Selecting "Allow Letters To Be Used More Than Once In A Word" allows you to create words from the <u>letter grid</u> that contain the same letter more than once.   For example, say the letters "B", "I" and "L" were all in the letter grid next to each other.   With this option enabled, you could spell the word "BILL" because you could use the "L" more than once.   With the option disabled, the word "BILL" would be counted as a word not found in the puzzle (unless of course there was another "L" in the puzzle).

Scoring Options

A lot of flexibility is given over how you would like the puzzles to be scored.   You can assign <u>points</u> to 9 different word sizes and optionally have points <u>subtracted</u> for incorrect situations such as misspelled words or words not in the puzzle.   Since it is possible to set the <u>minimum word size</u> that will be counted for points, those word sizes which are smaller than the minimum word size will be irrelevant.

Click on an area below for more information.

Scoring		
Points for Words	**Subtract A Point**	
3 letter words	2	☒ Misspelled Word
4 letter words	2	☒ Word Not In Puzzle
5 letter words	3	☒ Word Too Short
6 letter words	4	
7 letter words	5	
8 letter words	9	Ok Cancel
9 letter words	12	
10 letter words	13	
11 letter words	14	
Larger words	15	

Selecting the Cancel button will abort any changes you have made to the scoring options.

Selecting the Ok button will save the new scoring options you have selected.

You may choose to have points subtracted for 3 different situations.   The first is if a word is misspelled.   The second is if a word is used which cannot be created from the letter grid.   The third is if a word is used that is smaller than the minimum word size.

You may select the number of points earned for each 3 letter through 11 letter words found in the grid of letters.   In addition, you may select the number of points earned for words larger than 11 letters.   For each word found in the letter grid of a given size, you will be awarded the associated points.   For example, if you allow 3 points for 6 letter words and you find 3 six letter words in a puzzle, you will be awarded a total of 9 points for those words.

You can specify a Minimum Word Length to be used in playing the game by selecting "Options | Word Length" from the main menu.   Any words found in the underline letter grid which are shorter will either be ignored (no score given) or they may optionally be counted as a negative score depending on the underline scoring options used.

Puzzle Font

You can change the appearance of the letters that appear in the grid.   You can select both a <u>background</u> bitmap to be used with each letter and the <u>font</u> and size to be used. The program comes with a set of bitmaps that can readily be used.

Click on an area below for more information.
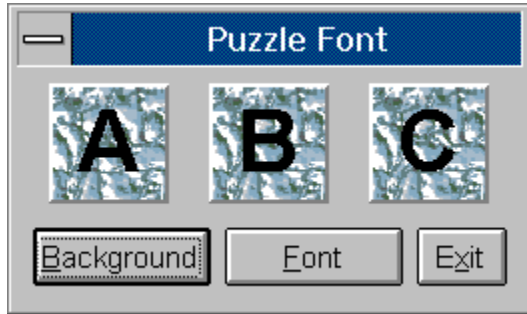
Selecting the Font button allows you to choose a new font that will be used for the letters in the grid.
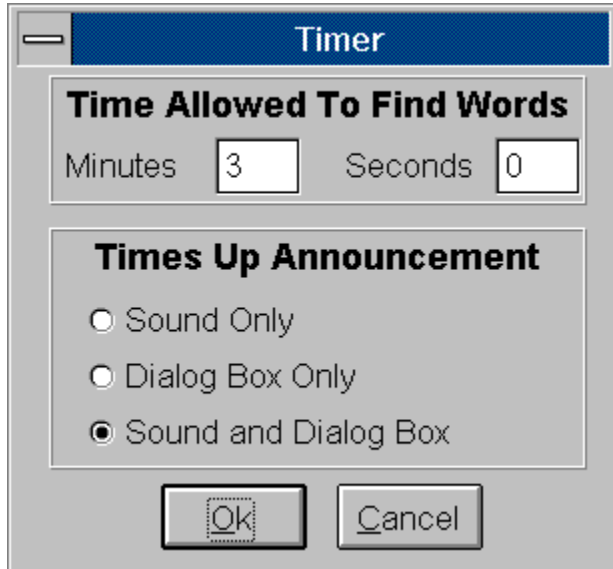
Selecting the Background button allows you to choose a new background bitmap that can be used with the puzzle.

Samples of the background bitmaps along with the selected font appear here.   You may then determine if you would like to use them or to choose a different background or font.

Timer Options

You may specify the amount of time allowed to find words in the <u>letter grid</u>.   You may also choose how you would like to be notified that your time is up.   A visual representation of the <u>playing time</u> is always present while you are playing the game.

Click on an area below for more information.

Timer
Time Allowed To Find Words
Minutes `3`   Seconds `0`
Times Up Announcement
○ Sound Only
○ Dialog Box Only
● Sound and Dialog Box
[Ok]   [Cancel]

On the Timer Option window, you may select the Cancel button to abort any of the changes you have made.   Or you may select the Ok button and all changes made will be saved.

Once the time has expired when <u>playing</u> a game, a "Times Up Announcement" will be made.   You may select to have only a dialog pop up giving notice or only have an audio remark giving notice or both.   If the audio remark is chosen, then two announcements will be made.   One when the game is over and one when there is only 10 seconds of play remaining.

On the Time Options window you may specify the number of minutes and the number of seconds allowed to find words in the <u>letter grid</u> during the <u>play</u> of the game.

Scoring Points

After the time has expired on the timer, you may check your score by pressing the Check List button on the main window.   This will display the scoring window which will break all your words down into four categories.   These categories are valid point scoring words, words which are misspelled, words which cannot be created from the current grid of letters and words that are smaller than the minimum word size.   The amount of points given for each correct word and points deducted for the other categories is determined by the settings in the scoring options window.

Click on an area below for more information

Puzzle Score

Valid Words

DATE
DULL
GATE
NEAR
NEARS
NULL
RANT
REED
REEDS
REND
RENDS
SEED
SENT
TARE
TARES
TELL
TEND
TENDS
TENT

Not In Puzzle

ENRAGE
NEARER
RAGE
SEEDS

Misspelled

Too Short

Scoring

3 Letter Words: 0		0
4 Letter Words: 14		28
5 Letter Words: 5		15
6 Letter Words: 0		0
7 Letter Words: 0		0
8 Letter Words: 0		0
9 Letter Words: 0		0
10 Letter Words: 0		0
11 Letter Words: 0		0
Larger Words: 0		0
Words Not In Puzzle: 4		-4
Misspelled Words: 0		0
Words Too Short: 0		0

Total Score   39

[Ok]

The Score section of the scoring window lists the total number of each size of word found along with the points given for these words.   Deductions may also be given for misspelled, too short of words or words not found in the puzzle.   A total score is shown in bold in the score section.   Points given for words and deductions are determined in the scoring options window.

The Too Short section of the scoring window lists all the words that were smaller than the minimum word size.

The Misspelled section of the scoring window lists all the words that were entered that could not be found in the dictionary.

The Not In Puzzle section of the scoring window lists all the words that could not be constructed from the <u>grid of letters</u> using the current <u>play options</u>.

The Valid Words section of the scoring window lists all the words that were entered that could be found in the <u>dictionary</u> and in the <u>letter grid</u>.

Dictionary

There are two dictionaries which come with the program that are used to verify if words are valid.   One is an American English dictionary and the other is a British English dictionary.

To switch dictionaries, select 'OPTIONS | AMERICAN DICTIONARY" from the main menu.   This will change the menu option to BRITISH DICTIONARY.   If the British Dictionary option is showing in the menu, then selecting it will change it to the American Dictionary.

You may optionally add words to the dictionary that you would like to have the game count as valid words.   To do so, you would select " OPTIONS | ADD TO DICTIONARY" from the main menu.   This will present a window where it will list all words that you have previously entered to be counted as valid words.   You may add and delete from the list at will.

You may optionally exclude words from the dictionary that you would like to have the game count as invalid words.   To do so, you would select " OPTIONS | EXCLUDE FROM DICTIONARY" from the main menu.   This will present a window where it will list all words that you have previously entered to be excluded from the dictionary.   You may add and delete from the list at will.

You may print a current puzzle.   To do so, you would select "FILE | PRINT PUZZLE" from the main menu.   Once chosen, your are given the option of choosing a font to be used for printing.   If the chosen font is too large for the puzzle to fit on the page, the font will automatically be scaled back until the puzzle will fit.

Selecting the "FILE | PRINTER SETUP" from the main menu allows you to choose the printer you wish to print any puzzles to.

Selecting "Exit" from the menu will exit the program.

The Show Background Bitmap options toggles between showing the background bitmap on the playing screen and not showing it.

You may change the font size that appears in the <u>Word Guesses listbox</u>.   You can make these smaller or larger for legibility and/or for fitting more words on the screen at one time.   Additionally you may choose to have a <u>number of columns</u> used in the word guesses listbox.

The Word Guess Columns specifies the number of columns of words that can be displayed in the Word Guesses Listbox at one time.   You will want to coordinate the number of columns with the font size.

Support and Upgrade Policy

Upgrade Policy

The code (.EXE file) for the registered and unregistered versions of the program are identical, and it is the presence of a file WORDWR1X.DLL (WRDW951X,DLL for 32 bit version) that is supplied with the registered version that causes the program to behave in a registered fashion. The presence of the DLL will also cause any further versions of Word Wrestle that still bear the 1.x release number to behave as registered versions, wherever you obtain them from. Versions that bear the 1.x release number will generally be for minor enhancements and bug-fixes. Any release containing major new functionality will bear the release number 2.x, and an upgrade fee will likely be chargeable.

NOTE: You may not distribute copies of the licensed version of this product. You may not distribute the WORDWR1X.DLL or WRDW951X.DLL file in any form.

We will make new versions of Word Wrestle available via the usual sources such as on-line services like CompuServe, AOL, the Internet and other BBSs and via disk vendors, shareware CD-Roms, etc.

The prime locations for new releases are as follows:
CompuServe: Library 4 of the UKSHARE forum
Internet: World Wide Web: http://www.smartcode.com/iss
             FTP Site: ftp://ftp.smartcode.com

If you do acquire a newer version of Word Wrestle simply ensure that the WORDWR1X.DLL or WRDW951X.DLL file you received when you registered is either in the directory that the Word Wrestle program is in or is in your WINDOWS directory.

Getting Support

Before you reach for the phone, please make sure you have looked through this Help File first. If you have a question that this Help File doesn't answer, or are reporting what appears to be a bug then we will be pleased to hear from you. But if it is a question that is answered in this Help file then all we will do is point you to the relevant section, and you will just get an answer a little bit slower. This is not meant to be awkward, but we try to keep our costs down to allow us to produce this high quality software at value-for-money prices, and answering support calls is an expensive undertaking. After all, some of the major software companies either charge for support or provide it on premium-price phone numbers. We don't want to have to do that.

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Please direct all correspondence directly to Insight Software Solutions, Inc. in the USA.

This program is authored by: Insight Software Solutions, Inc.

A file named WORDWRES.INI is created in the Windows directory. This file contains all the initialization information for the program such as fonts, score options, etc.   It is in ASCII format and may be edited directly if so desired, but should be done with caution.   Removal of this file will reset all values back to the program defaults the next time the program is run and the file will be recreated.

You may look up any word in the dictionary that you are uncertain about.   This can be helpful if you are creating and printing puzzles to play among friends and question a particular word on one of the players list.