## Word Squares Help Index

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## How To Play

The following topics explain how to play Word Squares:
Playing the Game
Strategy and Hints

## Commands

The following topics describe the commands on each of the menus:
Game Menu Commands
Options Menu Commands

## Playing the Game

A "word square" consists of equal-length words that can be read in both the vertical (top-to-bottom) and horizontal (left-to-right) directions. For example, here is a word square consisting of three-letter words:

A C E
C A N
E N D

In the Word Squares game, all the individual letters are given to you. Your task is to arrange them so that they form a valid word square. When you run Word Squares, the program starts a game, displaying an "empty" three-letter word square and nine letters below it.

To play the game, simply drag each letter from the area at the bottom of the form, and drop it on one of the empty squares within the grid at the top. You can change a move you have already made by dragging a letter from one square to another or to a position outside the grid. You can also freely rearrange the letters in the area outside the grid.

As soon as you correctly guess the word square, the program displays a congratulatory message and ends the game. To begin a new game, choose one of the seven Game commands from the Game menu (Game 1 through Game 7). Each command creates a different game. When you open the Game menu, you see a check mark beside the game that was played previously.

Tip: If you choose a command from the Game menu before completing a game, the current game will be terminated and a new one started. To rescramble the letters for the game you are currently playing, simply choose the same command used to start the game from the Game menu (the checked command).

You can change the size of the word square by choosing a command from the Options menu. The $3 \times 3$ command, which is in effect when you start the program, selects a three-letter word square; the $4 \times 4$ command selects a four-letter word square. For both these commands, the program provides 7 games-14 games in all. When you choose either of the commands from the Options menu, the program begins a new game (Game 1), terminating any game already in progress.

Note: For each game, the program begins with a given word square and scrambles the letters it contains. You might be able to arrange these letters into a valid word square other than the one used as the basis for the game. The program, however, will not acknowledge your achievement.

## Strategy and Hints

The easiest way to become acquainted with Word Squares is to begin playing using three-letter word squares; you can then graduate to four-letter words.

One rule of thumb might help you narrow the possible arrangements: If a letter occurs an odd number of times, at least one of these letters must be placed along the diagonal between the upper left corner and the lower right corner of the word square. For example, if three Ts are available, at least one T will end up on the diagonal. You might therefore begin by arranging the letters into pairs, working in the area at the bottom of the window. The letters left over can be separated from the rest; these letters must be placed along the diagonal.

The next step might be to guess the word in the top row and in the first column, which must begin with one of the odd letters, and then use letters from the pairs to fill in the remaining squares. This general strategy is illustrated below:


## Game Menu Commands

## Game 1 ... Game 7

Choose one of these commands to start a new game. Word Squares provides 7 different games for each grid size option (selected from the Options menu).

## Exit

Terminates the Word Squares program.

## Options Menu Commands

Note: Choosing one of the following options automatically starts a new game (Game 1).
$\underline{3} \times 3$
Choose this option to play with a 3-letter by 3-letter word square.
$4 \times 4$
Choose this option to play with a 4-letter by 4-letter word square.

