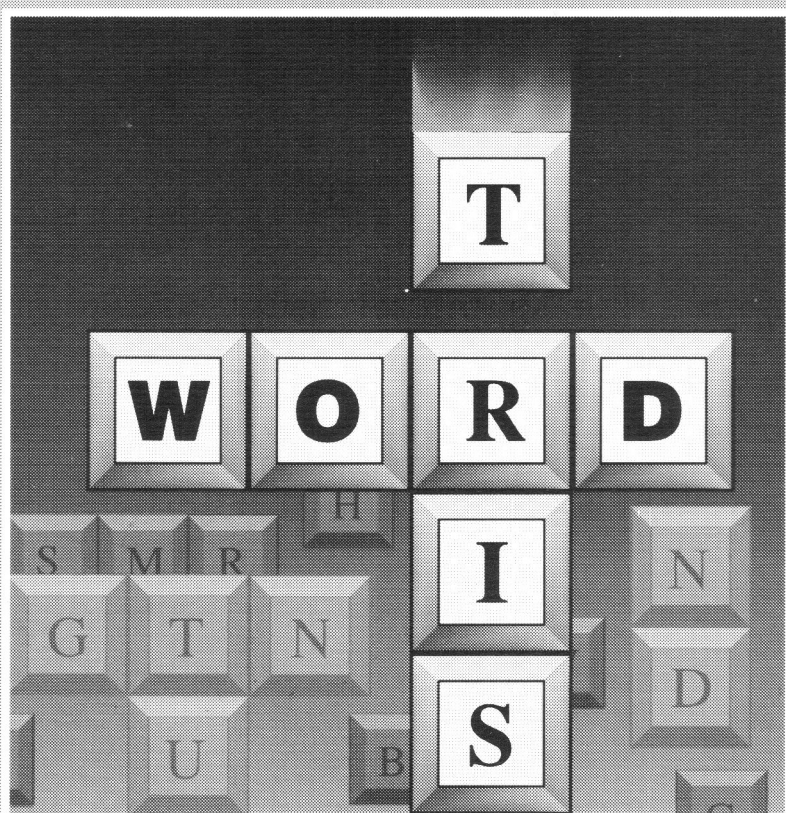




# WORDTRIS™



IBM Version

*Spectrum HoloByte®*



## A WORD ABOUT THIS GAME

We would like to thank you for purchasing one of our products. For your convenience you can make backups of the original disk(s) in order to protect your investment. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

We are committed to providing products for you that are of the highest quality and value. If you have questions concerning any of our software, or if there are additional programs that you would like to see developed, please contact us at:

Spectrum HoloByte	America Online: SPHERE
2061 Challenger Drive	CompuServe: 76004,2144
Alameda, CA 94501	GEnie: HOLOBYTE
(510)522-1164	Internet: 76004.2144@COMPUSERVE.COM
(510)522-3587 FAX	Prodigy: TKNJ33A

Gilman G. Louie, CEO  
Sphere, Inc.



## Contents

Welcome to Wordtris™ .....	1
System Requirements .....	1
Installation .....	2
Loading .....	2
Identification Screen .....	3
Playing Wordtris .....	4
Select a Game Mode .....	4
Select a Difficulty Mode .....	5
Select a Level .....	5
Select a Time Limit .....	6
Repeat Words .....	6
Select a Control Method .....	7
Start the Game .....	7
Moving Blocks .....	8
Blank Blocks .....	9
Erase Blocks .....	9
Menu Bar .....	9
Scoring .....	10
Bonus Blocks .....	11
Additional Scoring Variables .....	12
Magic Words .....	12
Advancing to the Next Level .....	13
Ending Wordtris .....	14
High Scores .....	14
Game Variations .....	14
Competitive Wordtris .....	15
Cooperative Wordtris .....	16
Tournament Wordtris .....	17
Head-to-Head Wordtris .....	18
Head-to-Head Setup .....	20
Connection .....	20
Port .....	21
Baud Rate .....	21
Mode .....	21
Line Type .....	22
Phone .....	22
OK .....	22
Direct Connect and Modems .....	22
Network .....	23
Playing Head-to-Head Wordtris .....	23
Dictionary Editor .....	24
Wordtris Strategy .....	25

## CREDITS

Original Design and Program	Sergei L. Utkin and Vjacheslav A. Tsoy
IBM Version Programming	Rebecca Ang and Farah Soebrata
Additional Programming	Scot Bayless, Mark Blattel, Erick Jap, Brian Lewis, Kuswara Pranawahadi and Les Watts
Artwork	Dan Guerra, Louis Sremac and Matt Carlstrom
Sound Programming	Don Harlow and Paul Mogg
Music	Ed Bogas
Manual	David K. Simerly and Marisa Ong
Manual Cover Artwork	Chuck Butler
Testing	Kurt Boutin, Brett Amick, Eric Grotke, Mike Nebeker and Russel Reiss
Special Thanks To	Shelley Addison, Anthony Chiang, Belinda Ellingworth, Barbara Gleason, Rita Harrington, Gilman Louie, Guymond Louie, Ann McCue, Mike Nelson, A.J. Redmer and Liz Rich

## CUSTOMER SUPPORT

If you have any questions regarding the use of *Wordtris* or any of our other products, please contact Spectrum HoloByte Customer Support at:



Spectrum HoloByte  
2061 Challenger Drive  
Alameda, CA 94501  
ATTN: Customer Support



(510)522-1164  
9:00 AM to 5:00 PM  
Monday through Friday



America Online: SPHERE  
CompuServe: 76004,2144  
Internet: 76004.2144@COMPUSERVE.COM  
GEne: HOLOBYTE  
Prodigy: TKNJ33A

*Wordtris* original game © 1990 Armenia. All rights reserved. IBM version © 1991 Sphere, Inc. All rights reserved. *Wordtris* is a trademark of Sphere, Inc. Spectrum HoloByte is a registered trademark of Sphere, Inc. Portions licensed from Houghton Mifflin Company. Copyright © 1990 by Houghton Mifflin Company. Based on *The American Heritage Dictionary*. TETRIS © 1987 Electronorgtechnica (Elorg). TETRIS® is a registered trademark of Elorg.

## Welcome to Wordtris™

*Wordtris* is truly an international game. Originally designed by a Hungarian and a Korean, both living in Moscow, their prototype caught the eye of a well-connected Armenian, who saw in it a game which would teach the Armenian language to Armenians living outside their country. Naturally it was love at first sight for us here at Spectrum HoloByte, because *Wordtris* combines the fun of a word game with the fast-paced, addictive action of *Tetris*®.

*Wordtris* not only tests your skill and coordination, as any good arcade game should, but also your creativity and vocabulary skills. For in *Wordtris*, each block that drops into the well is labelled with a letter, and the only way to remove blocks from the well is to maneuver them so they form words.

You'll have to be quick. *Wordtris* leaves no time for lethologica (the temporary inability to recall a word) and legomachy (the dispute of words and their meanings). Are you up to the challenge? Do you consider yourself a grammatologist (one who worships words)? If so, then read on.

## System Requirements

*Wordtris* operates on any IBM PC, Tandy 1000, or compatible computer equipped with the following:

- 640K RAM
- One 5¼" or 3½" floppy disk drive  
Hard disk recommended  
(VGA version requires a 1.2MB 5¼" disk drive or a 720K 3½" disk drive)

*Words are, of course, the most powerful drug used by mankind.*

— Rudyard Kipling

*This will never be a  
civilized country until we  
expend more money for  
books than we do for  
chewing gum.*

— Elbert Hubbard

- Hercules monochrome, CGA, Tandy 1000™ 16-color, EGA, or VGA graphics
- Ad Lib™, Roland™, or SoundBlaster™ sound cards supported.
- Joystick or mouse optional

## Installation

Make a backup copy of your *Wordtris* program disks before you do anything else and put your original program disks in a safe place. To install *Wordtris* to the hard drive, insert the 360K 5¼" Disk 1 (or the 720K 3½" Disk 1 if you have the 3½" version) into your disk drive. Then switch to that disk drive. For example, type **A:**  to change to drive A. At the DOS prompt, type **INSTALL**  and follow the onscreen instructions.

## Loading

Load the program by typing **WORDTRIS** . In a moment the following screen appears:

Choose graphic mode:

- 
1. VGA (256 colors)
  2. EGA (16 colors)
  3. Tandy 1000 (16 colors)
  4. CGA (4 colors)
  5. Hercules monochrome
  6. Exit game

==> Enter Your Choice: \_

Type the number of the graphic mode that's appropriate for your computer. The sound option menu will appear next:

Choose sound option:

- 
1. IBM speaker
  2. Ad Lib
  3. SoundBlaster
  4. Roland MT-32 or LAPC-1
  5. Tandy 1000
  6. Tandy 1000 DAC
  7. Exit game

==> Enter Your Choice: \_

Type the number that's appropriate for your computer's sound capabilities.

You can also load the options you want directly from the DOS prompt by appending parameters to the **WORDTRIS** command. For example, you can load the game for VGA graphics and SoundBlaster by typing **WORDTRIS V S** at the DOS prompt. The following table lists all of *Wordtris*' loading parameters.

<b>WORDTRIS V</b>	for VGA
<b>WORDTRIS E</b>	for EGA
<b>WORDTRIS T</b>	for Tandy 1000 color
<b>WORDTRIS C</b>	for CGA
<b>WORDTRIS H</b>	for Hercules monochrome
<b>WORDTRIS I</b>	for IBM speaker
<b>WORDTRIS A</b>	for Ad Lib
<b>WORDTRIS S</b>	for SoundBlaster
<b>WORDTRIS R</b>	for Roland MT-32 or LAPC-1
<b>WORDTRIS Y</b>	for Tandy 1000 sound
<b>WORDTRIS D</b>	for Tandy 1000 DAC

## Identification Screen

A literary quote will appear onscreen after the *Wordtris* title screen. You must identify the author of the quote before the game will continue. Simply turn to the page number of this manual that's shown onscreen with the quote.

*Syllables govern the  
world. — John Selden*

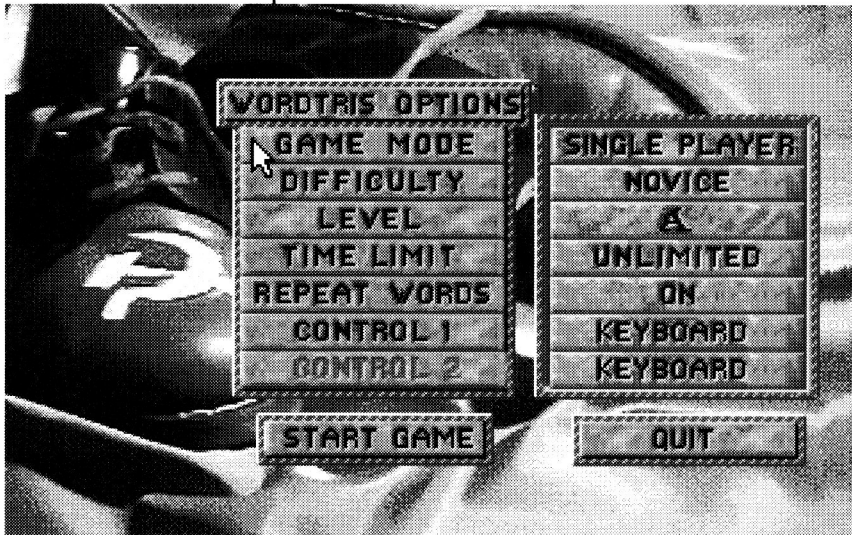
*Man does not live by words alone, despite the fact that sometimes he has to eat them.*  
— Adlai Stevenson

Then type in the first four letters of the author's first name and press **[Enter]**.

## Playing Wordtris

The *Wordtris* Options Screen (see below) contains all the options you need to play *Wordtris*. Choose options from the Options Screen by moving the onscreen arrow with the **[Tab]**, **[←]**, **[→]**, **[↑]**, and **[↓]** keys, or the mouse. **[Shift] [Tab]** moves the arrow backward through the buttons. When the arrow is positioned over the option you want, press **[Enter]** or click the mouse button to select that option.

The area on the right side of the Options Screen shows your setup selections.



## Select a Game Mode

When you first enter *Wordtris*, the arrow is positioned over the **GAME MODE** option. Press **[Enter]** or click the mouse button to open the **GAME MODE** window. You can select a game mode by

moving the arrow to the option you want and pressing **[Enter]** or clicking the mouse button. We suggest that you start with a **SINGLE PLAYER** game to get a feel for *Wordtris* before you try the other game modes. Playing and scoring in a single player game is explained in the “Scoring” section later in this manual. The other game modes are explained in their own chapters.

## Select a Difficulty Mode

*Wordtris* has four difficulty modes. The modes and their differences are listed in the following table. Move the arrow over the **DIFFICULTY** area, press **[Enter]**, and select **NOVICE** for your first *Wordtris* game.

The extra time for positioning letter blocks in **CHILDREN'S** mode allows our younger players a chance to play *Wordtris*. **CHILDREN'S** mode is identical to **NOVICE** mode except for the slower letter drop rates.

DIFFICULTY	Children's & Novice	Advanced	Expert
Minimum letters for a word	3	3 for levels A–E, 4 for levels F–J	4
Minimum letters for a Magic Word	5	6	7
Pause	Does not hide well	Hides well	Hides well
Scoring	x1	x2	x3

## Select a Level

There are ten levels, and at the higher levels, the blocks fall into the well at a faster rate and the game may require more letters before it will accept a word. Since this is your first game, choose level **A** if it is not already selected.

*When I use a word, it means just what I choose it to mean — neither more nor less.*  
— Lewis Carroll

*The most valuable of all talents is that of never using two words when one will do.*

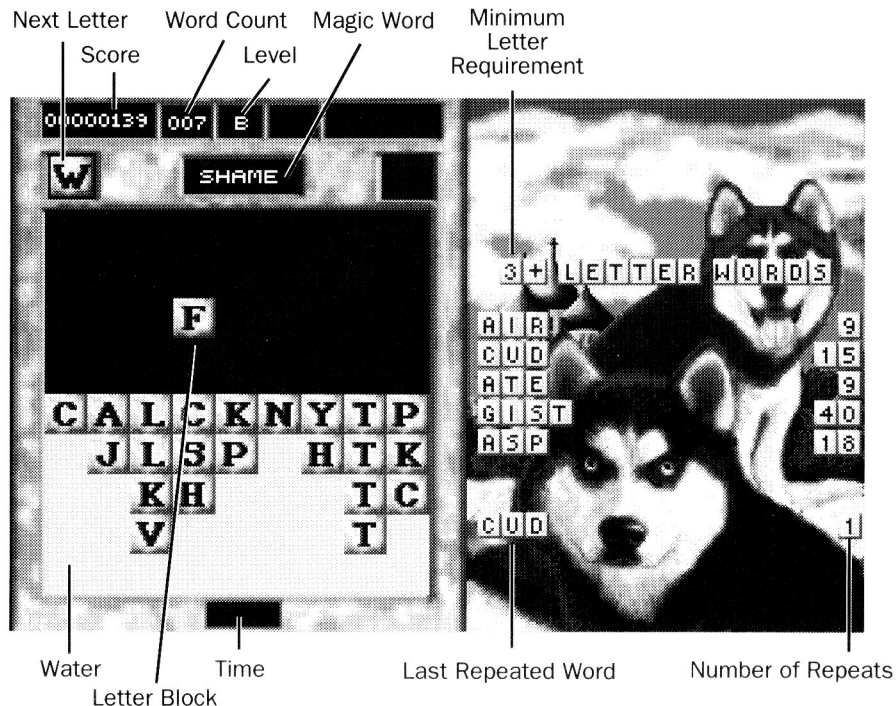
— Thomas Jefferson

## Select a Time Limit

Move the arrow over the **TIME** control and select a time limit for your first game. **UNLIMITED** lets you play until your well fills to the top with letter blocks or until you decide to end the game. Choosing anything other than **UNLIMITED** lets you play for that number of minutes. The time appears on the game screen (see below) directly beneath the well. When the timer reaches 00:00, the game ends regardless of that game's current status.

## Repeat Words

The **REPEAT WORDS** option, when turned on, removes duplicate words from the well. For instance, if you form the word "DOG" at the beginning of the game and **REPEAT WORDS** is



turned on, then "DOG" will be removed from the well every subsequent time you form the word. *Of course, you only earn a score the first time you form the word.* If **REPEAT WORDS** is turned off, then repeated words are not removed from the well. Since turning **REPEAT WORDS** off makes the game much more challenging, leave this setting **ON** for your first game.

## Select a Control Method

Next move the arrow over the **CONTROL 1** block and select your method of controlling *Wordtris*. If you have selected a **Competitive** or **Cooperative** game, then the **CONTROL 2** option will also be available for the second player. Choose **KEYBOARD**, **MOUSE**, or **JOYSTICK** depending on which device you are using to play *Wordtris*.

## Start the Game

Now choose the **START GAME** option at the bottom of the Options Screen to actually start the game you've set up. You can end the game at any time by pressing **[Esc]** and choosing **ABORT GAME** from the **GAME** menu.

*Wordtris* starts on whichever level you selected on the Options Screen, but the default is level A as shown on the previous page. There are a total of ten levels, A through J, with each level becoming progressively more difficult. The higher the level, the faster the blocks fall into the well and the more words you'll have to form to complete the level. Each level shows the well on the left and a different scene from the Soviet Union on the right. The scene on the right shows you the minimum number of letters required to create a word on that level and the last five words you have created in that

*He is as good as his word — and his word is no good.*

— Seumas MacManus



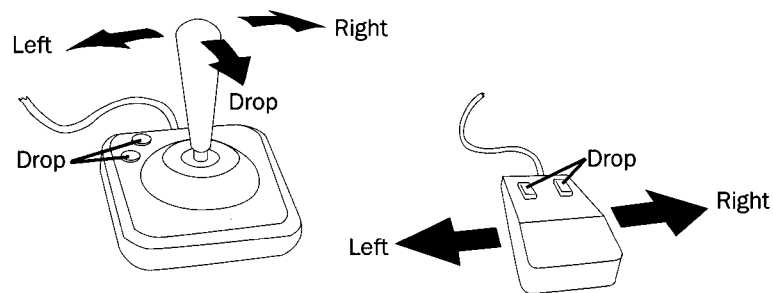
*In two words: impossible.*  
— Samuel Goldwyn

game. The bottom of the right-hand screen shows the last repeated word and how many times the word has been repeated.

The lower portion of the well is filled with water. Letter blocks fall randomly from the top of the well and float on the water. If a falling block lands on top of a floating block, the lower block is pushed beneath the water. When the blocks reach the bottom of the well, they begin stacking above the water line unless you manage to form words, at which time the blocks forming the word(s) disappear from the well and you earn a score.

### Moving Blocks

As letter blocks fall into the well, you can move them left and right or make them fall more quickly, using the control method you chose on the Options Screen. You can move blocks using a mouse or joystick as shown:



The following table lists the keys that control the blocks:

#### Control 1

Move letter left	←
Move letter right	→
Drop letter	↓, 0, 2, or Spacebar

#### Control 1 for Competitive and Cooperative

Move letter left	←
Move letter right	→
Drop letter	↓, 0, or 2

#### Control 2 for Competitive and Cooperative

Move letter left	J or S
Move letter right	L or F
Drop letter	M, C, or Spacebar

### Blank Blocks

In Single Player, Tournament, and Head-to-Head games, some blocks that drop into the well are labelled with a question mark and look like [?]. These blocks are blank blocks to which you can assign whichever letter you need by typing it on the keyboard. You can even turn the blank block into an eraser if you press the [Backspace] key. The resulting letter (or eraser), however, is worth zero points. Also, if you do not press a letter fast enough, the blank block will change to a random letter.

### Erase Blocks

Another special block in *Wordtris* is the erase block. The erase block looks like a gum eraser and wipes out the first letter that it drops on. If you're lucky enough to get an erase block, it's very handy to correct any mistakes that you may make in the well.






### Menu Bar

The game screen also has a menu bar that you can use to change various options and perform other activities while the game is in progress. Press [Esc] to show the menu bar. While the menu bar is showing, you can use the mouse

*A good catchword can obscure analysis for fifty years.*

— Johan Hutzinga

*The thoughtless are  
rarely wordless.*  
— Howard W. Newton

or the  and  keys to select the various pull-down menus. Use the mouse or the  and  keys to highlight commands within the menus. Press the mouse button or  to select the highlighted command.

### ABOUT

About Wordtris Credits screen

### GAME

Resume game

Abort game

Quit to DOS

### CONTROL

Player 1

Game control

Player 2

Game control

### OPTIONS

Advance to next level

Music

Show next letter

Pause

All sound

Hide words list

Change letter set

Erase high scores

### DICTIONARY

Add Words

Delete Words

### HELP

Key Reference

Letter Values

### Scoring

You score in *Wordtris* by creating words with combinations of the letters that fall into the well. *Wordtris* does not accept abbreviated words, hyphenated words, foreign words, and proper nouns. Each letter block is worth a certain number of points depending upon the letter it represents. You can form words hori-

zontally or vertically, and they can overlap each other — in this respect, *Wordtris* operates like a crossword puzzle.

Your total score equals the sum of all the words found in the well. Word scores are calculated by adding the values of all the letters in the word, multiplying that sum by the number of letters in the word, and then multiplying that number by the game level.

For example, suppose you're playing at level B and form the word "HARP." Going by the letter value table shown below, the sum of the letter values in "HARP" is worth 9. Next multiply 9 by the number of letters in the word:  $9 \times 4 = 36$ . Then multiply 36 by the game level:  $36 \times 2 = 72$ . So the base word score for "HARP" is 72; but there are a number of other options that affect that score.

Letter	Points	Letter	Points	Letter	Points
A	1	J	8	S	1
B	4	K	4	T	1
C	3	L	1	U	1
D	2	M	4	V	5
E	1	N	1	W	4
F	4	O	1	X	8
G	2	P	3	Y	4
H	4	Q	10	Z	10
I	1	R	1	?	0

### BONUS BLOCKS

Bonus blocks are special-colored letter blocks that double the word score — *if you can make the bonus block form a word as it lands*. If the bonus block does not form a word immediately, it changes to a normal letter block.

*Colors fade, temples  
crumble, empires fall,  
but wise words endure.*  
— Edward Thorndike



*The paper burns, but the words fly away.*

— Ben Joseph Akiba

For instance, if the letter “R” in “HARP” was a bonus letter, then the base word score of 72 is doubled, increasing the word score to 144.

### ADDITIONAL SCORING VARIABLES

If you are playing *Wordtris* with the REPEAT WORDS option from the Setup Screen *turned off*, then the word score doubles again, increasing the value of “HARP” to a whopping 288.

Next, if you are also playing *without* the SHOW NEXT LETTER feature from the OPTIONS pull-down menu, then *Wordtris* adds 25% to the word score, bringing it to 360.

Finally, playing at a difficulty mode higher than NOVICE OR CHILDREN’S also affects your *Wordtris* score. If you are playing in ADVANCED mode, your word score will be multiplied by two. Thus, if you get a word score of 360 in ADVANCED mode, then the score will double to 720. EXPERT mode multiplies your word score by three.

### MAGIC WORDS

If you form the Magic Word (shown centered above the well) then two things happen:

1. Your score total is increased by the word score for the Magic Word, plus the word scores for any other words formed, *plus* the letter value for every block in the well.
2. The well is cleared of all blocks.

Thus, continuing our example from above, if “HARP” also happened to be the Magic Word, then the value for all other words and letter blocks in the well would be added to the 360 points we have thus far tallied for the word

“HARP.” That number would then be added to your total score.

But remember that longer words which contain the Magic Word do not count. For example, “HARP” may be the Magic Word and you have the letters **H A R** **S** set up in the well. If you drop a **P** between the **R** and the **S**, *Wordtris* will not recognize the word “HARPS” as the Magic Word of “HARP.”

In Novice mode, the Magic Word length is five letters. The Magic Word length in Advanced mode is six letters. And Expert mode uses Magic Words seven letters long.

### Advancing to the Next Level

There are ten difficulty levels in *Wordtris*. Level one is “A” and level ten is “J.” You progress to the next highest level after you have accumulated a certain number of words, as shown in the following table:

Level	Words
A	5
B	15
C	30
D	50
E	75
F	105
G	140
H	180
I	225
J	No Limit

The word total is cumulative, not obtained per level. For example, once you create five words on level A you’ll progress to level B. At level B you only need another ten words to progress to level C because the total number of words

*At the beginning there was the Word — at the end just the Cliché.*

— Stanislaw J. Lem

*He can compress the  
most words into the  
smallest idea of any man  
I have ever met.*  
— Abraham Lincoln

needed at that point is 15. On each new level you reach, the blocks drop faster into the well.

### Ending Wordtris

Wordtris ends when: 1) the well fills to the top with blocks; 2) your game time limit, if any, expires; or 3) you press **[Esc]** for the menu bar, pull down the **GAME** menu and select **ABORT GAME**. If you reach level J, the game continues at that level until one of these three conditions is met.

### High Scores

Wordtris keeps track of the ten highest scores achieved. If your score ranks in the top ten in your time limit, the Top Ten screen appears and you are prompted to record your name with the rest of the winners. Note that some of the slots on the High Scores screen remain blank until you have played ten games. Wordtris maintains 10 different scoreboards (one for each of the five time limits within the Single Player and Cooperative game modes).

### Game Variations

So far you have learned about Wordtris' Single Player game, but there are four additional game modes from which to choose:

1. **Competitive Wordtris** — you and another player play at the same time, competing against each other for the best score.
2. **Cooperative Wordtris** — you and another player play at the same time, working together to get a high score.
3. **Tournament Wordtris** — you and up to three other players play identical single

player games, all competing for the best score.

4. **Head-to-Head Wordtris** — you and another player on a different computer play at the same time, competing against each other for the best score.

Each of the Wordtris variations is explained in the following sections.

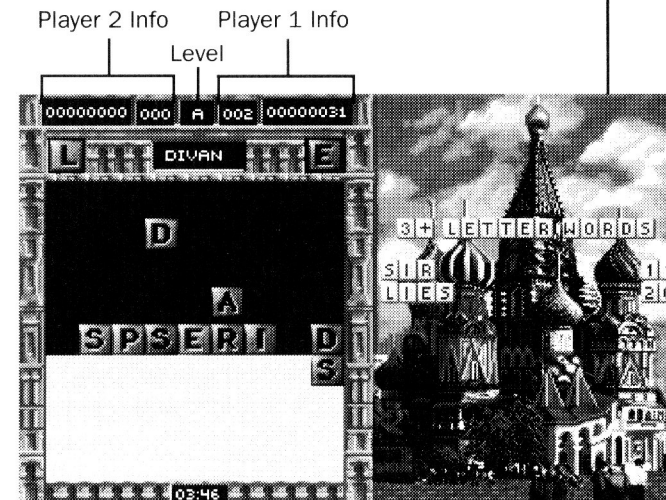
### Competitive Wordtris

If you want to compete against a fellow Wordtris player to see who can manage the better score while fighting for words in the same well, then you want to play Competitive Wordtris. Unlike the Single Player game, two letter blocks fall simultaneously into the well. Player 1 controls the red letter blocks while Player 2 controls the blue letter blocks.

Each player controls the left, right, and downward motion of their letter block. Each player selects their own control device as described in "Select a Control Method" in the "Playing

*All our words from loose  
using have lost their  
edge.*

— Ernest Hemingway



*It took me years to understand that words are often as important as experience, because words make experiences last.*

— Willie Morris

*Wordtris*” section above. You can also select a time limit for the game as described in “Select a Time Limit.”

The Competitive game maintains a separate score and word count for each player. The player whose block lands first and forms a word gets the credit for the word. For instance, if Player 1 has formed a partial word such as **T** **N****T**, and Player 2 uses an **E** block to complete the word, then Player 2 gets the word score for **T****E****N****T**. Now you understand why we call this variation Competitive. In the event that both players land their block at the same time and cause one or more words to form, the word score is split between the two players. Odd number scores, such as 25, will be rounded up to an even number.

At the end of a Competitive game, the player with the fewer blocks gets the values of the other player’s remaining blocks added to his score. This rule prevents a player from ending the game early in order to maintain his lead and win the game.

### **Cooperative Wordtris**

If you want to work with a friend to achieve the best score possible, then the Cooperative game is the one for you. The Cooperative game is similar to the Single Player version — but unlike Single Player, two letter blocks of different colors drop into the well instead of one.

Each player controls the left, right, and downward motion of his block. Each player selects his own control device as described in “Select a Control Method” in the “Playing *Wordtris*” sec-

tion earlier. You can also select a time limit for the game as described in “Select a Time Limit.”

Once the game starts, both players share the same score and word count. If, at the end of the game, their score is among the top ten best for the selected time limit, both players can enter their names on the Top Ten Cooperative screen.

### **Tournament Wordtris**

If you want to compete with up to three of your friends to see who can play the best game of *Wordtris*, then choose the Tournament game from the Options Screen. Unlike the Cooperative and Competitive games, Tournament players play the game on their own; when one player is finished, the next player steps up to bat. Each game follows the same sequence of falling blocks so that each player plays exactly the same game.

When you select Tournament mode, the game prompts you to select the number of players and then to enter a name for each player. Each player controls the falling letter blocks according to the method selected from the Options Screen. *Wordtris* maintains a separate word count and score for each player. Each player’s word count and score is shown during their game. You can also set a time limit for each game in the tournament as described in the “Playing *Wordtris*” section earlier.

Each player’s turn continues until one of the following conditions occur: 1) the time expires; 2) the player reaches a new level (if the time is unlimited); or 3) the well fills with blocks. If there is a time limit which expires, then it’s the

*Words are more interesting than letters, and sentences are more interesting than words.*

— Fannie Jackson  
Coppin

*Oaths are but words,  
and words are but wind.*  
— Samuel Butler

next player's turn. If a player reaches a new level, then his turn ends temporarily. That player's next turn will begin on the new level. If a player's well fills with blocks, then the game is over for that player. The Tournament Scores screen ranks the players according to their scores at the end of the game.

### Head-to-Head Wordtris

If you want to play against a friend on another computer at another desk, in another building, or halfway around the world, then you want the Head-to-Head game. All you need for head-to-head competition is two registered copies of *Wordtris* and either a null-modem serial cable, two Hayes-compatible modems (each capable of at least 1200 baud transmission speed), or a Novell-compatible local area network.

The rules for the Head-to-Head game are virtually the same as the rules for the other *Wordtris* game variations, with one major exception: when one player forms a word of four or more characters, one or more rocks bubble up from the bottom of the opponent's well (see below).



Rocks are the same size as letter blocks, and any letter blocks on the bottom of the well are pushed upward by the rock(s). The number of rocks that appear in your opponent's well is determined by the number of letter blocks in the words you create.

The following table shows the number of letter blocks it takes to generate rocks in your opponent's well depending on the difficulty mode:

Rocks	Novice	Advanced		
		A-E	F-J	Expert
1	4	4	5	5
2	5	5	6	6
3	6	6	7	7
4	7	7	8	8
5	8	8	9	9
6	9	9	10	10
7	10	10	11	11
8	11	11	12	12
9	12+	12+	13+	13+

The table suggests that one can form words of 13 characters or longer, but that is not the case. *Wordtris* words are limited to nine characters, but in some cases you can form more than one word at the same time (overlapping vertically and horizontally), which means that you *can* score more than nine letters at once.

You may also score 13 or more letters if your well contains many blocks and you form the Magic Word. If you form the Magic Word, then your well is cleared as usual (including rocks) and your opponent receives the appropriate number of rocks as shown in the table above.

The maximum number of rocks you can send or receive is one row (9 rocks).

*When an idea is  
wanting, a word can  
always be found to take  
its place.*

— Johann W. von  
Goethe

*Similes are like songs of love: / They much describe; they nothing prove.*

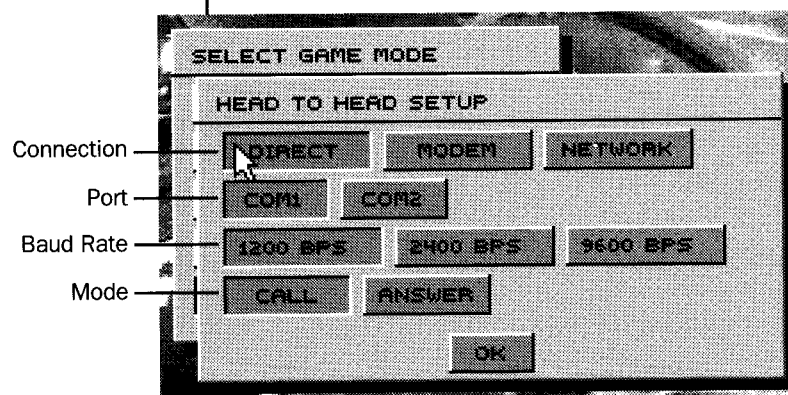
— Matthew Prior

To play Head-to-Head *Wordtris*, select that option from the Options Screen. Selecting Head-to-Head opens the Head-to-Head Setup menu described in the next section.

### Head-to-Head Setup

The Head-to-Head Setup menu lets you determine how the two computers communicate with one another. You can select the various options from the Head-to-Head Setup menu using the mouse or the cursor keys, just as you select options from the Options Screen.

The following sections describe each element of the Head-to-Head Setup menu.



#### CONNECTION

Select **DIRECT** if your computer is connected directly to the serial port of your opponent's computer via a null-modem serial cable. If you and your opponent are playing by modem, then select **MODEM**.

If you're playing across a Novell network, then choose **NETWORK**. If you are playing *Wordtris* head-to-head over a Novell network, you do

not need to select any of the following options except **MODE**.

#### PORT

Choose **COM 1** or **COM 2** depending on which serial port you are using for your modem or cable connection. Please note that *Wordtris* does not support **COM 3** or **COM 4**.

#### BAUD RATE

Select the baud rate you want to use from the choices available in the Head-to-Head Setup menu. The baud rate is the speed at which information will be transmitted between the two computers during the game.

If you are connected to the other computer directly, you can set the baud rate as high as 9600 (a very fast rate and one we recommend for direct connections). However, if the two computers are communicating via modems, the maximum baud rate will be determined by the maximum capabilities of the two modems. Please refer to your modem's user manual for more information about its capabilities.

#### MODE

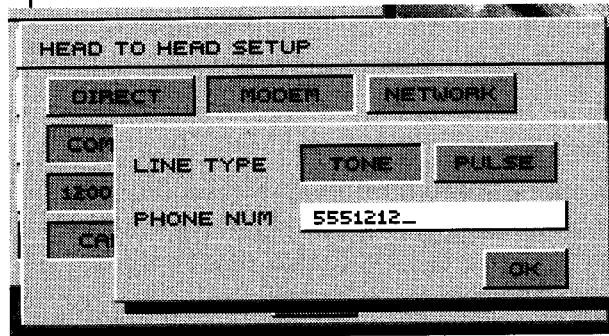
The mode setting determines whose computer will be the calling computer and whose will be the answering computer. Head-to-head competition must always have one caller and one answerer. The caller determines the difficulty, game level, time limit, and whether **REPEAT WORDS** is turned on or off.

*We have too many high sounding words, and too few actions that correspond with them.*

— Abigail Adams

Truth is stranger than  
fiction.

— Lord Byron



### LINE TYPE

This setting is available only when playing over modems and you are the caller. It determines whether the caller will use Touch Tone™ or pulse dialing when calling the other computer. Select either **TONE** or **PULSE**.

### PHONE NUMBER

This setting is available only when playing over modems and you are the caller. The calling player enters the phone number of the answering player in the **PHONE** field. Hyphens and parentheses are not necessary and will be ignored during dialing.

### OK

Select this option to leave the Head-to-Head Setup menu and return to the Options Screen. Your settings are automatically saved until you change them again.

### Direct Connect and Modems

Once both players have selected OK from the Head-to-Head Setup menu, each player must choose the **START GAME** option from the Options Screen to begin the game.

In order to ensure that both players begin their game at the same time, the computer loads in all the data before allowing the game to start. The message "START HEAD-TO-HEAD!" will appear on both screens to let both players know when to start.

### Network

If you are the caller, the program will say "Looking for players – Please hold on." If there are any *Wordtris* players waiting on the network, a dialog box will appear saying "Select Opponent." Either select a player's name or select "Exit" to cancel. If your *Wordtris* challenge is accepted, the Head-to-Head game will begin.

If you are the answerer, you will see "Waiting to connect" until you have been challenged. Once you see "You have been challenged to Wordtris!" press **[Y]** to accept or **[N]** to cancel.

### Playing Head-to-Head Wordtris

Once the game begins, you and your opponent can type messages to each other by pressing **[Ctrl][T]**. When you are finished "chatting," press **[Esc]** to return to the game.

When the letter blocks reach the top of one player's well, both games end and the player with the higher score is the winner. The Head-to-Head score screen appears at the end of the Head-to-Head game. The score screen shows each player's score, the highest level reached, and the number of words formed. You can then either play another head-to-head game or quit.

*Censorship, like charity,  
should begin at home;  
but unlike charity, it  
should end there.*



— Clare Boothe Luce


*Independence is normally achieved when, for one thing, we rid ourselves of logophobia, the irrational fear of words.*

—Francis Meehan



## Dictionary Editor

You can customize the *Wordtris* dictionary to suit your own taste by selecting ADD WORDS OR DELETE WORDS from the DICTIONARY menu.


When you choose ADD WORDS, the Add Words screen will appear. The words currently in your custom dictionary appear in the list on the left side of the screen. You can scroll the list up or down using the  or  keys or the mouse. Please note that the user dictionary is separate from the main game dictionary, so your word list will be empty if this is the first time you've used the dictionary editor.

Add a new word to the dictionary by typing it into the entry field to the right of the scrolling list. The word must be a minimum of three characters or a maximum of nine characters long. You'll get an error message if you try adding a word that is already in either the main dictionary or the user dictionary. Press  to insert the new word into the dictionary. Press OK to return to the menu bar.

When you choose DELETE WORDS from the DICTIONARY menu, the Delete Words screen appears. As you can see, the screen is very similar to the Add Words screen, except that you select a word to delete by choosing it from the scrolling list on the left side of the screen. If your custom dictionary is empty, there will be no words to delete.

Scroll the list up or down with the mouse. Then select the word you want to delete from the list by clicking the mouse button on the word. If you're using the keyboard, first select the scrolling list and then use the  or  keys to

move the highlight up or down through the words in the list.


When the word you want to delete is highlighted, press  to permanently delete the selected word. Select OK to leave the Delete Words screen and return to the menu bar.

## Wordtris Strategy

Believe it or not, there are certain methods to the *Wordtris* madness. Most importantly, know the difference between your consonants and your vowels. Try to land them in a logical sequence. For instance, there aren't too many words that have a "B" and a "C" right next to each other, but you might get a word if you leave a space between the two letters.

Likewise be careful about placing certain consonants on the right side of the screen. You will have considerable difficulty getting rid of a "J" that you land in the right-most column since there are almost no words in the English language that end in "J."

Also try to stay aware of common letter combinations such as "ST," "LY," "QU," "CK," "CH," and so on. Grouping such letters together can prove very useful in *Wordtris*. In addition, planning letter combinations often lets you form longer words, thus earning a higher score. Sometimes *Wordtris* even helps you out by dropping the two letters in sequence.

Try to plan ahead. As you land the letters, try to remember what letters you'll need to form certain words. This is extremely helpful when you get the  block. If you have a letter in mind, then you can quickly type it and use the blank

*The pen is mightier than the sword.*

— Edward Bulwer-Lytton



*I never write metropolis  
for seven cents because I  
can get the same price for  
city. I never write police-  
man because I can get  
the same money for cop.  
— Mark Twain*

block to complete a word instead of having the blank time out and convert to a random letter.

Don't forget to take advantage of the eraser. It will help you eliminate any troublesome letters from the well. And, if you desperately need an eraser, you can always turn a [?] into one by pressing [Backspace].

Be careful about how you land your letters if you're trying to build the Magic Word. For instance, suppose the Magic Word is "PEACE." If you get a [P], an [E], and an [A] and you land them in that order, then *Wordtris* will recognize the word "PEA" and you'll have to start all over again. Likewise, the word "PEACE" also contains the word "ACE." So the best strategy for a word like "PEACE" would be to land the blocks in the following order, [P][E] [C][E], and then wait for an [A] to fall into the well.

Last, but not least, as a tip for our younger players, try the CHILDREN'S mode. The slower speed gives you a fair chance in making words from the falling letters.

## Spectrum HoloByte® Ninety-Day Limited Warranty

To the original purchaser only, Spectrum HoloByte warrants the magnetic diskette on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to Spectrum HoloByte for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Spectrum HoloByte or send proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the diskette as provided above. If failure of a diskette has resulted from accident, abuse or neglect, Spectrum HoloByte shall have no responsibility to replace the diskette under terms of this limited warranty.

If the diskette should fail after the original ninety-day limited warranty period has expired, you may return the diskette to Spectrum HoloByte at the address noted below, accompanied by a check or money order for the applicable replacement fee as outlined on the Warranty Registration Card, a brief statement describing the defect, and your return address. Spectrum HoloByte will replace the diskette provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the diskette retains the original product label.

ANY IMPLIED WARRANTIES RELATING TO THE DISKETTE, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM DATE OF PURCHASE. PUBLISHER SHALL NOT BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MIGHT NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Spectrum HoloByte®  
Division of Sphere, Inc.  
2061 Challenger Drive  
Alameda, CA 94501

## **Spectrum HoloByte® Software License Agreement**

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY SPECTRUM HOLOBYTE® TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. OPENING THIS PACKAGE OR USING THE ENCLOSED DISKETTE INDICATES YOUR ACCEPTANCE OF THESE TERMS.

Spectrum HoloByte hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all rights reserved. You may not copy or otherwise reproduce any part of the software or the manual, except that you may load the software into a computer as an essential step in executing the software on the computer. The original and any back-up copies of the software and the manual are to be used only in connection with a single computer. You may physically transfer the software from one computer to another, provided that the software is used in connection with only one computer at a time. You may not transfer the software electronically from one computer to another over a network. You may not distribute copies of the software or the manual to others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLICENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DISASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.