COMPUTER
SCRABBLE®

SOFTWARE BY

Leisure Genius ®

® Registered Trade Mark

COMPUTER SCRABBLE®

INSTRUCTIONS FOR THE AMSTRAD 464, 664 AND 6128

A   Introduction

B   Rules for playing SCRABBLE®

C   LOADing Computer SCRABBLE®

D   Playing Computer SCRABBLE® on your computer

A Introduction

Computer SCRABBLE® is a highly sophisticated computer program which allows you and others to play SCRABBLE® on or against your microcomputer. The program can provide you with up to 3 opponents in any one game - each programmed opponent can be assigned one of 4 skill levels.

All you need is the Computer SCRABBLE® program and your microcomputer system. The program provides an "on-screen" board and all the facilities of the board game.

The Computer SCRABBLE® program includes a playing vocabulary of over 11,000 words. These have been carefully selected from Chambers 20th Century Dictionary and Chambers WORDS (which is the reference used in the official SCRABBLE® tournaments) to ensure a consistent and competitive level of play from the Computer SCRABBLE® program. In addition, the program will check words that you play against its vocabulary and challenge any words it does not "know" - as its vocabulary is finite you are able to either accept or reject its challenge.

The program has play levels 1 to 4 with level 1 being the least skilled opponent and the highest level being the most skilled. As an indication, the Computer SCRABBLE® program is tuned to achieve average scores of 200 points at level 1 and 300+ points at level 4.

B Rules for playing SCRABBLE®

SCRABBLE® is a word game for two to four players. The play consists of forming interlocking words, crossword fashion, on the SCRABBLE® playing board using letter tiles with various score values.

Each player competes for a high score by using his letters in combinations and locations that take best advantage of letter values and premium squares on the board. The combined total score for a game may range from about 500 points to 700 or more depending on the skill of the players.

THE PLAY

Each player has seven letters in his rack at the start of the game, and after each play draws enough new letters to maintain his total.

The first player combines two or more of his letters to form a word and places them on the board to read either across or down with one letter on the centre square. Diagonal words are not permitted.

A player completes his turn by counting and announcing his score for the turn. He then draws as many new letters as he has played, thus always keeping seven letters in his rack.

The second player, and then each in turn, adds one or more letters to those already played so as to form new words. All letters played in any one turn must be placed in one row across or down the board. They must form one complete word and if, at the same time, they touch other letters in adjacent rows they must form complete words, cross-word fashion, with all such letters. The player gets full credit for all words formed or modified by his play.

New words may be formed by:

a. Adding one or more letters to a word or words already on the board.

b. Placing a word at right-angles to a word already on the board. The new word must use one of the letters of a word already on the board or must add a letter to it.

c. Placing a complete word parallel to a word already played on the board so that adjoining letters also form complete words.

No letter may be moved after it has been played.

The two blank tiles may be used to represent any letter desired. When playing a blank the player must indicate what letter it represents, after which it cannot be changed during the course of the game.

Any player may use his turn to replace any or all of the letters on his rack. After discarding them he draws the same number of letters and his discarded ones are then mixed with those remaining in the pool. He then awaits his next turn to play.

Any words found in the standard dictionary are permitted except proper names, etc., usually commencing with a capital letter, those designated as foreign words, abbreviations and words requiring apostrophes or hyphens. Consult a dictionary only to check spelling or usage. Any word may be challenged before the next player starts his turn. If the word challenged is unacceptable the player takes back his tiles and loses his turn.

Play continues until all tiles have been drawn and one of the players has used all of the letters in his rack or until all possible plays have been made.

SCORING

The score value of each letter and the letter distribution is indicated in the tables at the end of this section. Note that the value of the blank is zero.

The score for each turn is the sum of the score values of all the letters in each word formed or modified in the play plus the premium values resulting from placing letters on premium squares.

Premium Letter Squares: A light blue square doubles the score of a letter placed on it. A dark blue square trebles the letter score.

Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is trebled when a letter is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares the score is doubled and then re-doubled (4 times letter count), or trebled and re-trebled (9 times letter count) as the case may be. Note that the centre square is a pink square and therefore doubles the score for the first word.

The above letter and word premiums apply only in the turn in which they are first played. In subsequent turns letters count at face value.

When a blank letter tile falls upon a premium word square the sum of the letters in the word is doubled or trebled even though the blank itself has no score value.
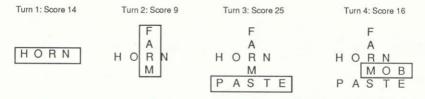
When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) in the score for each word.

Any player who plays all seven of his tiles in a single turn scores a premium of 50 points in addition to his regular score for the play.

At the end of the game, each player's score is reduced by the sum of all his unplayed letters, and, if one player has used all of his letters, his score is increased by the sum of the unplayed letters of all the other players.

EXAMPLES OF WORD FORMATION AND SCORING

In the following, each word added in successive turn is shown in a box. The scores shown are the correct scores if the letter R is placed on the centre square. In turn **1** count **HORN**; in turn **2**, **FARM**; in turn **3**, **PASTE** and **FARMS**; in turn 4, **MOB**, **NOT** and **BE**.

Turn 1: Score 14   Turn 2: Score 9   Turn 3: Score 25   Turn 4: Score 16

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

LETTER DISTRIBUTION			
Letter	Quantity in Game	Letter	Quantity In Game
A	9	N	6
B	2	O	8
C	2	P	2
D	4	Q	1
E	12	R	6
F	2	S	4
G	3	T	6
H	2	U	4
I	9	V	2
J	1	W	2
K	1	X	1
L	4	Y	2
M	2	Z	1
Blank	2		

C   LOADing Computer SCRABBLE®

LOADing from cassette:-
Type the command **run"** and press the **ENTER** key. The computer responds with **Press PLAY and then any key** -
and you must respond by pressing the **PLAY** key on the cassette unit, and then any key on the keyboard.

Once the Computer SCRABBLE® program is loaded, the program titles display and the game starts. When the first prompt
appears, press the **STOP** key on the cassette unit. Remove the cassette and keep it safe for next time.

LOADing from disk:-
Type the command **run"scrabble** and press the **ENTER** key on the Amstrad keyboard.

Once the Computer SCRABBLE® program is loaded, the program titles display and the game starts. When the first prompt
appears, remove the disk and keep it safe for next time.

D   Playing Computer SCRABBLE®

PLAYERS' NAMES AND SKILL LEVELS.
A name must be given for each player taking part in the game - including computer opponents. When prompted for a name,
simply type in the name followed by the **ENTER** key.

The entry of the player's name is followed by a request for a skill level. **If this player is NOT to be a computer
player, then press the ENTER key - DO NOT PUT IN A SKILL LEVEL.** If the computer is to be this player then
press one of the numeric keys **1-4** at the top of the keyboard for the appropriate skill level of this computer player.

The program repeats the prompt asking for the next player's name. Up to 4 players can be entered and any or all of them may
be computer players.

As soon as you have entered the desired number of players, you may press **ENTER** instead of typing a third or fourth name.
This tells the program that all the players have been entered and that you are now ready to start playing.

The Computer SCRABBLE® program follows with a series of **YES/NO** questions which can be answered with one keystroke
(**Y** for yes and **N** for no). Each question has a default value which may be entered by pressing **ENTER**. The default values
are shown below in brackets.

Are you using a colour monitor?   (Y)
The Computer SCRABBLE® program substitutes special symbols for the premium square colours to enable you to play on
a black and white set. It always assumes a colour television to start with (this is also the default).

Do you want to see me think ?   (Y)
While the computer player chooses its word, it is possible to see its "thoughts" as it tries and scores different words.

Do you want to see the racks ?   **(Y)**

   While others (or the computer) are playing, you may want to see your current rack and the program can display it continually on the screen. However this may mean that another player can see your letters and alter strategy - in practice we have found that most players find little assistance from being able to see the other players' racks. If you reply **N** to this question, the program will pause each time a player starts and ends a turn. A note can then be made of the new rack. Players can take turns using the screen and keyboard - effectively hiding their racks.

Do you want sound effects ?   **(Y)**

   This question requires no explanation!

The last prompt (before the game starts) deals with the speed at which the program places words on the board - not the time it takes "thinking". The delay between letters can be varied from **0** (minimum delay) to **9** (maximum) - if you are watching the program "thinking" then **3** or **4** are good values to try.

THE PLAY

The current player's rack and name are displayed at the bottom left of the screen. The player must then enter a word, or one of the options displayed in the right-hand side of the screen.

THE OPTIONS:-

   Quit game. This means that you wish to stop playing immediately without completing the game.

   Pass 1 turn. If you cannot find a place to play any of your tiles to foma word, then you can skip a turn by passing. Normally this is only used at the end of the game, when there are no tiles left which could be exchanged.

   Premiums. The program responds to this option by displaying the premium squares with their values.

   Tile values. The full set of tiles is displayed in the right-hand screen area showing the tile values.

   Number of tiles. The full set of tiles is displayed in the right-hand screen area, showing the distribution of tiles.

   Change tiles. This option allows you to exchange **1-7** tiles from your rack for fresh tiles. It also counts as a turn. After choosing this option, type in the letters in your rack which you wish to exchange, followed by **ENTER**. The program will remove those and pick new tiles for you.

   Juggle rack. The program will juggle the letters in your rack giving a new arrangement. This is helpful as a way of looking for playable words.

   Hint 1 word. If you are stuck, the program can give you a hint of one playable word. The program looks at your rack and the board and displays a playable word and possible position on the board.

ENTERING A WORD.

To enter a word, simply type the word in full including any letters which may appear on the board. After you have typed the word, press **ENTER**. This will allow you to position the word on the board.

The blank tile is entered by pressing the **SPACE BAR** at the bottom of the keyboard and following with the letter it represents. It will display on the board in in verse or a different colour from the other tiles.

PLAYING A WORD.

A cursor or marker appears on the board at the top left-hand corner. Using the keys which normally control the cursor, position the cursor where the first letter of your chosen word should go. Then press:- **A** for across **D** for down and the program will display your word on the board. Press **X** to cancel your choice of word.

After displaying the word, the score is calculated and displayed and you may try a different word - you may do this as often as you like.

If no other attempt is desired, the program will check the word played and any other words formed against its own vocabulary. The Computer SCRABBLE® program will challenge the validity of any word it fails to recognise.

When the program challenges, if you accept the challenge as valid (i.e. the word was indeed wrong), then you lose both your turn and the score achieved. However, if you reject the challenge (it is quite possible to play a valid word that the program does not recognise - as the program has a finite vocabulary), then the program will accept the word played and any word generated.

When the program asks **ARE YOU SURE ?** for a particular word, you can override the challenge by pressing **Y** - it will then accept your play.

After your word is played, the scores on the top right-hand corner of the screen are updated and new tiles are given to replace those you have used.

AT THE END OF THE GAME

As soon as there are no tiles left to draw, and one player has used all the tiles in the rack - the game ends.

The Computer SCRABBLE® program also recognises the end of the game by the fact that there are no new tiles left to draw after a turn, and each player has passed once in a full round.

When the end has been reached, the program adjusts each player's score by the letters left in the racks and announces the winner.

You then have the opportunity to play again with the same players and levels.