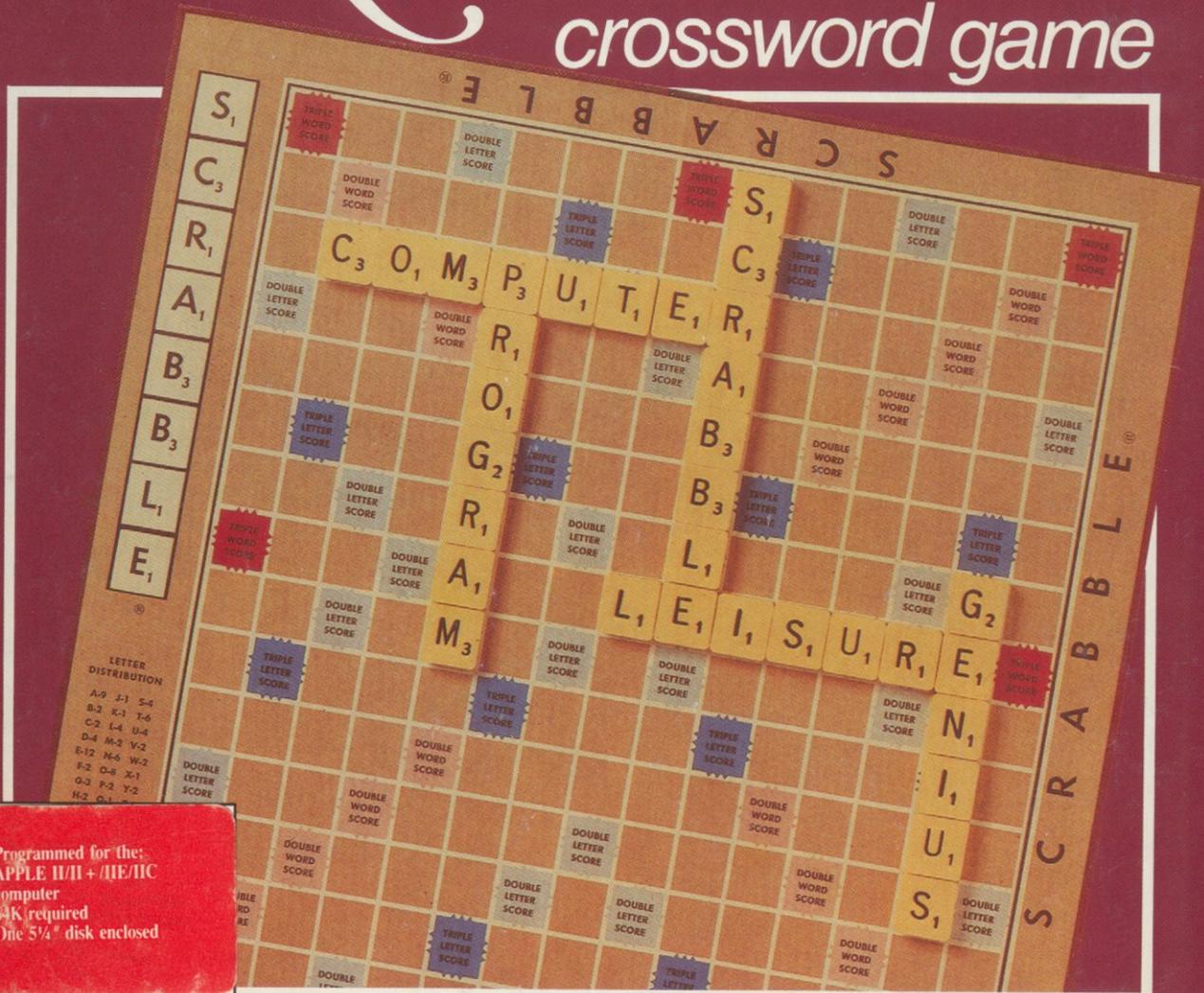




PRESENTS...

# THE COMPUTER EDITION OF SCRABBLE® BRAND crossword game



Programmed for the:  
APPLE II/II+ /IIe/IIIc  
computer  
64K required  
One 5 1/4" disk enclosed

# THE COMPUTER EDITION OF SCRABBLE® BRAND crossword game

## NOW EVERYONE'S FAVORITE WORD GAME IS BACK!

Play SCRABBLE® on your computer just as you would on the board game—for 2, 3 or 4 players.

Or do what you can't do with the board version: play against the ultimate opponent, your own computer!

Build your vocabulary and strategic abilities by playing through the different skill levels, from beginner to advanced.

Match your imagination against other players', or against a computer opponent with a dictionary of 12,500 to 20,000 words (depends on machine version).

An ingenious combination of strategy and luck makes this game a must for word lovers and gamers alike!



IBM PC



AMIGA



C64



ATARI ST

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This package contains a copy of the Computer Program and an instruction booklet.



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MADE IN THE U.S.A.



LEISURE  
GENIUS

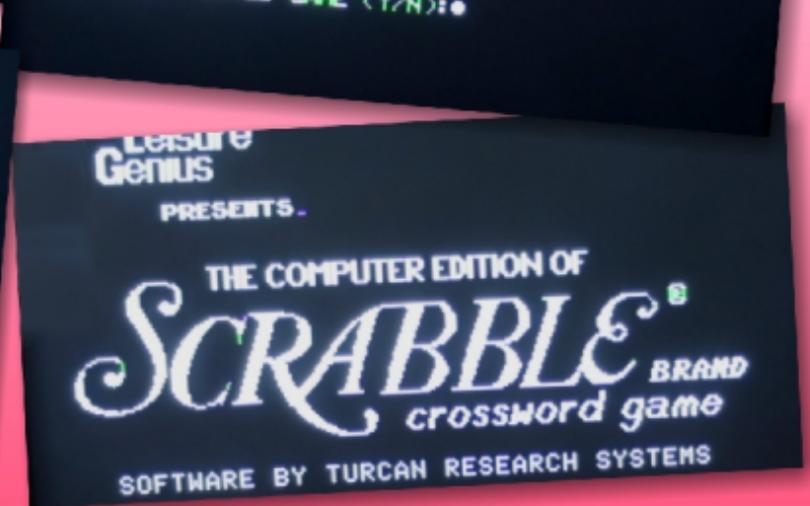
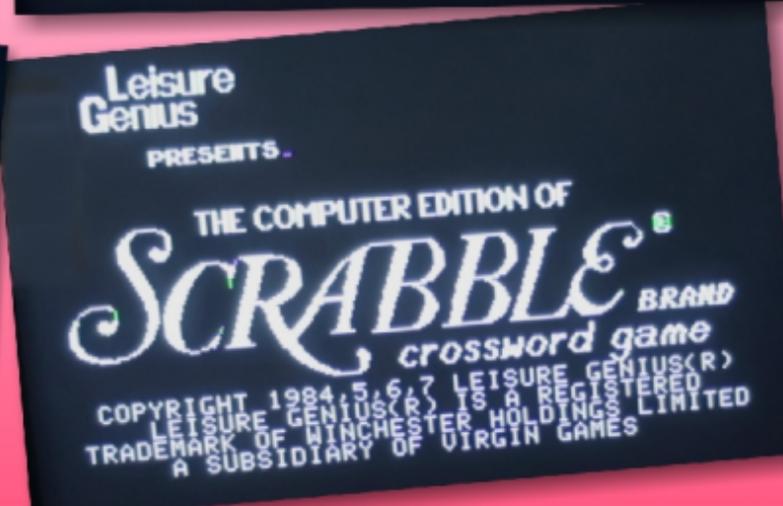
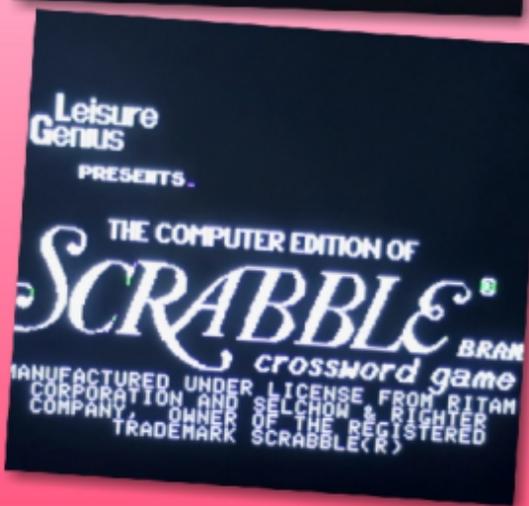
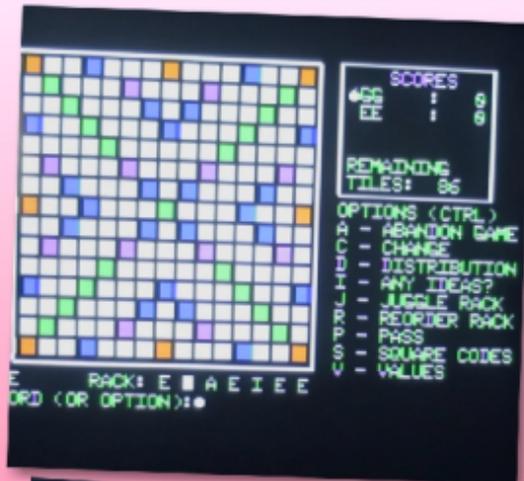
THE COMPUTER EDITION OF  
*SCRABBLE*<sup>®</sup> BRAND  
crossword game

**APPLE II+, IIe/c**

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THE COMPUTER EDITION OF  
**SCRABBLE**<sup>®</sup> BRAND  
crossword game

SOFTWARE BY

**Leisure  
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® Registered Trade Mark

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## ACKNOWLEDGEMENTS

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## I. Introduction

Computer *SCRABBLE*® is a highly sophisticated computer program which allows you and others to play *SCRABBLE*® on or against your computer. You may play with friends or the program can provide you with up to 3 opponents in any one game. Alternatively try setting four computer players and just sit back and watch them play. Each computer opponent can be assigned one of 8 skill levels ascending in order of difficulty (level 1 — easy, level 8 — very hard, level 0 — human player).

The Computer *SCRABBLE*® program includes a playing vocabulary of over 20,000 words, taken from "The Official *SCRABBLE*® Player's Dictionary" and "Chamber's Words." 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 8 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 (in a 2-player game) of 200 points at level 1 and over 3500 points at level 8.

Skill levels 1-4 access a selected subsection of the dictionary while levels 5-8 access all acceptable 2, 3, and 4 letter words and extensions — **some of these words are obscure and unusual!!!**

To add to the excitement and realism of the game, a clock facility is included — you can choose a maximum allowable time per turn, ranging from "lightning" at 10 seconds to a leisurely 9 minutes 59 seconds.

Finally, the Computer *SCRABBLE*® program includes a facility for interrupting and resuming a game at a later date.

## II. 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 their 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 their rack at the start of the game, and after each player draws enough new letters to maintain their seven.

1. The first player combines two or more of their letters to form a word and places them on the board to read either across or down with one letter on the center square. Diagonal words are not permitted.
2. A player completes their turn by counting and announcing their scores for the turn. They then draw as many new letters as they have played, thus always keeping seven letters in their rack.
3. 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 form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified by their play.
4. **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.

5. No letter may be moved after it has been played.
6. 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.
7. Any player may use their turn to replace any or all of the letters on his rack. After discarding them they draw the same number of letters and their discarded ones are then mixed with those remaining in the pool. They then await their next turn to play.
8. 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 the 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 all their tiles and loses their turn.
9. Play continues until all tiles have been drawn and one of the players has used all of the letters in their rack or until all possible plays have been made.

### SCORING

10. The score value of each letter and the letter distribution is indicated in the 'PLAYING COMPUTER *SCRABBLE*®' section for each computer.
11. 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.
12. **Premium Letter Squares:**

This square doubles the score of the letter placed on it:



This square triples the score of the letter placed on it. The letter "B" will score nine (3x3) if placed on a triple letter square:

IBM    COMMODORE    ATARI ST    MACINTOSH    APPLE II



AMIGA

The light blue tile gives a double letter score. The dark blue tile gives a triple letter score.

### 13. Premium Word Squares:

The score for the entire word is doubled when one of its letters is placed on this square:

IBM    COMMODORE    ATARI ST    MACINTOSH    APPLE II



The score for the word is tripled if a letter is placed on this square: Includes 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 squares the score is doubled and then re-doubled (4 times letter count), or tripled and re-tripled (9 times letter count) as the case may be. Note that the center square is a double word square and therefore doubles the score for the first word played.

IBM    COMMODORE    ATARI ST    MACINTOSH    APPLE II



AMIGA

The pink tile gives a double word score. The red tile gives a triple word score.

14. 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.
15. When a blank letter tile falls upon a premium word square the sum of the letters in the word is doubled or tripled even though the blank itself has no score value.

16. 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.
17. Any player who plays all seven of their tiles in a single turn scores a premium of 50 points in addition to their regular score for the play.
18. At the end of the game, each player's score is reduced by the sum of all their unplayed letters, and if one player has used all of their letters, their 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 center square. In turn 1, count **HORN**; in turn 2, **FARM**; in turn 3, **PASTE** and **FARMS**; in turn 4, **MOB**, **NOT** and **BE**.

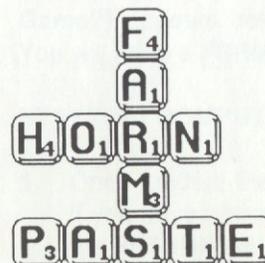
TURN 1: Score 14



TURN 2: Score 9



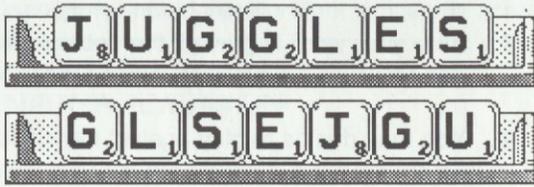
TURN 3: Score 25



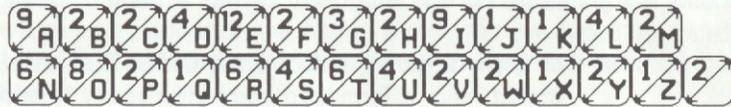
TURN 4: Score 16



**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.



**Distribution of tiles.** The full set of tiles is displayed, 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 **RETURN**.

**Premiums.** The program responds to this option by displaying the premium squares with their values, and their positions on the board.



Triple letter  
(Dark Blue)



Double letter  
(Light Blue)



Triple word  
(Red)



Double word  
(Pink)

**Force.** If you force an option while a computer player is taking a turn, you will **FORCE** it to place the word that it is currently thinking of. This is useful if you wish a computer player to "Hurry up" with its turn. If the computer has not yet thought of a word it will pass or change its tiles.

**End game.** This option allows you to finish a game. You can use the **SAVE GAME** option in the File menu to save a game at any time. Remember to save a game before using the **END GAME** option if you wish to resume later.

## VI. APPLE IIe/IIc

### A. LOADING COMPUTER *SCRABBLE*®

Loading from disk: Place disk into **DRIVE 1**. **Boot** the disk in the normal way. Once the Computer *SCRABBLE*® program is loaded, the program titles display and the game starts. When the first prompt **RESUME GAME?** appears, you may commence playing.

Leave the disk in **DRIVE 1**, as it is constantly accessed while playing.

### B. STARTING COMPUTER *SCRABBLE*®

1. Once loaded, the program will prompt with **RESUME GAME?**. If you have not previously saved a game simply type **N** or press the **RETURN** key.

If you wish to resume a previously saved game, type **Y** and insert the disk holding the saved game. The program responds with **ENTER FILE NAME:** and you must enter the name of your saved game. (Between 1 and 8 characters). After loading the previously saved game, the program will resume at the point at which the game was saved.

2. The program will prompt with **NUMBER OF PLAYERS 1-4?** Decide how many players you wish to participate and press the appropriate key.

Now you may enter the player's names. Simply type up to 6 letters of the player's name and press the **RETURN** key.

3. The entry of the player's name is followed by a request **CAN THE APPLE PLAY THIS HAND (Y/N)**. If you wish the computer to play for this player then type **Y**, you will then be asked **WHICH DIFFICULTY LEVEL?** Press one of the keys **1-8** at the top of the keyboard for the appropriate skill level of this computer player. If you don't wish the computer to play for this player then type **N**.
4. 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.

5. 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).
  - a. **VIEW ALL RACKS? (Y/N)** 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 player's racks.
  - b. **PAUSE BETWEEN EACH PLAYER (Y/N)**. If you reply **Y** 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.
  - c. **IN COLOR (Y/N)**. If you type **N** to this prompt the computer will display the board using symbols for the premium squares. If you answer **Y** then the premium squares will be displayed as colored squares.
6. The last prompt **ANIMATED CURSOR SPEED (0 - 9)** 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 delay) — if you are watching the program “thinking” then **3** or **4** are good values to try.

**C. PLAYING COMPUTER SCRABBLE®**

1. The current player's rack and name are displayed at the bottom right of the screen. The player must then enter a word, or one of the options (see below).
2. **The Options are accessed by pressing CTRL and the letter required and are used as follows:**

**CTRL A ABANDON GAME.** This means that you wish to stop playing immediately without completing the game. You will be prompted (**C-CONTINUE N-NEW GAME Q-QUIT S-SAVE**), pressing **S** will give you the option to save the game for later resumption. You will need a previously formatted Dos 3.3 disk to **SAVE** your game onto.

Pressing **C** will return you to the current game, pressing **N** will start a new game (thus losing your current one).

**CTRL C CHANGE.** 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 **RETURN**. The program will remove those and pick new tiles for you.

**CTRL D DISTRIBUTION.** The full set of tiles is displayed, showing the distribution of tiles. Press **CTRL** and **O** to restore the scores and racks and resume play.

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

**CTRL I ANY IDEAS?.** 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.

**CTRL J 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.



**CTRL R REORDER RACK.** This option gives the player the chance to **REORDER** their letters in a sequence of their choosing.

**CTRL P PASS/FORCE.** If you cannot find a place to play any of your tiles to form a 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. If you press the pass key while a computer player is taking a turn, you will **FORCE** it to place the word it is currently thinking of. This is useful if you wish a computer player to “Hurry up” with its turn. If the computer cannot think of a word it will change its letters.

**CTRL S SQUARE CODES.** The program responds to this option by displaying the premium squares with their values — either in color or with symbols shown below.



Triple word



Double word



Triple letter



Double letter

**CTRL V VALUES.** The full set of tiles is displayed in the right-hand screen area showing the tile values in two sections. Press **CTRL** and **O** to restore the scores and racks and resume play.

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

3. **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 **RETURN**. 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 inverse or a different color from the other tiles.

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

5. 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.

6. 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 recognize.

7. 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 for that turn. However, if you reject the challenge (it is quite possible to play a valid word that the program does not recognize — 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.

8. After your word is played, the scores on the screen are updated and new tiles are given to replace those you have used.

## VII. End of the Computer *SCRABBLE*® game.

1. 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 recognizes 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.

2. When the end has been reached, the program adjusts each player's score by the letters left in the racks and announces the winner.
3. You then have the opportunity to play again with the same, or different players and levels.

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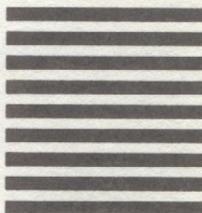
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Product purchased: \_\_\_\_\_ Date purchased \_\_\_\_/\_\_\_\_/\_\_\_\_

Store where purchased: \_\_\_\_\_ Price paid: \_\_\_\_\_

Store address: \_\_\_\_\_

My computer is: ( ) Apple IIGS ( ) Macintosh ( ) Atari ST ( ) Amiga  
( ) Com. 64/128 ( ) IBM PC/XT/AT ( ) other IBM compatible (brand): \_\_\_\_\_

If IBM PC/XT/AT or compatible, what type of graphics card is installed in your computer?

( ) monochrome ( ) CGA ( ) MCGA ( ) EGA ( ) VGA

How much memory (RAM) in your computer? \_\_\_\_\_ Do you have a hard disk? \_\_\_\_\_

Primary user's age: ( ) under 10 yrs. ( ) 10-17 yrs. ( ) 18-30 yrs. ( ) 31-50 yrs. ( ) over 50 yrs.

Number of other computer games owned:

( ) 0-2 ( ) 3-5 ( ) 6-10 ( ) 11-20 ( ) over 20

Favorite computer games(any publisher): \_\_\_\_\_

What computer magazines do you read? \_\_\_\_\_

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