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Rules for Winagrams

Before such games as Scrabble and Boggle appeared on toy shelves everywhere, a game often called Anagrams was played. The word 'anagram' has taken on the following definition: the transposition of the letters in one word or group of words into another word or group of words. A simple example would be LIVE and its anagram of EVIL. The game of WinAgrams is based on this principle.

The object of the game is to be the first player to complete 8 words of 3 or more letters in length each.

To begin the game a number of tiles are turned face up to form the pot, and each player draw ones letter from the remaining letters. For the purposes of this version of the game, the computer will handle all of the players drawing and placing letters into the pot, but rest assured, the computer is not cheating while doing this. A random player is then chosen to begin the game.

On each turn the player tries to form (or re-form) a word to add to his own list of words from the available letters. All words made must be at least 3 letters in length. On the beginning turn the player only has his own letter, and the pot letters to choose from to make his word. You are not required to use the letter in front of you, it is simply your 'bonus' letter.

Suppose the first player created a word only from the letters in the pot. He puts his own letter into the pot and draws another. If he can make another word, he may do so, and draws and plays again. Anytime during the game that a player creates a new word to add to his list, he may draw and play again.

When a player cannot make words solely from the pot letters, he can try to add to or modify a word that has already been made. When modifying a word, you must change the root of the word (not simply add an 'S' to pluralize it as an example). You must also use ALL of the word you are modifying, and any or all of the pot letters and the letter in front of you. If the word you modify is your own, it will end your turn, and you will place your current letter into the pot and draw another letter for your next turn. If you 'steal' one of the opponents words in this way, you get to draw and play again. This continues until one player has managed to make 8 words in his own word list.

As an example: suppose player 1 has the word CHARM in front of them. It is player 2's turn, and there is an E and an S in the pot, he may 'anagram' the word CHARM into MARCHES, thus stealing the word for himself. As you can see, the longer the words you possess are, the harder they are to anagram and steal.

NOTE: Should the pot ever contain more than 14 letters, the earliest letter added to the pot will be removed to make room for the additional letter.

Computer Player Info

In the freeware version, only the 'Novice' computer player is active. The Registered version contains 3 other levels of computer players; beginner, advanced, and expert. The computer player relies on its own dictionary to make word choices from, and in all but the 'expert' player, the computer player will skip many words that are possible, in order to give the players a fighting chance at winning the game.

Understanding the Playing Screen

Although there are many buttons on the screen which may seem confusing, playing of the game is really quite simple. (Mastering the game is quite difficult however!).

If it is the computer's turn: The only option the player has during the computer's turn is to press 'Continue'. This allows the computer to attempt to make a word. If the computer makes a move that allows it to play again, the player should keep pressing 'Continue' until it's the player's turn again.

If it is the player's turn: The player has 4 options listed below...

- 1. Pass: if the player cannot find a move at all, hit the pass button, and play will shift to the computer's turn.
- 2. Make a completely new word: Make sure the yellow box is around the 'Use Pot Letters Only' Button. Type the word to create in the appropriate box, and hit RETURN key or else the continue button. If the word is acceptable, and able to be made from the letters available, it will be your turn again.
- 3. Build on opponent's word: Click the opponent's word you wish to build on, thus placing the yellow box around it, and type the word you wish to create in the 'Word to Create' box. Hit RETURN key or press 'Continue' button. If the word is acceptable, and able to be made from the letters available, it will be your turn again.
- 4. Build on your own word: Click your own word you wish to build on, thus placing the yellow box around it, and type the word you wish to create in the 'Word to Create' box. Hit RETURN key or press 'Continue' button. If the word is acceptable, and able to be made from the letters available, the new word will be created, and play passes to the opponent's turn.

That's all there is to it!

Thanks To...

Warwick Allison - for many discussions on dictionary coding algorithms. Curtis Edewaard - initial beta-testing and bug reporting

Receiving the Registered Version

This version of WinAgrams is the Freeware version. If you enjoy this version, please consider buying the registered version.

By purchasing the registered version, you will receive **added computer level opponents** for greater variety in game play, **two-player mode**, which allows two humans to compete with one another on the same computer; **elimination of the 'Freeware' notices** dialogs, **product support**, and you will also be **supporting the continued development of WinAgrams!**

If you think the computer is too easy in this version, just wait to see what kind of challenge an expert computer is. Once you become an anagram 'master', challenge anyone who doubts your verbal superiority to a two-player, face to face showdown!

I look forward to hearing your comments on what features you would most like to see added to the game. Your registration payment will also entitle you to receive all bug fix updates, and the first program update (when available) free of charge!

Distribution of this version of WinAgrams is encouraged.

To receive the registered version, send \$15 (check or money order, US Funds only) to:

Land-J Technologies c/o J.J. Lehett PO Box 677461 Orlando, FL 32867-7461

(see order form in help file)

Please include your name, address, and where you acquired this program if possible.

You may also contact me via email at:

Delphi: JLEHETT

Internet: |LEHETT@DELPHI.COM

I welcome all comments, criticisms, and suggestions, and look forward to hearing from you.

The Dictionary

Any word listed in boldface print in Webster's Unabridged Dictionary, capitalized or non-capitalized are acceptable words. Words with dashes, apostrophes, and other punctuation are not allowable words.

When a word is entered by the player which is not currently in the dictionary, the player has the option of adding this word to the dictionary. If any such changes have been made to the dictionary, the program will ask you if you want to save these changes when you exit WinAgrams. The words added to the dictionary by the player will also be added to the computer's arsenal of word choices.

Other Land-J Tech. Programs

Euchre - Registered Version 1.2: Euchre card game for Windows 3.1 and later. Features beginning and advanced level computer players, full color cards, easy playing interface, full instructions on-line. Order your copy now for \$15, or try out the freeware version available on many Bulletin Board Systems and commercial on-line networks, or send \$2 for a diskette copy of the freeware Euchre version.

Order Form

Print this file to generate an order form (select File on the Help Menu bar, the Print Topic). Don't worry how it looks on screen, it should print off just fine.

Remit to: Land-J Technologies
PO Box 677461
Orlando FL 32867-7461

Name:				
Address:				
City, State, Zip:				
Where did you hear a	about this program (if possible):			
Quantity:	WinAgrams Registered Version @ \$15 each			
Quantity:	WinAgrams Freeware Version Demo Disk @ \$2 each			
Quantity:	Euchre Registered Version @ \$15 each			
Quantity: Euchre Freeware Version Demo Disk @ \$2 Each				
	SUBTOTAL			
	Florida Residents please add 6% sales tax			
	TOTAL			

Please enclose check or money order (United States funds only) payable to Land-J Technologies.

Thanks for your purchase! You're order will be on its way within 24 hours of hour receiving it!