

Word Jumble

Contents

What it is

How to use it

The Basics

Timed Games

Author Notes

What it is

- **Word Jumble** is a game for Windows 95 or Windows NT. Words are displayed with the letters jumbled. The object of the game is to unscramble the letters and find the correct word. **Word Jumble** is a game of *solutions*. It is not about spontaneously recognizing a jumbled word. Rather, the object of the game is to find a solution to a small problem. You may heighten the suspense by turning on the Timer and attempting to find a solution within 60 seconds.
- **Word Jumble** is intended to be a light-hearted diversion, like solitaire. It is meant to be a simple, entertaining game that provides several levels of difficulty. The game has been designed with every-day words and simplicity in mind, and is not intended to be more than it is -- a simple diversion.

How to use it

- You may choose a level of difficulty from the list labeled **Number of Letters**. Generally speaking, the more letters there are, the more difficult it will be to unscramble the word.
- You may play with or without the **Timer**. The game starts in standard mode with the Timer off. To start the Timer, click the **Timer checkbox** so that it is checked. The Timer will appear, along with Timed Game stats. If you wish to turn the Timer off, click the Timer checkbox to unselect the Timer and shut it off. The Timer will disappear.
- Beginning players may want to play standard games at first, with the Timer off, at levels 6 and 8. Intermediate players will progress to levels 10 and **?**, and begin Timed Games. Experienced players will hone their skills at Timed Games, a test of speed and problem-solving technique. The person with the highest game score is recorded in the record book and is displayed with the Game Stats.
- **When you first start the game, it opens with the New Game screen, at level six.** *To start play, click the **New Word** button.* If you wish to move to a different level of play, click on a number from the list labeled **Number of Letters**. This will load new words of that length. The choice labeled **?** has words of varying length, usually 10 to 15 letters. This category is designed to be difficult, but not overwhelming. It carries the highest point value for Timed Games.

The Basics

- The **Number of Letters** list gives you a choice of levels to play at. Click on a number from the list to load words of that length.
- The **New Word** button displays a new jumbled word, and starts the Timer at 60 seconds. You may play without the Timer by unchecking its option box.
- The **New Game** button starts a new game. This is for timed games.
- The **End Game** button ends a game in progress, and displays the Game Stats.
- The **Solution** button displays the correct answer in the Answer Box. If you are playing a Timed Game, *this ends the game*, so be careful.
- The **Exit** button ends the program.
- Type your word solutions into the **Answer Box** and click the **OK button**. The **Result Window**, just below the Answer Box, will tell you if your solution is correct. Obviously, for some words there may be more than one solution. If you want points, you had better find the right one!
- The **Shuffle Pad** is provided for words of up to 12 letters. This is a visual aid that permits you to shuffle the letters around. It may provide clues.
- **You may also add your own words to the game.** These will be added permanently, so be aware that these words cannot be deleted. You may add up to **300** new words of any length (up to 80 characters). Your words are added to the **?** category, and are worth 12 points each in a Timed Game.

To add words to Word Jumble:

- 1) From the menu, click on *Game*. A pulldown menu will appear.
- 2) Click on *Add Words*.
- 3) Follow the prompts to add your words.

Timed Games

- **Timed Games** are exercises in problem-solving under pressure. The idea is, you ***MUST*** solve the puzzle to continue, ***AND*** you must solve the puzzle in 60 seconds.
- **The Points are:**
 - 6 letters -- 6 points
 - 8 letters -- 8 points
 - 10 letters -- 10 points
 - ? -- 12 points (may be any number of letters)
- At the 30 second mark, the points are halved.
- At the 0 second mark, the points go to zero, and the game ends if you have not answered correctly. You may make as many guesses as you wish, but to continue the Game, you must answer correctly within 60 seconds.
- If you have answered correctly, you may proceed to the next word at any time by clicking the **New Word** button. Also, once you have answered correctly within 60 seconds, the Timer can run out with no penalty. The game will wait until you click the **New Word** button, at which time the Timer begins running again.
- The **Game Score** is the number of points you have earned, divided by the number of words attempted.
$$\text{Points Earned} / \text{Number of Words}$$
- **Things to consider:**
 - 1) In the course of one minute, you may be able to solve one 12-point puzzle, or perhaps three 6-point puzzles. Which gets you more points?
 - 2) In a Timed Game, you *must* answer correctly to continue, so your choice of categories may be critical.
 - 3) It is just a stupid game.
 - 4) Do not be afraid to shut the Timer off and just play for fun.
- Your game score is displayed as you play, along with the **High Game** score. If your game beats the **High Game**, your name is recorded in the record book, along with the *new* High Game.

Good Luck!

Author Notes

- **Word Jumble** was programmed in Visual Basic 4.0 (32-bit).
- **Word Jumble** is designed to be a simple, fun game. If it gets frustrating, click repeatedly on the **NewGame** and **End Game** buttons to make the Shuffle Pad letters dance.
 - Windows 95, Windows NT, and Visual Basic are products of, and trademarked by, of Microsoft Corporation.

Word Jumble is **FreeWare** and may be copied and distributed at no cost.

© 1996 Steve Munro

A simple game by a simpleton

**I hope you enjoy
Word Jumble**

Steve Munro

December 1996

