

**Default**

**COLLABORATORS**

	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 25, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Default

### 1.1 Main

SCRABBLE V2.0

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### 1.2 What do you need?

Requirements

At least a 68020 AGA Amiga computer. The graphics are in 64 colours  
this is why I can't make it work on anything lower.

### 1.3 Some important notes

Some notes.

ScrabbleII is tested but I can not be held responsible for any loss of  
data or otherwise.

Only the Dutch word file contains many words (it is my native language)

I include the English and Italian word files with a few word, after  
playing with scrabble some time the number of words will grow.

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## 1.4 How to install

How to install.

Right now there is no installer. It has to be done manually.

Copy te files:

scrabbleII The main programm

scrabbleII.info The Icon

scrabbleII.iff Board Picture

scrabble-woorden Dutch word file

scrabble-words English word file

parole-scarabeo Italian word file

to any directory or drive. Copy the iff.library to libs: if you don't already have it there.

There are currently three translations, English (standard)

Dutch and **Italian** .

Copy the needed translation file to the locale:catalogs/xxxxx

xxxxx stands for the language.

Now you can start the game

## 1.5 Playing the game

Playing the game

Please look in **menu-section** first.

To start the game choose player-prefs, there will be a window where you can set the number of players and if there are human or computer players.

With the radio-buttons it is possible to set how many players will play. If the upper radio-button is on, there will be one player.

With the checkbox gadgets the choice is made if it has to be a human or computer player.

The name which are filled in will be saved if the save preferences is choosen from the preferences menu.

Click on start to start the game :-)

A new window will appear, here you can get your stones or if the player is a computer-player he will do it automatically.

This window will come up for every player.

The active player has his stones in the red area below the buttons.

The other players have their stones in the blue part of the screen.

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The player how is on turn can make his word. When you are finished click on [Oke] and if it is right you will get points and the next player is on turn.

If the word is unknown there will be a window asking if this word is a real good English (or other language). click on [oke] if you are sure.

At the bottom of the main screen there is a place for text to show.

When you make a error or you are doing some wrong, that is the place to look!

The button [Change Stones] is there so you can get new stones, if you do change stones the next player is on turn.

The button [Pass] you can use if you can't make any word.

If all the players pass 3 times the computer will ask if the game must be aborted.

Click on [Stop] to stop this game.

In the place above the buttons you can see what the value of a letter is and the word-value of the field.

## 1.6 The menus

Menus

Project menu

About - gives some notes about the programm.

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Load a old Game - Load a previous game you have played.

Save a old Game - Save game currently playing.

Save Words - If you don't have the auto-save turned on here you can manually save the words

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Quit - Quit

Preferences menu

Time None - Currently not implented! But it is a great

1 minute idea.

2 minutes

4 minutes

8 minutes

Amiga player show moves -shows what the computer player is doing.

only long words -the computer will try to make the words

as long as possible. This option will

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make it easier for you to play.

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Auto save word - Whenever the game stops the words, if any new, will be saved.

Confirm anything - When an other player has to play a window will popup to tell this.

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Save preferences - Save all the prefs, included the player prefs.

Players menu

players prefs - To start the game and to give your name.

## 1.7 Who made it?

Who made it?

Scrabble was made by Arnold Spruijt

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This program was made in Assembler (ASMone) on a A1200

Italian Translation by Valeria Torrini. :-)

I had to change some things in the translation so if it's not right don't blame her, but me. 8^)

Dutch Translation by Arnold Spruijt.

## 1.8 To Do List

To Do List

It is now a very quiet game so sound will be added.

The time option is not working now. This will be added too.