

WordZap Help Index

The Index lists all WordZap Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

How to Play

[Overview](#)

[Playing the Game](#)

[Rules of the Game](#)

[Scoring](#)

[Strategy and Hints](#)

Commands

[Game Menu Commands](#)

[Skill Menu Commands](#)

[Opponent Menu Commands](#)

[Options Menu Commands](#)

Overview

WordZap is a great game of scrambled words; fun for the entire family. Race your opponent to spell words from a given jumble of letters -- it takes both speed and a good vocabulary to win!

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)
- ◆ [Scoring](#)

Playing the Game

The object of WordZap is to find seven words among the scrambled letters before your opponent (human or computer).

To Choose EasyZap or WordZap:

➤ From the Game Menu, choose the game you want to play. Beginners should start with EasyZap and graduate to WordZap for additional challenge. See [Rules of the Game](#) for the difference between the two games.

To Start a New Game:

➤ Choose New from the Game Menu, or press F2. Then click the Ready? button on the screen to start playing.

To Place a Letter in the Word Tray:

➤ Click the letter you want to move to the tray. It will automatically move to the next available space in the tray.

To Take Back a Letter or letters:

➤ Click the letter in the tray. The letter and any letters to the right of it will return to their original positions. You can also remove letters by pressing the BKSP key or, even faster, by pressing the right mouse button.

To End a Word:

➤ Click the End Word button to end a word after placing three or four letters in the tray. Or for better speed, just double click the last letter in the word you are making.

To See the Words that the Computer Found:

After you or the computer has won, click the word tray to see the words that your opponent spelled.

Related Topics

- ◆ [Rules of the Game](#)
- ◆ [Overview](#)

Rules of the Game

General Rules:

- The WordZap playing area consists of eight (EasyZap) or fifteen (WordZap) random letters and a Word Tray in which you make three, four, or five letter words.
- Each letter can be used at most once per word, but can be used again in subsequent words.
- You and your opponent (the computer or a friend) race to spell words. If both of you spell the same word it is "Zapped" -- erased from both of your Word Trays.
- The first player to spell seven unique words is the winner!
- If 25 seconds elapse without either player completing a word, a timeout occurs. You will see the clock counting down from 10. The countdown timer will reset if either player makes a word before the time reaches 0. If neither player can find any more words the round is adjudicated as follows: The player with the most words found so far is awarded the round. If the number of words is tied, the player who used the most letters in those words is the winner. If the number of letters is the same, the round is declared a tie.

EasyZap Rules:

- The eight letters can be used in any order. As a word is being spelled, the letters move to the word tray. They reappear when the word is accepted.

WordZap Rules:

- Any of the fifteen letters can be used first, but each following letter used must be next to (above, below, left, or right -- no diagonals) an empty square. As a word is being spelled, the letters move to the word tray. They reappear when the word is accepted.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Strategy and Hints](#)

Scoring

- The first player to spell seven words not on the opponent's list is the winner. If the number of words is tied, the player who used the most letters in those words is the winner. If the number of letters is the same, the round is declared a tie.
- If the Scoring option is switched on, WordZap will keep track of the player who has won the most games. The score is displayed in the lower-left corner of the screen.
- In 2-player mode, the score you see reflects the score since you last reset the scores. When your partner resets, the change is not shown on your screen.

Strategy and Hints

- This section contains helpful hints for playing WordZap successfully.
- Most people find it easiest to search for three-letter words. Once you reach a point where you can't find any more three-letter words, look for four and five-letter words.
- Don't forget that words can start with vowels!
- Often it is helpful to move a letter or two and then see what can follow. Seeing the tray and the missing letters is a good visual reminder of what options you have.
- ◆ If you are playing two-person WordZap, make sure that the two players cannot see each other's screens. Avoid saying words out loud.
- ◆ Look to see which end of the letter area is likely to yield a lot of words quickly and start at that end.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

How to Play

This section contains information about how to play WordZap.

[Overview](#)

[Playing the Game](#)

[Rules of the Game](#)

[Scoring](#)

[Strategy and Hints](#)

Commands

This section contains information about commands in WordZap.

[Game Menu Commands](#)
[Skill Menu Commands](#)
[Opponent Menu](#)
[Options Menu Commands](#)

Game Menu Commands

This section contains information about Game Menu commands in WordZap.

New

Starts a new game.

Pause

Pauses the game and covers the playing area.

Reset

If scoring is turned on, resets the scores to 0:0.

Backup

Removes the last letter added to the Word Tray.

End Word

Marks the end of a word in the Word Tray. Used when making three- or four-letter words.

EasyZap, WordZap

Lets you choose which game you want to play.

Exit

Exits WordZap.

You can exit at any time, even in the middle of a game.

Options Menu Commands

This section contains information about the Options menu commands in WordZap.

Scoring

Turns the Scoring option on or off.

Plurals

Enables "plurals". When the Plurals option is on, words that are plural (e.g. BIRDS, FLIES) or words that are third-person singular (e.g. SINGS, FLIES) are permitted.

Auto-Handicap

Turns the Auto-Handicap option on or off. When Auto-Handicap is turned on, the computer will automatically adjust your handicap based on how well you are playing.

Deluxe Set

Lets you choose the Deluxe Edition playing set -- the game is the same but the board looks more expensive. This option is only available if your display supports 256 colors.

Skill Menu Commands

This section contains information about the Skill menu commands in WordZap.

Vocabulary Level

Lets you choose Easier, Standard, or Hardest skill level. Easier is based on a typical 12-year old vocabulary, and Hardest is designed for those with extra-large vocabularies.

Note: This applies only to the words that the computer *uses*. The computer will *recognize* just about any word unless it is slang, foreign or dialect, misspelled, archaic, very technical, an abbreviation, the name of a place or person, or ethnically offensive.

Handicap

Lets you choose your handicap level. If the Auto-Handicap option is set, the handicap will be adjusted for you, and the red bar indicates your best performance to date.

In 2-player mode, the handicap is adjusted automatically just like when you are playing against the computer. An advantage is then calculated from the handicap which will give "free words" to the weaker player based on their past performance. This, too, is adjusted continually.

Opponent Menu Commands

This section contains information about the Opponent Menu commands in WordZap.

Computer

Plays you against your computer. The computer simulates a human opponent, whose skill level is set by your handicap.

Human

To play against another person, you must have a null-modem cable. You can choose this option after you have set up communications with another computer.

Setup Communications

Lets you establish a link with another computer to play two-person WordZap. You must have a null-modem cable that connects to the serial ports of the two computers. Null modem cables come with both 9-pin and 25-pin plugs; WordZap will work with either. You can also use extension cables with your null-modem cable, but you must make sure that you are using exactly one null-modem cable.

Note: Make sure that both computers are turned OFF while you are connecting the machines. You can indicate how your connections are set up either before or after you connect the machines.

Related Topics

- ◆ [WordZap on Other Platforms](#)

WordZap on Other Platforms

WordZap is available for Amiga (TM) and Game Boy (TM) computers. The Amiga game is compatible with the Windows (TM) game for two-person play. The Amiga has the same 25-pin serial connector as the IBM PC and PC-compatible machines.

For information about Amiga WordZap, contact:

Michael F.C. Crick
2845 -- 140th Avenue NE
Bellevue, WA 98005 USA

Tel (206) 883-2876
Fax (206) 869-0155

On the Game Boy, WordZap is sold with WordHai (TM) under the package name WordHai (TM) and is available from:

Meldac of America, Inc.
1801 Century Park East, Suite 2210
Los Angeles, CA 90067

Tel (213) 286 7040
Fax (213) 286 7039

Keyboard

This section contains information about the Keyboard in WordZap.

WordZap requires a mouse to play, but you can use the keyboard in two-player mode to send messages to the other player. Just start to type, and a dialog box will appear in which you can edit your message. Then press ENTER to send off the message. It will appear on your opponent's screen. You can also send messages to a computer opponent but don't count on an intelligent response.