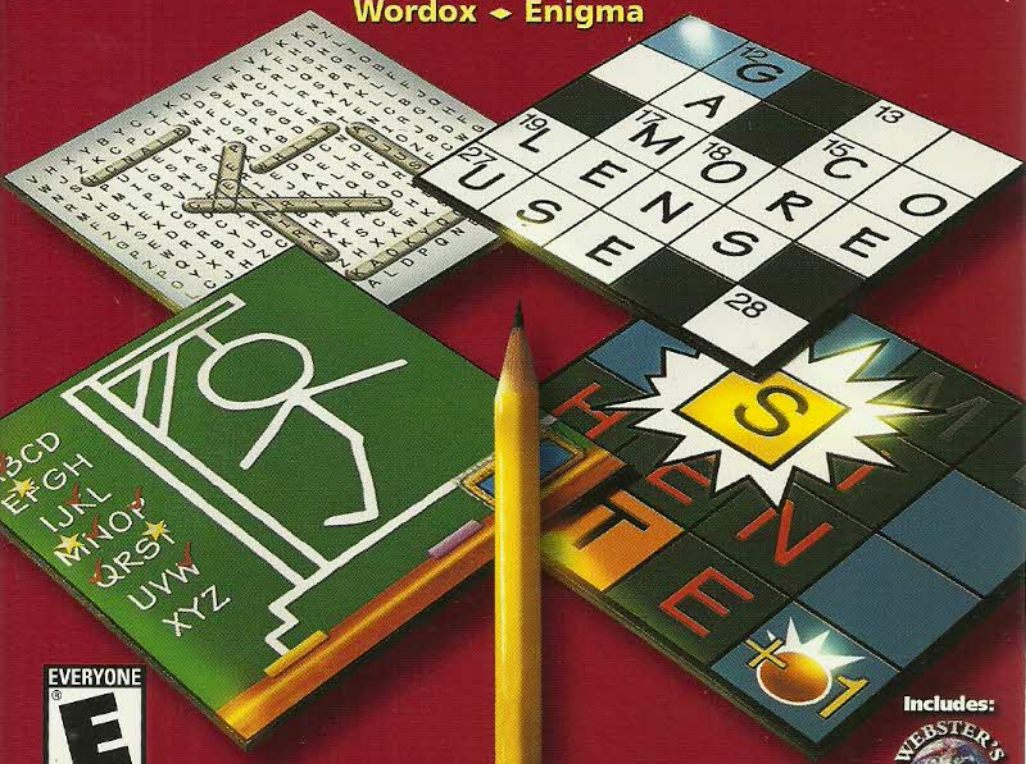# HOYLE ♠

THE AUTHORITY FOR OVER 200 YEARS

WORD GAMES

9 POPULAR GAMES
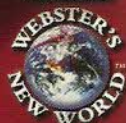
**Anagrams ◆ Crosswords ◆ DoubleCross
Word Searches ◆ Word Yacht
Hangman ◆ Speedy Racer
Wordox ◆ Enigma**

SIERRA
attractions

ALL PLAY
NO WORK

Welcome!

Welcome to Hoyle® Word Games, an eclectic group of word games designed to challenge and amuse word game enthusiasts of all ages. Hoyle Word Games includes traditional favorites such as Anagrams, Crosswords and Word Searches; the challenging Enigma cryptogram game; the unique competitive games DoubleCross, Wordox and Word Yacht; and the lighthearted diversions of Hangman and Speedy Racer.

You can play most of the games with friends and family members at your computer (head to head) and the witty and personable Hoyle computer characters: Captain Scurvy, Ethel, Harley, Rick, Roswell, and Miss Tardee. Each computer character has a unique personality, and you can set characters' skills levels to control how well they play.

Using Hoyle Face Maker, you can create unique pictures (with facial features, hairstyle, clothes, and more) to represent yourself when you play games.

You can customize your game environment by setting the game speed, turning on music and sound effects (if desired), and specifying how often the computer characters talk. Within a game, you can set options to make the game easier or more challenging, and most games provide several different environments, or looks. Statistics are kept for all games, so you can try to beat your best times or beat others' high scores. And an online dictionary lets you look up definitions of words you find in the games.

No time to finish a game? All of your games-in-progress can be saved and resumed later. Crosswords and Word Searches can be printed out to take with you.

And if you have a connection to the Internet (Windows users only), you can play word games and other Hoyle games with other people around the clock! Internet game play is free and easy to set up.

We hope you have as much fun playing these games as we did making them.

Cheers!

—The Hoyle Team

Copyrights, Trademarks, and Sources

Find out more...

Learn about the other fun and challenging Hoyle games on Sierra On-Line's Hoyle web page:

www.sierra.com/attractions/hoyle/

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Getting started with Word Games

To start using Hoyle Word Games, you sign in as a particular player. Different players can be used for different people on your computer, or to change your "identity" when you play. Statistics are tracked for individual players, and games are saved by player name, so you might want to sign in as the same player every time you play.

You can pick a face to represent you while you play games. You can use one of the faces included in Hoyle Word Games, or you can create your own face with Hoyle's new Face Maker. With Face Maker, you can choose all the features of your face, and you can even make random faces! You can choose a different face each time you sign in.

To customize the games, including the game speed, background music, and computer character settings, click Environment on the Options menu.

To start a game, click the picture of the game in the Main Screen, or click the Go To menu, and select the game name. You also can change between games using the Go To menu.

When you start a game, you will see a Getting Started screen describing the game basics. From this screen, you can change the player lineup, change game options, or read game rules. Click Play to go into the game.

At any time, you can click the game settings item on the Options menu to view and change settings such as the game difficulty, game variations, and the game environment. You only have to set up a game once; your game options are saved for your player. You can also add, remove, and change players by clicking the player in the game or clicking Players on the Options menu.

The games

The games in Hoyle Word Games are described briefly below:

Anagrams

Make words from the jumbled letters on your screen. Longer words are worth more points. See how many words you can find!

Crosswords

Solve one of 500 challenging crossword puzzles.

DoubleCross

Place letters on the board to make words or partial words in this innovative new game. Special spaces on the board let you blow up other players' letters, score bonus points, and more.

Enigma

Unscramble a famous quote or phrase in this tricky cryptogram game. A graph on the screen helps you decode the puzzle.

Hangman

Play one of several variations of the familiar Hangman game in one of four fun game environments.

Speedy Racer

Type letters and words that appear on screen. Choose one of two game variations: save the three little pigs from the big bad wolf, or sink the enemy pirates before they sink you!

Wordox

Make words or steal your opponents' words in this fast-paced board game. A time limit puts the pressure on!

Word Searches

Find words within a grid of letters. There are hundreds of puzzles to choose from; you can even make your own puzzles.

Word Yacht

Roll lettered dice and make words that complete Word Yacht categories, such as "3 & 4 Letter Words," "Slam," or "Straight."

Anagrams
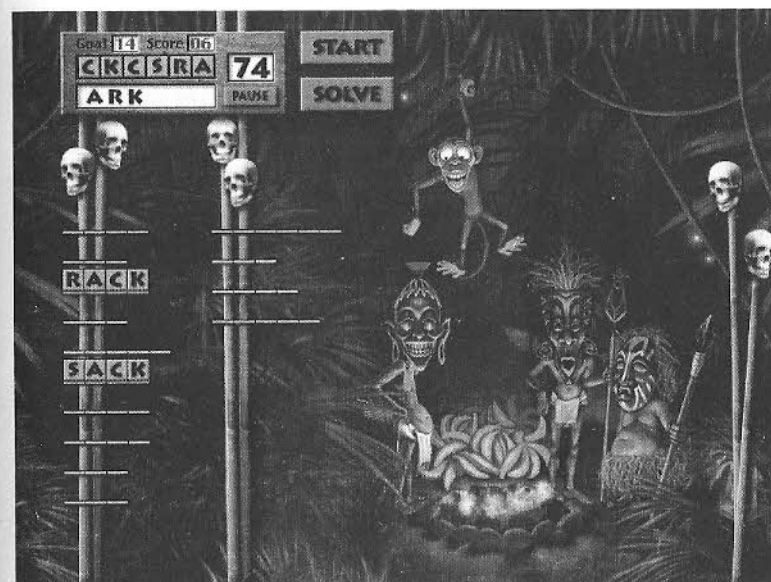
The history of anagrams

An anagram is a word or phrase that can be rearranged into another word or phrase. For example, SUPER is an anagram of PURSE, and GABLE is an anagram of BAGEL. And HORRIBLE is an anagram of BROIL HER. An anagram of a word or phrase must include each letter of the original word or phrase exactly once.

Some of the fun and challenge of anagramming is to make a meaningful anagram that somehow relates to the original source. A couple of examples: STATUE OF LIBERTY becomes BUILT TO STAY FREE, ELVIS becomes LIVES.

The pastime of anagramming is ancient. The name anagrams comes from the Greek *ana*, meaning backward and *gramma*, meaning writing. It is likely that anagrams originated in Greece in the 3rd or 4th century B.C. Lycophron, a Greek poet, is often attributed with popularizing anagrams.

The philosopher Plato believed that anagrams of peoples' names had significance, and it is rumored Pythagorus, the great mathematician, experimented with anagrams.

In the 17th century, anagrams were so popular that Louis XIII of France appointed a Royal Anagrammatist to make anagrams of the names of visitors to court.

Anagramming is popular today, especially as social and political commentary. Some popular topics for anagrams are names of famous people, books, movies, and political issues.

Although many anagram creators use pencil and paper to make anagrams, the technological age has brought its changes: anagram software packages can generate lists of anagrams for any word or phrase. There are even web pages devoted to anagramming; see the References section at the end of this manual.

Quick Quiz:

Names are one of the most popular topics for anagrams.

These names can be anagrammed into words:

ALEX, ANDREW, BRIAN, CAMERON, DANIEL, DENNIS, EARL, ERIC, LISA, RUTH, SEAN

And these names can be anagrammed into other first names:

ALICE, CHRISTINA, CLAUS, DOLLY, MARY, MARIO, NOEL

Can you guess them all? The answers are at the end of this chapter.

Some classic and contemporary anagrams

Lewis Carroll, author of Alice in Wonderland, came up with the following anagrams:

FLORENCE NIGHTINGALE=FLIT ON, CHEERING ANGEL

DISRAELI=I LEAD SIR

Some other popular (unattributed) anagrams include:

ASTRONOMERS=MOON STARERS

CONVERSATION=VOICES RANT ON

A DECIMAL POINT=I'M A DOT IN PLACE

SOFTWARE=SWEAR OFT

THE EYES=THEY SEE

And a favorite of anagram fans everywhere:

ELEVEN PLUS TWO=TWELVE PLUS ONE

Anagrams Trivia

A *pangram* is a sentence that uses all the letters of the alphabet, preferably exactly once. One famous pangram that uses each letter once is "Mr. Jock, TV quiz PhD, bags few lynx."

How to play Anagrams

Hoyle Anagrams is not a strict anagram game in that you don't need to use each letter in the original word when making words.

In the game, a six-letter word is scrambled at the top of the screen. You have 90 seconds to find the original word and other words that can be made from those letters.

All the words you need to make are from three to six letters long. Blanks on the screen show you the length of the words to find; only these words give you points.

When you find a word, type it, and press Enter. (Press Backspace to delete any letters you have typed.)

If your word is accepted, it is shown on the screen. If you type a word that isn't found or that is already in the puzzle, it won't be accepted.

The goal, shown at the top of the screen, shows how many points you need to win the game. The goal varies depending on your Anagrams settings.

You need 14 points to win this puzzle

You get points when you make words: three-letter words give you 2 points, four-letter words give you 3 points, five-letter words give you 4 points, and six-letter words give you 5 points.

As you get closer to the goal, the monkey drops coconuts on the natives. If you find enough words to meet the goal, the monkey knocks out all the natives and gets the bananas!

A drop-down panel shows how many seconds it took you to win, but the 90-second clock continues to count down the time if you have any time left.

You can continue to play until you run out of time. When time runs out, any words you didn't find are shown on the screen.

Options in the game

Game options for Anagrams are set in the Anagrams Settings dialog box. If you change any of these settings after a game has started, you'll need to restart the game.

- To change the game difficulty: under **Difficulty Levels**, choose Easy to win after getting about one third of the words, choose Medium to win after getting about half the words, and choose Hard to win only after getting almost all the words.
- To include obscure words in the puzzle: turn on **Allow Obscure Words**. This adds a few uncommon words to most puzzles.
- To continue to play after time runs out: turn off **Solve Game Automatically When Timer Runs Out.**

Anagrams strategy

The key to solving most Anagrams puzzles is finding the six-letter word in the puzzle. Once you find that word, you usually can find a number of smaller words within it. However, don't spend too much time looking for the six-letter word—you can often win without it.

Speed is of the essence, so if you can't find the six-letter word, try to make as many small words as you can.

When you run out of small words, try to extend the words you did manage to find. If you have an S, be sure you have included plural versions of all the words you found. If you have E and D, try adding ED to the words you found. Many three-letter words can be lengthened with an E: CAP can make CAPE, LOP can make LOPE, and so on. Also try extending short words with other available letters. BAR could make BARN, BARK, BARD, and BARS, for example.

It's easy to miss words that start with vowels. Look for words such as ATE, ONE, and ICE. Also look for pronouns and other non-obvious words such as SHE, HIS, and THE.

Quiz answers

Did you get them all?

| Words	Names
ALEX=AXLE	ALICE=CELIA
ANDREW=WARNED	CHRISTINA=CHRISTIAN
BRIAN=BRAIN	CLAUS=LUCAS
CAMERON=ROMANCE	DOLLY=LLOYD
DANIEL=DENIAL	MARY=MYRA
DENNIS=SINNED	MARIO=MOIRA
EARL=REAL	NOEL=LEON
ERIC=RICE	
LISA=SAIL	
RUTH=HURT	
SEAN=SANE	

Anagrams Summary

- Make letters from the six letters at the top of the screen. Press Backspace to delete words.
- Only the words that fit in the blanks count.
- Be sure to use plurals and other word endings. Longer words are worth more points.
- Words starting with vowels are easy to miss.
- Change the difficulty level to change the number of words needed to win.

Crosswords

The history of crossword puzzles

The world's first crossword is recognized generally to be the one appearing in the 1913 Christmas issue of the *New York World* newspaper. Arthur Wynne was the paper's puzzle designer. For this particular issue he designed a puzzle with a diamond-shaped grid and a list of clues to fit in the grid. He named this puzzle Word-Cross, which was changed later to Cross-word and then Crossword. The puzzle became quite popular, and soon readers began submitting their own crosswords. An enduring hobby was born!

In 1924, Dick Simon and Lincoln Schuster set up a publishing house, and the first book they published was a book of *New York World* puzzles. This book became wildly popular and they put out a series of crossword puzzle books that popularized crosswords across the nation. By the 1930s, crossword puzzles could be found in most American newspapers and, soon after that, became popular worldwide.

The world's first crossword puzzle

Arthur Wynne's crossword puzzle is presented below. The clues show the starting and ending square for each word rather than Across and Down. (Some of the answers are somewhat obscure.)

The puzzle solution is shown at the end of this chapter.

Fill in the small squares with words which agree with the following definitions.
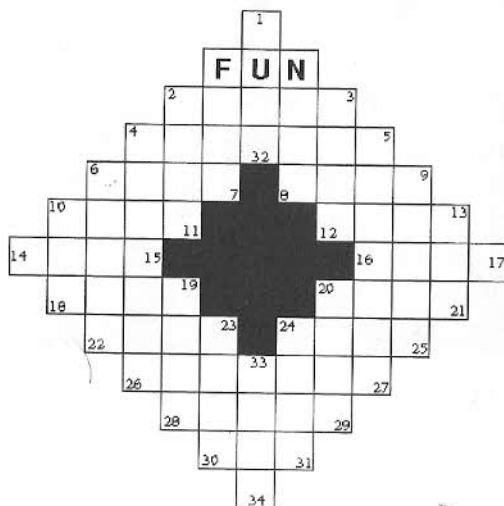
2-3.	What bargain hunters enjoy.	6-22.	What we all should be.
4-5.	A written acknowledgment.	4-26.	A day dream.
6-7.	Such and nothing more.	2-11.	A talon.
10-11.	A bird.	19-28.	A pigeon.
14-15.	Opposed to less.	F-7.	Part of your head.
18-19.	What this puzzle is.	23-30.	A river in Russia.
22-23.	An animal of prey.	1-32.	To govern.
26-27.	The close of a day.	33-34.	An aromatic plant.
28-29.	To elude.	N-8.	A fist.
30-31.	The plural of is.	24-31.	To agree with.
8-9.	To cultivate.	3-12.	Part of a ship.
12-13.	A bar of wood or iron.	20-29.	One.
16-17.	What artists learn to do.	5-27.	Exchanging.
20-21.	Fastened.	9-25.	To sink in mud.
24-25.	Found on the seashore.	13-21.	A boy.
10-18.	The fibre of the gomuti palm.		

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Types of crossword puzzles

Although there are many different types of crossword puzzles, there are two main variations:

Traditional Crosswords. These are the most popular crosswords, worldwide. In these crosswords, the clues are generally straightforward and direct. A sample clue in a traditional crossword: **Ready to eat. [Answer: RIPE]**

Cryptic Crosswords. These are puzzles in which the clue itself is cryptic and contains a mini-puzzle that needs to be solved. Two (of many) types of cryptic clues are Anagrams (where part of the clue is scrambled), and Homophones (where one word in the clue sounds like the solution). A sample cryptic clue: **If I remember correctly, it's in the cellar. [Answer: RECALL, made by anagramming the word CELLAR.]**

Crossword terms

Crossword creators have their own vocabulary for what they do.

Black Square Count: The number of black squares in a puzzle. An item of pride in the crossword community, a low black square count is desirable.

British Style: Another name for a cryptic crossword.

Cheater: A black square used to "pad out" a puzzle. Though some black squares are necessary, cheaters refer to squares thought to be added out of desperation.

Commuter: A crossword sufficiently small and easy it could be finished during someone's commute.

Constructor: Someone who creates crosswords. Also called a compiler or setter.

Crosswordese: Clues rarely seen outside crossword puzzles. Relying on crosswordese in puzzle construction is discouraged by purists.

Typical crosswordese: **Before, in olden times** [Answer: ERE]

Linked: A clue connected to another clue that you must solve in order to solve the linked clue. An example: **12. Mom of 15 Down**.

New Wave: A movement in crossword creation to use pop culture terms in clues and avoid obscure terms and crosswordese.

Obscure: A clue that usually require the solver to haul out an atlas or encyclopedia. An example of an obscure clue: **An Asian Pheasant** [Answer: TRAGOPAN]

Partial: A clue that includes missing words. Examples of partials: **chicken __ mein** and **"If I Were a __ Man."** [Answers: CHOW and RICH]

Themed: A puzzle which contains several clues that relate to the same theme. The puzzle theme often is described in the title.

Unch: An "unchecked" letter. This is a letter in a puzzle which is included in an answer in only one direction, and can't be verified by checking the answer in another direction. Generally, unches are frowned upon in puzzle construction.

Crossword Trivia

Diagramless Crosswords, which can be found in many puzzle books, are crossword puzzles without numbers or black squares. Usually, you are given the location of the first clue. Then, you have to solve the puzzle and figure out where the clues need to go!

How to play Crosswords

Hoyle Word Games includes 500 different crossword puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Crosswords. Click the New button on the screen to choose a new random puzzle. To select a particular puzzle, click the Choose Puzzle button on the screen, and choose the puzzle you want to play. A different puzzle is provided for each day of the year, and a number of bonus puzzles are included. Puzzles are labeled as Easy, Medium, and Hard, and come in several different sizes.

The clues you need to solve are shown in the Across and Down lists on the right of the screen. To scroll through the lists, click the up and down scroll bars.

To solve a specific clue, click the clue in the Across or Down list, or click the first square for the clue you want to solve. The clue word is selected in either the Across or the Down direction.

To change from Across to Down, or from Down to Across, press the spacebar or right-click (Control+click on the Macintosh) the first square of the clue word. Using the spacebar to switch directions takes you to the first empty square in the new word.

Switching directions by right-clicking

Switching directions using the spacebar

When the clue you want is highlighted in the grid, type the answer. As you type, the cursor moves to the next letter in the word. You can press Delete to erase the current letter or Backspace to erase the current letter and move to the previous square.

You can move around the grid by pressing the arrow keys to move between squares, pressing Tab to move to the next clue in the puzzle, and pressing Shift+Tab to move back to the previous clue.

If you are stumped on a particular letter or word, click the Solve Letter and Solve Word buttons to reveal the answers.

Playing Crosswords head to head

You can play Crosswords competitively with another friend or family member on the same computer. You and the other player take turns solving clues within a time limit. The player with the most correct letters wins.

For more on playing head to head, see the online help.

Options in the game

Game options for Crosswords are set in the Crosswords Settings dialog box. If you change any of these settings after a game has started, you'll need to restart the game.

- To select the difficulty of random puzzles: change the **Difficulty Level**. Note that this only affects random puzzles; you can choose to play puzzles of any difficulty in the Choose Puzzle dialog box.

- To show mistakes: turn on **Show Correct Letters**. Correct letters are shown as black, and incorrect letters are shown as red.

- To make sure you don't type over correct letters: turn on **Lock Correct Letters**.

- To track when you have used Solve Letters or Show Correct Letter: turn on **Show Help Given**.

  When this setting is on, squares you solved using the Solve Letter or Solve Word features are shown with red corners, and letters you typed incorrectly when using the Show Correct Letters feature are shown with black corners.

- To turn on a timer and track your time: turn on **Show Timer**.
- To change how much time you have to solve clues in a two-player game: set **Two Player Game Time** to 30, 45, or 60 seconds. The standard game time is 30 seconds.
- To set which background picture is shown while you play the game: choose one of the options under **Environments**.

Crosswords strategy

The best way to get better at doing crossword puzzles is to do a lot of them! Crossword puzzles often rely on common types of clues. It helps to know your Greek letters (chi, phi, tau, and so on), and a smattering of other languages (such as Spanish and French) doesn't hurt. Other popular clues are movies, books, songs, artists, politicians, and celebrities.

Partial clues (such as **chicken _____ mein**) usually are easiest to find. Try solving those clues first, especially if you are trying to beat your best time or you are playing Crosswords against another person.

If you solve some clues in one region of the puzzle, keep trying to solve clues in that region. It's easier to find clues when you already know a few letters in the answers.

If you don't know an entire clue, but think you know the ending for the clue (such as S, ED, or ING), try filling out just the ending to help you find a word in another direction.

And try filling out a word you are not sure is correct to see if words in the other direction work. Erasing is easy!

Puzzle solution

The solution to the world's first crossword is shown below.
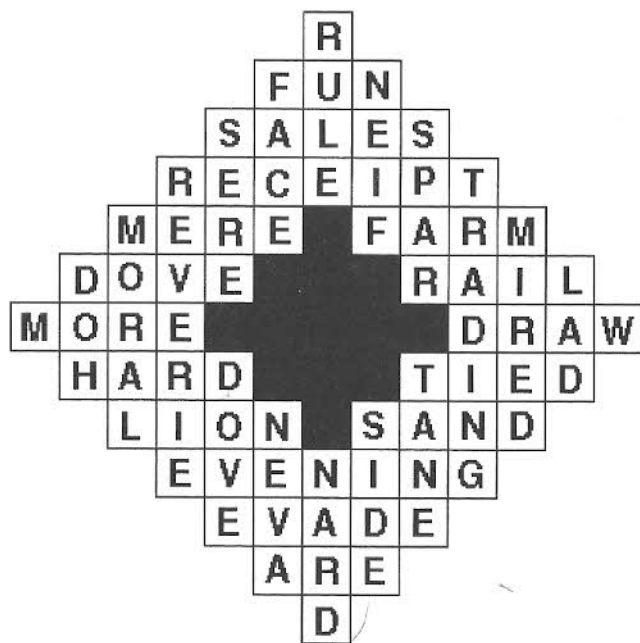
Crosswords Summary

- Click a clue in the clue list, or click the first square for that clue in the puzzle.
- Move around the puzzle with the arrow keys, Tab, and Shift+Tab. Use Backspace and Delete to erase letters.
- To quickly switch direction from Across to Down, press the spacebar or right-click the first square for the clue (press Control+click on the Macintosh).
- Solve partial clues (clues with missing words) first.
- Play lots of crossword puzzles to get better at them!

DoubleCross
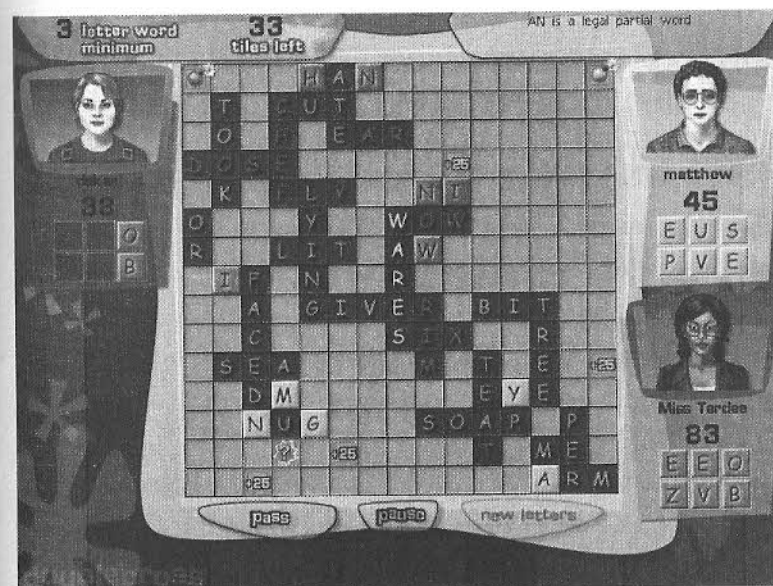
What is DoubleCross?

DoubleCross is an exciting and competitive word-building game for two, three, or four human or computer players.

DoubleCross is unique because it allows players to place **partial words** as well as complete words. A partial word is a sequence of letters that can be extended to make a complete word. A partial word you play in one turn can be finished (by you or another player) in another turn.

Another distinguishing feature of DoubleCross is its customizable game board; special spaces, such as bombs and blocking spaces, can be placed on the board to make gameplay more challenging. You can also opt for a timed or untimed game (depending on how fast you like to play!).

The goal of DoubleCross is to score the most points at the end of the game. You earn points by completing words and playing on bonus spaces, and you can take points away from other players.

To help you learn how to play DoubleCross, the status area at the upper-right of the screen describes what happens as you play.

How to play DoubleCross

You can play DoubleCross with one, two, or three other human or computer players. To add, remove, or change players, click Players on the Options menu.

In DoubleCross, you move tiles to the board to make complete or partial words. There are two ways to place a tile:

- Drag a tile from your rack to the board.
- Click a tile and then click the board.

When you move a tile to the board, before you place it, a box is drawn around the letters that will be evaluated. This helps you estimate whether your play will make a complete or partial word.

Rules for placing tiles

There are a few rules to be aware of when placing tiles:

1. The tile must extend from a stable tile. Stable tiles are tiles with a black background.

   In the example below, T cannot be extended from I, because I is unstable. You could place the T to the right of the I, however, because it then extends from the stable tile M.

   If you try to extend a tile from an unstable tile, it is returned to your rack.

2. If a tile you place is not part of a complete or partial word, it will be destroyed, and your turn ends. A partial word is a word that can have letters added to it to make a complete word.

   In the example below, MAI is a partial word; it can be made into several different complete words, such as MAID, MAIL, or REMAIN.

   If you add a V to MAI, however, the V is destroyed, because MAIV is not a partial word (it can't be made into a complete word).

3. You have the ability to undo a move (pick tiles back up into your rack) if the tiles you placed did not complete a word and you didn't place your tiles on a special space. Click Undo on the Actions menu to undo your most recent play.
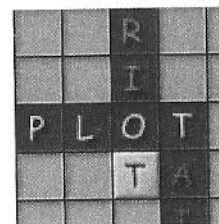
Making words

When you complete a word, a tile in the completed word becomes stable if all the words it is part of are completed.

O and P become stable when MOP is created

In the example below, T remains unstable, although it is part of the complete word RIOT, because it is also part of the partial word TA. When TA is made into a complete word, the T will become stable.

When you complete a word, you get 1 point for each letter in the word you made. And, if any of your tiles were made stable when completing the word, you get the word's full value for each tile that was made stable by that play. If the tiles are owned by someone else, that player gets the points. Therefore, you can get points during other players' turns.

Word scoring example:

In this play, the yellow player, Madeline, makes the word STEM by adding the tiles E and M to the red tiles S and T.

Madeline gets 12 points total: 4 points for making a four-letter word, and 4 points for each of her letters that was made stable (E and M).

However, the red player, Matthew also gets 4 points for this play, because his unstable tile S was made stable by Madeline's play.

Playing on special spaces

There are several different types of special spaces on the game board. These spaces can give you bonus points, set off bombs (or add them to your bomb tray to use later), block certain spaces (so they can't be played), or, in the case of the mystery spaces, do unpredictable things.

You play on a special space by placing a tile on it as you usually would, except for blocking spaces, which simply block off certain spaces on the board, so no one can play tiles on them.

For a special space to take effect, you must make a legal play on it. For example, if you don't make at least a partial word when placing a tile on a bonus point space, you won't get the bonus points.

For a description of each of the special spaces, see "Special spaces on the DoubleCross board" later in this chapter.

Ending your turn

Click the Pass button when you are done playing tiles.

To get new tiles instead of playing, click the New Letters button at the start of your turn; your turn is passed to the next player. You can get new tiles on your turn only if you have not played any tiles in that turn, but you can play a directional bomb at the start of your turn and still get new tiles.

When your turn ends, your rack is refilled with new tiles, and the other players play their turns.

Ending the game

The game is over when there are no more tiles left (an indicator at the upper-left corner of the screen shows how many remain) and a player has no more tiles at the start of his or her turn.

In addition, the game ends if no one plays during his or her turn and the last passing player chooses to end the game.

At the end of the game, points are deducted for tiles in your hand and for unstable tiles on the board. The player with the most points wins the game!

DoubleCross rules

The following rules apply in DoubleCross:

- A word is considered complete when it has at least three letters. You can change the game to require at least four letters for a complete word by changing the **Minimum Word Size** in the DoubleCross Settings dialog box.
- You can make a partial word even if it is not possible to ever complete the word (for example, if the word is built near the edge of the board or if other tiles are in the way).
- Letters aren't made stable until after any special spaces they are placed on take effect. Therefore, playing on a colored bomb might destroy a tile before it has a chance to become stable.
- Two different partial words can extend in two opposite directions from the same stable letter.

In the example below, both OAD and DUE are partial words (ROAD and DUET, for example), but OADUE is not a partial word.

When either of the words are completed, tiles on the other side of the stable letter are destroyed if they are no longer included in any partial words.

In the example below, making ROAD will destroy both unstable tiles on the other side, because they aren't used in other words. (If U or E was used in a partial word, it would not be destroyed.)
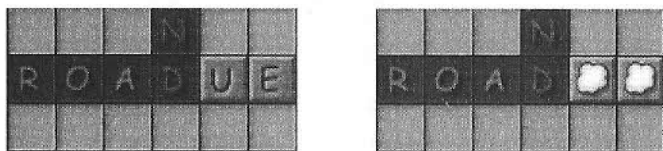
- If a tile is placed next to a series of letters, all letters up to the first stable letter (and all adjacent stable letters) are required to be part of a word, but letters on the other side do not need to be included. In the following example, although the blue T is placed next to a long string of letters, only TH is required to be a word or partial word; the letters A, T, and E are ignored.

- Even though not all adjacent letters are required to be a word or partial word, if a word is created, it is made stable.

In the example below, only RTS is required to be a word or partial word. However, because DARTS is a complete word, it is made stable.

Scoring in DoubleCross

DoubleCross scoring is described below. Note that plays made by other players can affect your score, and plays you make can give points to other players.

Action...	Score...
Completing a word	+1 point per letter in word
Stabilizing a tile in a word	+full word score*
Playing on a colored bomb	+8 points
Playing on your own colored bomb	+16 points
Picking up a directional bomb**	+2 points
Picking up a multi-directional bomb**	+4 points
Having a letter blown up (by bombs or illegal plays)	-4 points
Having tiles left in the rack at game end	-4 points per tile
Having unstable tiles left on the board at game end	-1 point per tile

* See the scoring example on page 24.

** You get points for directional bombs even if you don't have any more room for them in your bomb tray.

Special spaces on the DoubleCross board

There are five types of special spaces that can be placed on the DoubleCross game board: bonus point spaces, mystery spaces, colored bombs, directional bombs, and blocking spaces. All of these spaces are optional and can be turned on and off in the DoubleCross game settings.

Bonus point spaces

Bonus point spaces give you bonus points when you play on them. Each space on the board starts out as +5 points.

When you play a tile on a bonus point space you immediately get the number of points shown on the space, and the value of each bonus point space remaining on the board is increased. (Bonus point spaces can be worth a lot of points near the end of the game!)

Mystery spaces

Mystery spaces do unpredictable things. You never know what might happen when you land on a mystery space. The only way to find out is to try it!

Colored bombs

Colored bombs are placed in the corners of the game board. There is at least one bomb of each player's color in a game.

If you play on a colored bomb that is a different color than your own, all of the unstable tiles of the same color as the bomb are destroyed. In addition, any unstable orphaned tiles (tiles that are no longer connected to other letters) are destroyed, and the tiles' owner or owners lose points for those tiles.

If you play on your own colored bomb, the bomb is considered defused and will not do anything; you will get points for defusing it, however.

Directional bombs

A directional bomb can be placed on the board to destroy all unstable tiles in its path (indicated by its arrows). Tiles are destroyed regardless of color.

Directional bombs can be placed anywhere on the board, except on a blocking space.

There are three types of directional bombs:

The north-south bomb can be placed on a square of the board to destroy unstable tiles in the same column as that square.

The east-west bomb can be placed on a square of the board to destroy unstable tiles in the same row as that square.

The north-south-east-west (multi-directional) bomb can be placed on a square of the board to destroy unstable tiles in the same row and column as that square.

Directional bombs are different from bonus point spaces and colored bombs, because they don't go off immediately. When you play on a directional bomb space, the bomb is moved to your rack, and you get points for picking it up (4 points for a multi-directional bomb, 2 points for the other directional bombs.) If you already have two bombs, you don't get any more bombs, but you still get points for playing on a bomb.

After a bomb destroys tiles, any orphaned tiles are destroyed, and points are deducted from the tiles' owner or owners for each blown up tile.

Note on playing colored and directional bombs: Sometimes when tiles are destroyed, other tiles may be made stable. If the destruction of a tile causes another unstable tile to no longer be part of any partial words, it will become stable. The exception is when the tile is in the "line of fire" of the bomb's explosion, in which case it will be destroyed even if the explosion of a previous tile would cause it to be made stable.

Note that the player who owns the tile will get appropriate points for the tile being made stable. Note, too, that it is possible to form a word by blowing up a tile. In this case, the player who placed the bomb gets the points for the word.

⊠ Blocking spaces

Blocking spaces are spaces on the grid where no tiles can be placed. These spaces are dispersed randomly on the grid.

Options in the game

In DoubleCross, you can change the color and skill level for each player by clicking Players on the Options menu, and then clicking the Settings button next to the player.

Game options for DoubleCross are set in the DoubleCross Settings dialog box. If you change any of these settings, except for Verbose Mode, after a game has started, you'll need to restart the game.

- To select which special spaces appear on the game board: under **Game Options**, turn the special spaces on and off. The Grid Mode option places a grid of blocking spaces in the center of the game board, so that blocking spaces appear on every other square. Turn this option on for a different style of game.
- To show less detailed information in the status area at the upper-right of the board: turn off **Verbose Descriptions**.
- To add a time limit to the game: select an option under **Time Limit for Turn**. You can set the time limit to 30 seconds, 45 seconds, 60 seconds, or Unlimited (no time limit). The timer is shown at the top of the screen. When time runs out, the turn is passed to the next player.
- To change the minimum size required for a completed word: set **Minimum Word Size** to three or four letters. For a more challenging game, set the minimum word size to four letters. The minimum word size appears at the top of the screen.

DoubleCross strategy

The key to doing well at DoubleCross is to make the longest possible words, using the fewest unstable tiles of your opponents (because using their tiles gives them points).

It's also very important to get to the bonus point, mystery, and bomb spaces before your opponents do. Bonus point spaces are a great way to get points, and you don't have to make a complete word to get the bonus points! Bombs, especially the colored ones, can devastate your opponents (and you).

Be sure to make as many complete words as possible when you play tiles, because unstable tiles can cost you points in the future.

The number of tiles remaining in the game is shown at the top of the screen. When the number of tiles is 30 or fewer, the game might end soon; try to play as many tiles to the board as possible (since unused tiles lose you points). Making complete words is best, but even partial words are helpful, because at the end of the game you lose more points for tiles in your hand than for unstable tiles on the board.

Notes on playing bombs

When playing on another player's colored bomb, note that the bomb may orphan some of your unstable letters, destroying them. Know the consequences before playing on a colored bomb.
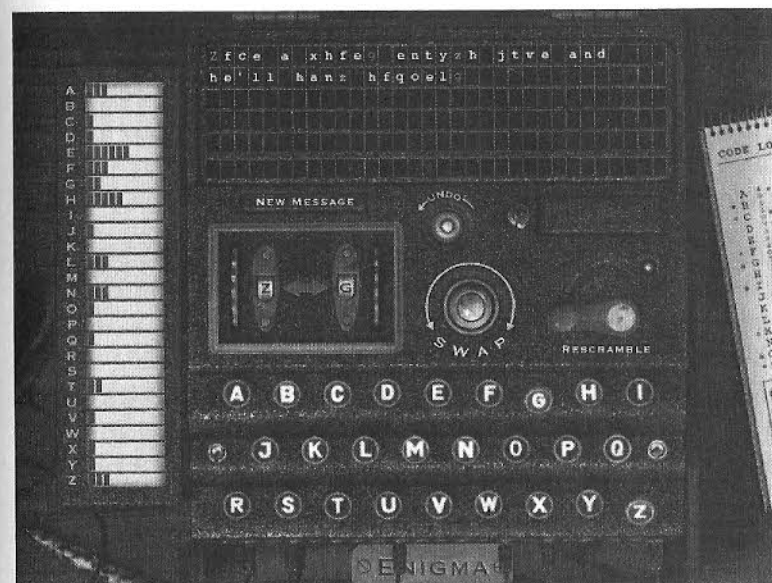
When placing a directional bomb, maximize your opponent's destruction, but minimize your own.

Holding on to directional bombs until you need to clear tiles off the board can give you an important edge. Note that playing a directional bomb will cause remaining letters to stabilize if they make a complete word.

Enigma

The history of the Enigma device

Enigma is a name for a group of devices used by the Germans during World War II to encrypt messages so they could be sent securely. Enigma devices were electromechanical machines resembling complicated typewriters.

The Enigma devices used randomly wired rotors which controlled 26-letter alphabet wheels. Although eight differently wired rotors were included with the device, only three could be used in the machine at a time, which added to the security of the device.

To encrypt and decrypt messages, both sides of the transmission needed to know the starting state of the device: which rotors to use that day, which order to place them in within the device, and which letter on the alphabet wheel should be displayed before the message was typed. Without an Enigma machine and its rotors (and knowledge of the starting state), decrypting its messages would be very difficult.

Decoding the messages encrypted by Enigma devices was considered critical to the war effort. A team of Polish mathematicians were the first to begin trying to break the code of Enigma. They developed a scheme for determining the possible starting states of an Enigma device, which they tried on an Enigma replica they acquired. They eventually developed an electromagnetic machine called the *Bomby*, which was designed specifically to try to discover the possible starting states of an Enigma machine.

One technique that was used required knowing a "crib"—a known part of a message. One such crib might be found in the start of an intercepted radio message: a message addressed to an admiral might start **To Admiral**..., for instance. Knowing the original text and its encrypted letters enabled the mathematicians to set up the Bomby to try to determine the initial settings of the Enigma device that encrypted the messages. However, many Bombys were needed (to address all the mathematical possibilities). Because financial resources were tight, progress was slow.

When Poland was attacked by Germany, the mathematicians had to abandon their work. However, some of the Polish mathematicians were able to join the British decryption effort and were instrumental in helping break codes.

British Naval Intelligence's decryption headquarters was headquartered at an English estate called "Bletchley Park." Professors, linguists, and mathematicians were recruited for this effort, mostly from Cambridge University—about 10,000 people, in all. Through their efforts, they further developed the Bomby (renamed the *Bombe*) and became adept at decrypting many critical encrypted messages.

Enigma Trivia

One essential contributor at Bletchley Park was mathematician Alan Turing, who invented a precursor to the modern computer called the Turing Machine. Another famous team member was Ian Fleming, who would later write the James Bond books.

How to play Enigma

In the Hoyle Enigma game, you try to decode a scrambled phrase by swapping pairs of letters in it until you get the original phrase. This is similar to cryptogram puzzles, where each letter in the puzzle stands for another letter. But in Hoyle Enigma, some of the letters in the scrambled phrase may already be correct.

You can play using proverbs, quotes, or both. When you play using quotes, the name of the person being quoted is scrambled underneath the quote.

The letter graph on the screen (a bar chart or abacus, depending on your game environment) shows how many times letters are used in the puzzle. This can help you identify where the most common letters might be. Note that this is just the letters in the puzzle, not the letters in the real phrase.

In the following graph, J is frequently used in the puzzle, but E is only used once. Because E is a more common letter in sentences, you might want to swap E and J.
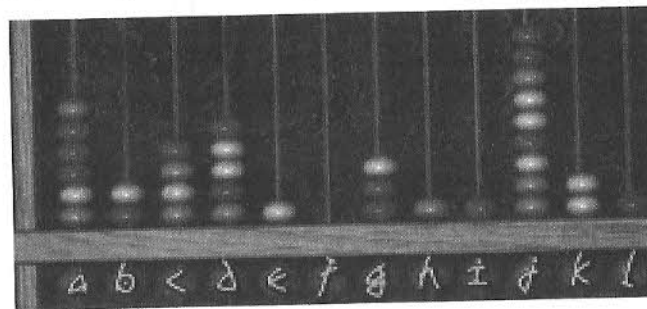

To solve the puzzle, you swap letters one pair at a time. You can swap letters within the puzzle, or you can swap a letter in the puzzle with one that is not in the puzzle.

How you select letters to swap depends on the Enigma environment you selected. In the standard environment, Mechanical, you click the two letters on the device's keyboard. In the Mystical environment, you click the two letters on the abacus.

In both Enigma environments, you can also type the letters on your keyboard.

The order you choose the letters in doesn't matter. If both letters are in the puzzle, they are highlighted in different colors.

Click the Swap button or press Enter to swap the letters.
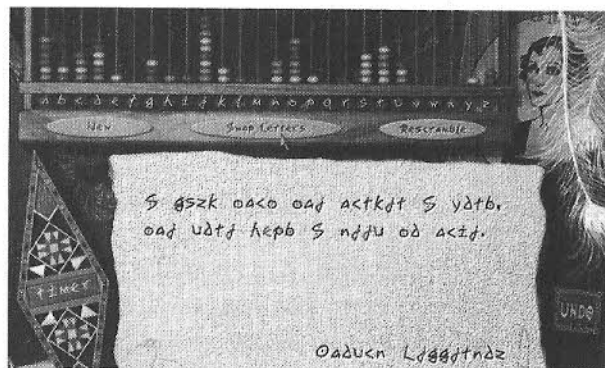
Letters you swap appear in their new locations, and the graph is updated showing the frequency of the new letters. To undo your last swap, click the Undo button on the screen.

When you swap all the letters into their correct places, you have solved the puzzle, and the puzzle letters flash.

Options in the game

Game options for Enigma are set in the Enigma Settings dialog box. If you change any of these settings, except for Show Correct Letters and Environments, after a game has started, you'll need to restart the game.

- To set the difficulty of the phrases that are used in puzzles: set the **Difficulty Level** to Easy or Hard.
- To show correct letters when they are in place: turn on **Show Correct Letters**. Correct letters are shown in green.
- To only use vowels to represent vowels in a new puzzle: turn on **Vowels Stay Vowels**.
- To turn on a timer and track your time: turn on **Show Timer**.
- To change the look of the game: under **Environments**, choose Mechanical or Mystical.

Enigma strategy

There are two main strategies to use when solving an Enigma puzzle:

- Look for common words
- Use the letter graph

Finding common words

Finding one or more common words in a puzzle is the best way to make headway in Enigma. Some shorter words (two- and three-letter words) and words with apostrophes have only a few possible solutions; you can try out all the possible words until you find one that looks right.

Some common two-letter words to look for are OF, ON, TO, IN, IT, IS, BE, SO, AS, and NO.

There are only two one-letter words, A and I, which makes them easy to identify. Since I is always capitalized, a one letter word in lower case is always A.

Some words common to proverbs in particular: IF, ALL, IS, ARE, NOT, YOU, AND, BUT, and ONE.

The words THE and AND are very common in phrases. Sentences often start with the word THE. The word AND (as well as BUT and OR) is usually found in the middle of a phrase and after a comma.

Apostrophes in a word usually narrow down the possibilities considerably. XX'X is usually IT'S; XXX'X is usually CAN'T, DON'T or WON'T; and XXX'XX is YOU'RE, YOU'VE, YOU'LL, or SHE'LL. X'XX is I'VE, and X'X is I'M.

Using the letter graph

The letter graph provides a lot of guidance when solving a puzzle, because it shows you the frequency of letters currently in the puzzle. Use the letter graph to identify "false notes" in the puzzle—letters that should not be as frequent as they are. For example, usually you will want to swap the letters Q and Z with other letters.

You should always consider swapping uncommon letters with other letters, especially with letters that aren't yet in the puzzle. It's often good to swap uncommon letters with vowels, since vowels are found in almost all English language words.

The most frequent letters in English language sentences are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z.

Other strategy tips

Before you swap two letters, make sure you don't think one of the letters is in the right place.

You can undo a bad swap by clicking the Undo button.

Use the Show Correct Letters feature to make Enigma puzzles much easier. Correct letters show as green in the puzzle.

Don't forget that you can swap letters with letters not in the puzzle. (Look at the letter graph to see letters that are likely to be in the puzzle, but aren't.) It's a good idea to swap common letters that aren't in the puzzle with uncommon letters that are!

Most of the quotes in Enigma are from well-known people. Look at the name of the person quoted as well as the puzzle itself; finding the name will reveal a lot of letters in the quote.

Enigma Summary

- To decode the mystery phrase, select pairs of letters in the puzzle and swap them.
- Use the letter graph to see the frequency of letters in the puzzle. Generally, swap uncommon letters with common ones.
- Turn on the Show Correct Letters option to make it much easier to solve a puzzle.
- Look for common words (these are usually the shorter words in the puzzle) and watch for helpful punctuation.

Hangman
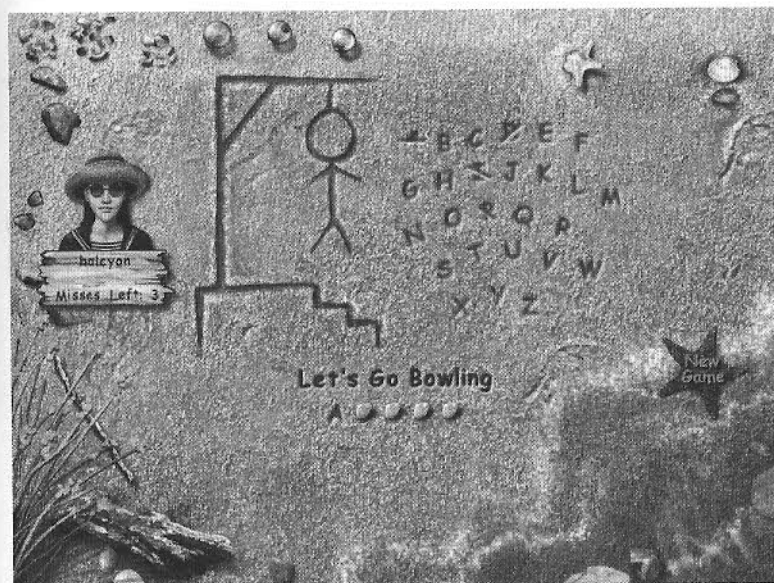
The history of Hangman

Hangman, originally called Gallows and Hanging the Man, has been around since at least Victorian times. Although it is a very simple game, Hangman is quite popular, probably because it can be played anywhere with just pencil and paper, it doesn't take very long to play, and its rules are easy to understand.

In Hangman, one player thinks up a mystery word or phrase (most commonly a word) and writes down blanks for each letter in it (indicating any spaces or punctuation). Sometimes the puzzle maker will tell the guesser the subject of the puzzle, such as "a famous person" or "a verb."

The other player tries to guess the word by guessing random letters. These letters are written down, so the guesser can keep track of which letters have already been guessed.

If a letter is in the puzzle, the puzzle maker fills in the blanks with that letter in every place it is found.

If a letter is not found, a piece is added to the hangman. If the last piece is added to the hangman before the word or phrase is guessed, the game ends. If the word is guessed, the hangman is saved!

What often varies about the game of Hangman is how the hangman is drawn and, consequently, the number of misses the guesser gets before he or she loses. Variations (and pictures) abound.

Many players include the gallows (allowing eleven misses):
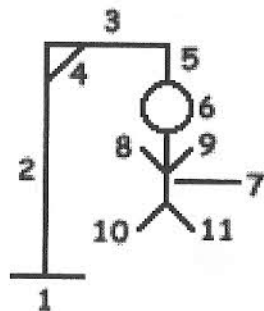
However, others only include the hangman (allowing six misses):
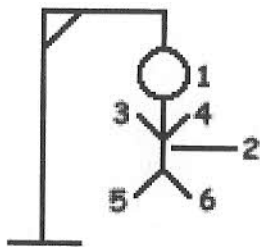
Other players may include hands and feet, or eyes, nose, and mouth! Because there are no strict rules for hangman, the exact hanging method is often negotiated before play: "Do you use hands and feet?"

How to play Hangman

There are four different Hangman games in Hoyle Word Games:

Classic Hangman–the basic game, where the computer provides words or phrases for you to guess.

Hangman Challenge–a harder version of Classic Hangman, where you guess as many puzzles as you can in a particular category.

Head to Head Hangman–a two-player game where each player guesses a word the other player has made. Requires two people playing at your computer.

Hangman Showdown–a game show version of Hangman that can be played with three human or computer players.

In all of these games, you guess letters in a word or phrase, and you are allowed a certain number of misses before you lose. However, each game is played a little differently.

In all of the games except Hangman Showdown, you can choose one of four different game environments, which each feature their own hanging method.

Classic Hangman

In this game, the computer supplies a word or phrase, and you try to find out what it is before the hangman is hanged.

You play one puzzle at a time, and there is no scoring. You can set the game options to get puzzles based on categories, words, or proverbs; see "Options in the game" for more information.

To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, you get a piece of a hangman or an animation plays (depending on your Hangman environment).

You continue to guess until you run out of misses. The number of misses you have left are shown on the screen.

Exactly how this appears depends on your Hangman environment: the Beach environment shows glass balls, the Winter environment shows icicles, and so on.
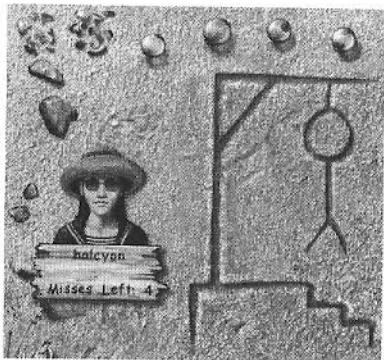

Six misses are allowed, four remain

If you solve the puzzle, you can start a new puzzle by clicking the New button. If you miss too many letters, you are hung, and the game ends.

If you get stumped and can't solve a puzzle, click Solve on the Actions menu to see the solution.

Hangman Challenge

Hangman Challenge is played similarly to Classic Hangman, but you guess several puzzles from a specific category. A random category, shown above the puzzle, is chosen for you.
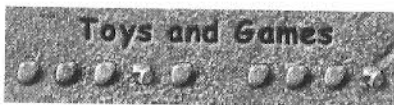
To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment). The number of misses you have left are shown on the screen.

If you solve the puzzle, you get 1 point, and you get a new puzzle from the same category. Your score is shown on your player plaque.

You have to solve as many puzzles as you can with only one hangman (13 misses). When you run out of misses, you will be "hung," and the game ends.

Head to Head Hangman

In this game, you and another player at your computer take turns entering words for each other to solve. You get points for stumping the other player or guessing another player's puzzle.

Click New Game to begin the game. One player is asked to type a word or phrase for the other player to guess. That player types a puzzle, and clicks OK.
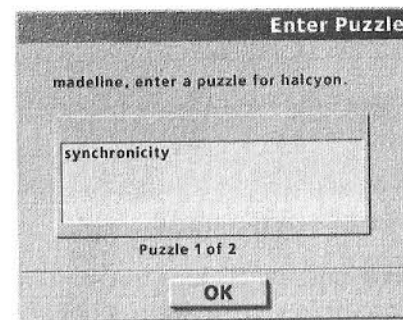
The puzzle appears on the screen.

The guessing player guesses a letter in the puzzle by clicking one of the letters on the screen or typing it on the keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment).

The guessing player continues to make guesses until the puzzle is solved. If the puzzle is solved, the guessing player gets 1 point. If the puzzle is not solved, the other player gets 1 point. Your scores are shown on your player plaques.

After a puzzle is solves or missed, the player who just played makes a puzzle for the other player.

You and the other player each play a certain number of puzzles before the game ends. (You can set the number of puzzles in the game options.) The player with the most points at the end of the game wins.

Hangman Showdown

In this game, three players compete to guess the same puzzles and get the most points. You can play against humans, computer characters, or both.

Each game consists of a certain number of rounds. There are three different types of rounds: a category round (where a category is provided, such as SPIDERS), a proverb round, and a word round.

At the start of the game, each player gets a new hangman. The hangmans in Hangman Showdown have only four pieces: head, body, arms, and legs.

A random player is picked to start the first round. (The next player clockwise starts the next round.)

On your turn, guess a letter by clicking one of the letters on the screen or typing it on the keyboard. If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle, and you get the letter's point value for each occurrence.
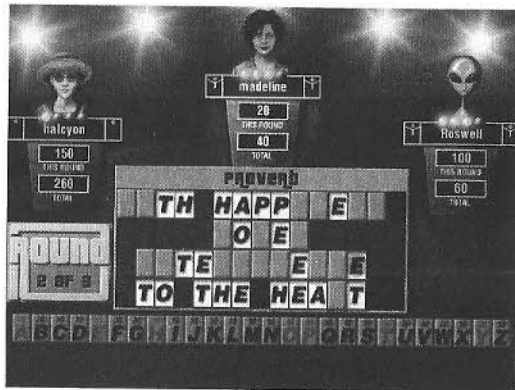
Madeline gets 20 points for guessing A (10 points for each A)

If the letter is not in the puzzle, a piece is added to your hangman, and a light on your podium is lit up.

If four pieces are added to your hangman, you lose all the points you have earned in the round. However, you immediately get a new hangman, and you can continue to play in the round to try to get points.

Each player takes a turn guessing letters in the puzzle. Some letters and spaces in puzzles are special.

Uncovering the A reveals a bonus

When one of these letters or spaces is revealed, one of the following things might happen:

- You get 30 points immediately.
- You get double the point value of the letter you guessed.
- You get an extra guess this turn.
- You lose your next turn.
- You get a chance to try to solve the entire puzzle.

  If you get it right, you get 100 points. If you get it wrong, you miss your next turn. (You can choose not to solve the puzzle.)

When the puzzle is solved, the next round begins. All players get to keep any points they have earned in the round, but have to keep any hangman pieces from the previous round.

The game continues until the last round ends. At the end of the game, the player with the most points wins.

Options in the game

Game options for Hangman are set in the Hangman Settings dialog box.

Within a game, you only see options for that type of game; for example, the Hangman Settings dialog box in Hangman Showdown only shows Hangman Showdown options.

- To change your puzzle type in Classic Hangman: under **Puzzle Types**, select Categories, Words, or Proverbs.
  Choosing Categories gives you puzzles on a certain subject, such as SPIDERS. The category is shown above the puzzle. Choosing Words gives you random words. Choosing Proverbs gives you proverbs, such as "People in glass houses shouldn't throw stones."
- To change whether guessed letters are shown on the screen in Hangman Classic, Hangman Challenge, and Head to Head Hangman: turn on **Allow Same Letter Guessing**. This makes puzzles much more difficult.
- To set the number of misses you are allowed before getting "hung" in Hangman Classic and Head to Head Hangman: change the **Number of Misses**.
- To set the number of puzzles you play in Head to Head Hangman: change the **Number of Puzzles**.
- To set the number of rounds you play in Hangman Showdown: change the **Number of Rounds**.
- To change how Hangman looks in all games except Hangman Showdown: under **Environments**, choose the environment you want. Changing your environment changes how "hanging" works, and the appearance of the puzzle and misses.

Hangman strategy

The most frequent letters in English language sentences, in order, are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z. Always try more frequent letters first.

Try to identify the vowels in a puzzle first; they go a long way toward guessing the puzzle, and they are in almost all words!

When guessing a proverb, look for the words THE and AND. Some common two-letter words are OF, ON, TO, IN, IT, IS, BE, and NO. Some words common to proverbs: IF, ALL, IS, ARE, YOU, NOT, AND, BUT, and ONE.

Strategy for Hangman Showdown

Stealing easy letters from your opponents is a good tactic only if there are a lot of those letters in the puzzle. However, guessing more obscure letters is a better way to get points.

When your hangman is "healthy," you can take more risky guesses. However, be conservative when you have a lot of points and your hangman is almost hung—stick to vowels and common letters such as R, S, T, and N.

If you lose all your points and the round's almost over, it's a good time to try riskier guesses, such as K, V, and J, because they'll get you the most points.

Hangman Trivia

Hangman can be played as a group party game similar to Charades. Breaking into several teams, a member of each team creates a Hangman puzzle, identifying the puzzle category, such as "Movie." That player's teammates try to guess the puzzle. Teams get points for how well they avert death: 1 point for each piece of the hangman that didn't get hung.

Hangman Summary

- To guess a letter in a puzzle, click it on the screen or type it.
- Misses you have left are shown on the screen.
- Vowels are the safest guesses, along with common letters such as R, S, T, and N.
- In Hangman Showdown, make riskier guesses when you have less hangman pieces, but guess conservatively when you have more. Also note how many points you have; if you don't have many, try a riskier guess!

Speedy Racer
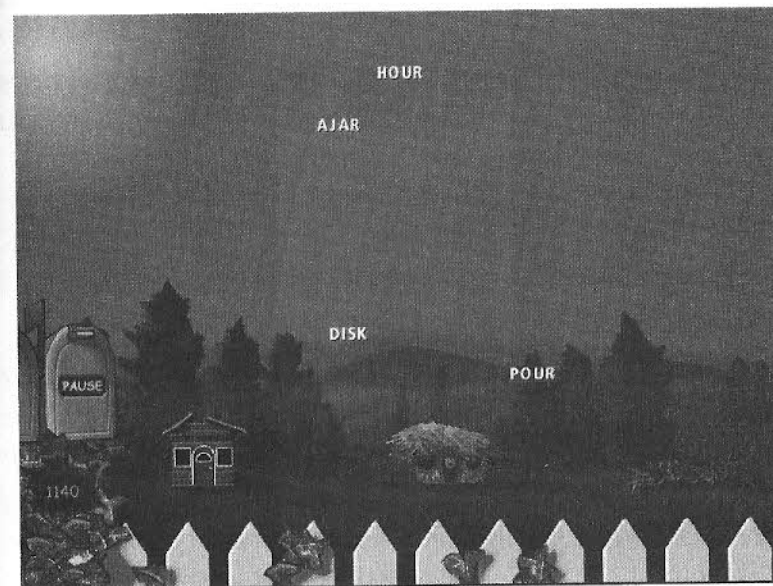
What is Speedy Racer?

Speedy Racer is a fast-moving typing game that requires good hand-eye coordination and quick reaction time. Speedy Racer has two variations: **Save the Pigs** and **Pirate Attack**.

In Save the Pigs, you try to protect the three little pigs (Pete, Ikabod, and Goliath) from the big bad wolf, who is attacking their houses from the sky. If you can keep the wolf from destroying the houses long enough, maybe he'll get frustrated and go away (or his jetpack will run out of fuel).

In Pirate Attack, you command a ship under siege by pirate ships (both infamous and not-so-famous). Try to sink the enemy pirate ships before they sink you! Sinking a ship gives you Her Majesty's bounty, as well as any booty on board.

How to play Speedy Racer

In both games, you type letters and words that appear on screen before they disappear or hit the ground.

If you are in the middle of typing a word and want to switch to another word, press the spacebar to clear the current word and then type the new word.

Saving the pigs

In Save the Pigs, try to stop the wolf's letters and words from hitting the houses by typing them before they hit the ground. If an item hits the ground in front of one of the houses, that house will be damaged.

The straw house can take two hits before it is destroyed, the stick house can take four hits, and the brick house can take six hits.

If you successfully type a letter or word, you get 2 points for each letter you typed. If you mistype a letter, you get 1 point deducted from your score.

If you type enough items, you will get to the next level. At the end of a level, you get bonus points for any houses still standing.

If any of the houses are damaged, a plane will fly overhead occasionally. Type the letter or word on the plane's banner to partially repair a damaged house.

If all the houses get destroyed, the game ends. However, if you protect the houses long enough, you can save the little pigs!

Sinking the pirates

In Pirate Attack, you type letters and words before they disappear. If you type an item in time, you fire at the enemy ship. If you miss an item, the enemy ship fires at you.

Take care, because not all cannon shots (yours or the pirates') will hit the ships! How successful shots are depends on your game difficulty.

If you type enough items, you advance to the next level.

If you successfully type a letter or word, you get 2 points for each letter you typed. If you mistype a letter, you get 1 point deducted from your score.

You also get points by sinking ships. The damage a ship has taken is shown on the ship's damage indicator.

When a pirate ships' damage indicator runs out, the ship is sunk, and you receive a point bounty (as well as any of the pirate booty that might happen to be on board).

If your ship has any damage a blinking letter or word will periodically appear. Type these items to partially repair your ship. (If you miss this word, no damage is done to your ship.)

If your ship sinks, the game ends.

Options in the game

Game options for Speedy Racer are set in the Speedy Racer Settings dialog box.

- To change the game difficulty: set the **Difficulty Level** to Easy, Medium, or Hard.

  For Save the Pigs, this controls how many levels you must complete to save the pigs. If the difficulty is Easy, you save the pigs in 5 levels. If the difficulty is Medium, you save the pigs in 10 levels. If the difficulty is Hard, you must complete 20 levels to save the pigs.

  For Pirate Attack, this controls how accurate your shots are. If the difficulty is Easy, all of your shots will hit the enemy's ships, but some of the enemy's shots will miss your ship. If the difficulty is Medium, both you and the enemy will miss about the same amount of the time. If the difficulty is Hard, you will miss more than the enemy will.

- To change which level you start on: set the **Starting Level** to a level from 1 to 10. The available starting levels depend on the current Difficulty Level. If you set the difficulty to Easy, you cannot change the starting level. If you set the difficulty to Medium, you can start at levels 1 through 5. If you set the difficulty to Hard, you can start at levels 1 through 10.

Speedy Racer strategy

Strategy for Save the Pigs

In later rounds of Save the Pigs, ignore items that aren't going to save the houses. You can see which direction items are headed. If several houses are close to being damaged, always save the brick house, because it is the most durable.

Take care of items that come down fast first, and leave slower items for later. Items come in waves, so finishing a slow item might cause a faster item to come down.

The items on the plane's banner partially fix your most damaged house, but be sure you don't miss other words that might hit your houses while trying to get those bonus items.

Strategy for Pirate Attack

Items that appear faster tend to disappear faster, so watch the speed of the items that come in, and type the faster words first.

The blinking words fix some of the damage to your ship, but be sure you don't miss other words while trying to get those words.

Speedy Racer Summary

- Type words and letters as they appear. Press the spacebar to retype a word.
- In Save the Pigs, only words that hit the ground in front of the houses do damage. In Pirate Attack, not all words you type will fire a shot at the other ship.
- Watch for bonus words to repair your houses and ship.

Wordox
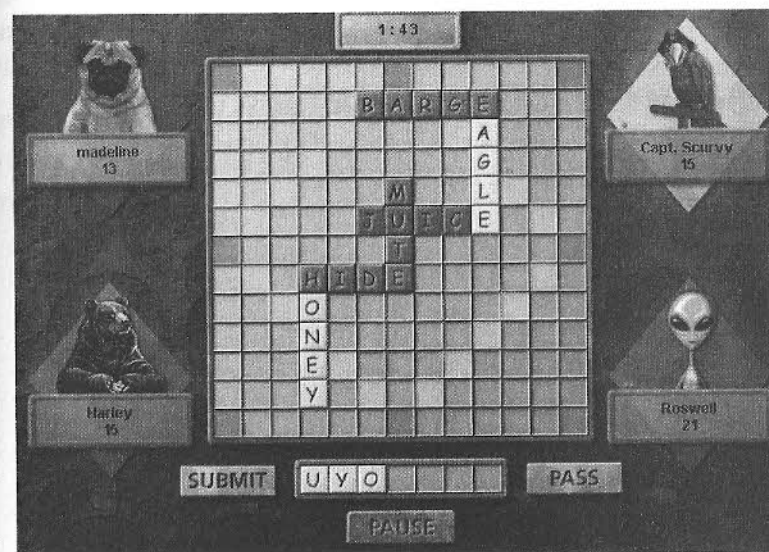
What is Wordox?

Wordox is a quick and exciting word game for two, three, or four human or computer players. Players have a certain amount of time to place a word on the board. Use letters in other words as part of your word to capture those letters from other players (and take points away from them). Playing on orange and pink squares can give you extra points.

How to play Wordox

The starting player must make a word that covers the green star in the middle of the board. Then, players take turns placing tiles on the board to make words; each word must touch one letter already on the board. You must place at least two tiles each turn.

To make a word, move tiles from the tile rack to the board. There are two ways to move a tile to the board: drag a tile from your rack to the board, or click the tile and then click the board. After you place a tile, you can move it elsewhere by dragging it to a new location. To remove a tile you just placed, right-click it (Control+click on the Macintosh).

Rules for placing tiles

- You must play at least two tiles on your turn.
- At least one of the tiles in your word must touch a tile that is already on the board. (Unless you're playing first, in which case your word must cover the green star on the board.)
- All tiles you play on your turn must be placed in a single row or column.
- Tiles you place must make legal words in both across and down directions.

  In the example below, you can place the word SCRAM, because it makes the legal words AT and ME. Note that you are still only placing tiles in a single row.
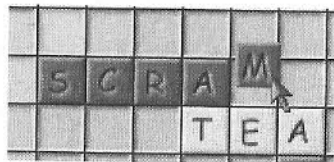
- All words you create must be recognized as legal words by Wordox. Proper nouns are not legal words.
- Several things will cause your turn to end and tiles to be returned to the rack: playing a word that's not recognized by the computer, playing only one tile, or placing tiles in more than one row or column.

Submitting a word

When you are ready to submit a word, click the Submit button. If time runs out, any tiles you've placed on the board are automatically submitted as if you'd clicked the Submit button.

If you don't want to make a word on your turn, press the Pass button; the turn then moves to the next player. If all the players consecutively press the Pass button (or make invalid plays), the rack is refilled with new tiles.

The word that you played is evaluated using the Wordox rules (as described in the previous section). If the word is accepted, the tiles in that word (and any tiles on the board that you used that belonged to other players) change to your color.

If your word is not accepted, the tiles are returned to the rack and your turn ends. When your turn ends, the tile rack is refilled and play passes to the next player. All players play with the same tile rack.

Playing words on orange and pink spaces

If you play a word on an orange space, an orange dot appears on your player plaque.
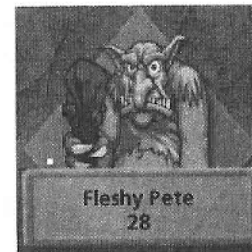
Fleshy Pete has one orange point

If you place your word on a pink space, you get one point for each orange dot you have; all other players have their orange dots taken away, and get no points for them. The game board clears and the game continues on an empty board.

Capturing words

As well as points you get for playing on the orange and pink spaces, you also get points for each tile of your color on the board. Any tiles that you play to make a word become your color after you play them, and any tiles on the board that you used in your word also change to your color, adding points to your score and taking points away from the tiles' owner or owners.

Some examples

1) Making the word FIRED by adding an F and D to IRE captures the letters IRE. The red player gets five points, taking three points away from the yellow player.

2) Placing RIPS captures the S tile in FISH, giving the yellow player four points and taking one point from the red player.

3) Placing the word SEE also makes the word STONE. The letters TONE are captured (since they are part of a new word) and change to yellow. The yellow player gets seven points (for the seven new yellow tiles) and four points are taken away from the red player.
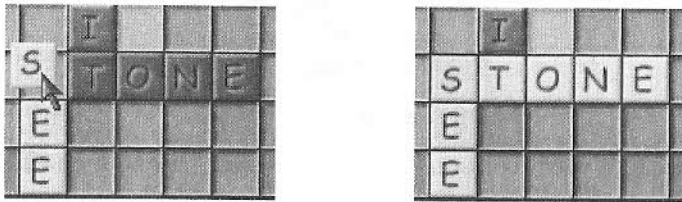
Note: Points are permanently added to your score only after the board is cleared. Even if you make (or capture) a great word, another player can still capture it and take your points!

Ending the game

The game ends when one of the players reaches the winning score (as set in the game options). The game also ends if all the tiles in the game are used, or if there are not enough tiles left to fill the tile rack; if this happens, the game ends, and the player with the most points wins.

An optional rule requires that the board be cleared before a player can win. See "Options in the game" later in this chapter for information.

Getting definitions of words

You can see the definition for a word made by any player by clicking the first letter in that word. Not all legal words have definitions available. (For example, not all verb tenses are included.)

If the first letter of a word is also the first letter of another word, or if a letter is in two words (and is not the first letter of either word), you can left-click that letter to get the definition for the across word, and right-click it to get the definition for the down word.

Options in the game

Game options for Wordox are set in the Wordox Settings dialog box. If you change any of these settings after a game has started, you'll need to restart the game.

- To set how many points are required to win a game, change the **Winning Score**. Choose Default to use these options: 50 points for a two-player game, 40 points for a three-player game, and 30 points for a four-player game, or choose Custom to set the winning score to any value between 15 and 500.
- To set how much time each player has for his or her turn, change **Seconds to Play**. This option defaults to 120 seconds, but you can set this to any number between 30 and 240 seconds. When time runs out, the turn is passed to the next player, even if you have not played any tiles.
- To prohibit players from adding an S to the end of an existing word and then making a word from it, turn on **Cannot End Existing Word with S**. You can still add an S to the end of an existing word if you also add letters to the front of the word. Turn this option on for a more difficult game.

  The two letter words AS, ES, IS, OS, and US are exceptions to this rule. They are allowed regardless of this setting.
- To require the board to be cleared before a player with a winning score can win the game, turn on **Game Ends When Board is Cleared**. Since the winning player then must try for a pink square, this gives other players a chance to catch up!

  Tip: If this option is turned on, and another player has enough points to win, try to play words that make it difficult for that player to reach a pink square.
- To change how well computer players play, set **Skill Level** to Beginner, Intermediate, or Expert.

Wordox strategy

Capture, capture, capture. Make new words out of existing words whenever possible. This lets you capture a lot of your opponent's letters, as well as increasing your own. If you can also make a second word in the process, this works even better.

Use as many letters as you can. Since each letter equals one point, playing more letters gives you more points! Try not to play a word like RAIL if you can play GRAIL or FRAIL. After you place a word, before you submit it, take a moment to look over the letter rack to see if you can improve upon your initial play.

Protect your words. When you make words, keep in mind that it is easier to capture some words than others. For example, STAGE and GATES both use the same letters, but it is better to play GATES since it is difficult to expand upon, whereas STAGE can be made into STAGES, STAGED, UPSTAGE, and so on.

Add prefixes and suffixes to words. You can often add an S to an existing word, but prefixes and suffixes are other good ways to take advantage of words already on the board. Some good prefixes: IN, UN, RE. Some good suffixes: ED, ER, ING.

Clear the board whenever possible. Whenever you play a word on a pink square, the board is cleared, so any letters you just played are "free letters" that give you points that can't ever be taken away by another player.

Wordox Summary

- Make one word on the grid each turn.
- Play words on the orange spaces and then on the pink spaces to get extra points.
- Play long words, if possible.
- Try to capture other players' words whenever possible.

Word Searches
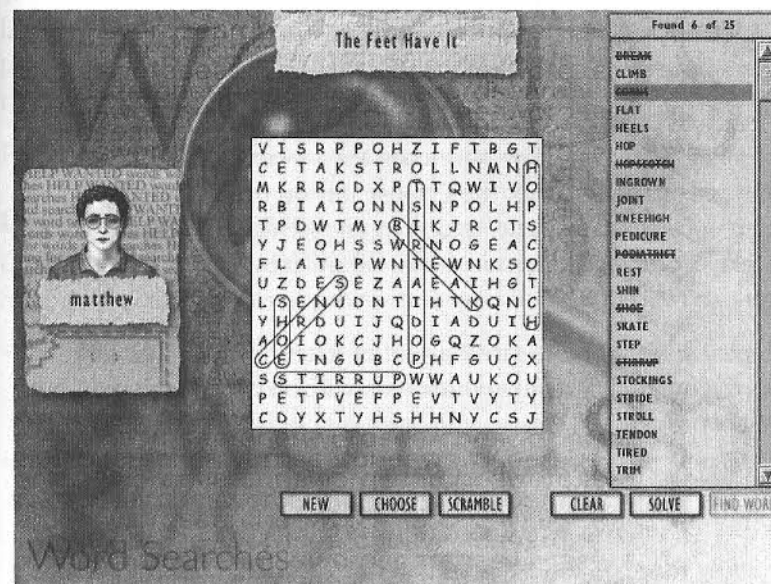
What are Word Search puzzles?

Word Search puzzles are entertaining puzzles that can be found in most word puzzle books and magazines. In a Word Search puzzle, words (often related to a particular subject) are hidden up, down, forwards, backwards, and diagonally within a grid of letters.

The word FOX is found in the grid

The words you need to find are listed in a word list. When you find a word, you circle it in the puzzle and cross it off the list.

There is probably a Word Search puzzle on every imaginable topic. Topics for Word Searches include hobbies, animals, food, science, cities, and more!

How to play Word Searches

Hoyle Word Games includes hundreds of word search puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Word Searches. Click the New button on the screen to choose a new random puzzle, or click the Choose button on the screen to select a particular puzzle, and then choose the puzzle you want to play. Puzzles are separated into 20 different categories, and you can even make and play your own puzzles!

To play, look for words in the grid of letters. When you find a word, you circle it using your mouse. There are two ways to circle a word:

- Click the first letter in the word. Holding down your mouse button, drag the mouse to the last letter, and then release it.
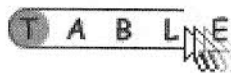
- Click the first and last letter of the word.

If you are stumped on the current word, click Find Word; the word will be circled for you.

Hint: You can narrow down your search by turning on the Show First Letter feature in the game settings. This will highlight the first letter of the current word in the word list within the grid in every place it is found.

You solve the puzzle when you find all of the words in the list.

Playing Word Searches head to head

You can play Word Searches competitively with another friend or family member on the same computer. You and the other player take turns finding words in the puzzle and whoever finds the most words wins.

For more on playing head to head, see the online help.

Options in the game

Game options for Word Searches are set in the Word Searches Settings dialog box.

- To hide the word list: turn off **Show Word List**. This makes the puzzle much more difficult, because you can't see which words you need to find and must rely on the puzzle's category.
- To highlight the first letter of the current word in the word list within the grid in every place it is found: turn on **Show First Letter**. This can make the puzzle much easier to solve, because it narrows down the possible locations for each word. You can turn this option on and off while you are playing.
- To disallow backwards and diagonal words in the puzzle: turn off **Allow Backwards Words** and **Allow Diagonal Words**. Disallowing these words makes puzzles easier.
- To show an on-screen timer that keeps track of how long you have worked on a puzzle: turn on **Show Timer**.
- To set how many words are fit into the grid: move the **Number of Words** slider towards More to fit more words in the puzzle, and move the slider towards Fewer to fit less words in the puzzle. Having more words means the puzzle will take longer to finish.
- To change the size and shape of the word grid: move the **Width** and **Height** sliders to set the height and width of the word searches grid. Smaller grids tend to use less words and usually are easier to solve.
- To allow rectangular puzzles, turn off **Use Square Grid**. **Note:** Changing puzzle size and shape only takes effect if you have not started a puzzle; otherwise, it affects the next puzzle you choose.

- To set how much time you have to find a word in a two-player game: set **Two Player Game Time** to 30, 45, or 60 seconds. The standard game time is 30 seconds.
- To set which background picture is shown while you play the game: choose one of the options under **Environments**.

Word Searches strategy

When you are starting a puzzle, look for the longest words or words with unusual letters. These words are often easiest to find.

Try scanning the whole puzzle with your eyes; first forwards and backwards on each row, and then and up and down each column, to find words quickly. Also look for patterns in the grid; if you see common consonants and vowels together, they might make a word.

If you have trouble finding a particular word, try to look for the rarest letter in the word. For instance, if you are looking for the word DIVINE, try looking for the letter V in all the places it is found in the grid. Some relatively rare letters are: Z, Q, X, V, F, G, Y, U, J, H, and K.

Words with double letters (two consecutive letters that are the same, such as L in YELLOW or E in BEEF) often can be found by looking for clusters of the same letters.

If you are really stumped on a word but don't want to have it solved for you, try scrambling the puzzle (click the Scramble button on the screen) to get a fresh look at the puzzle.

Word Searches Summary

- Find words hidden up, down, forwards, backwards, and diagonally in the grid.
- Turn on the Show First Letter feature to narrow down your search.
- Look for long words and words with rare letters first.

Word Yacht
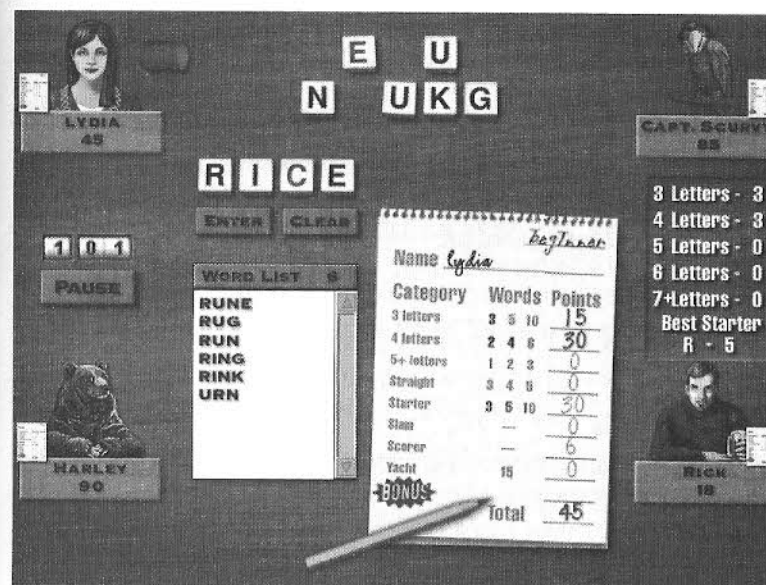
What is Word Yacht?

Word Yacht is derived from the classic dice game Yacht. In Yacht, players roll dice and try to make poker-like hands to complete categories on a scorecard. Word Yacht combines the excitement and luck of Yacht with the challenge of a competitive word game.

In Word Yacht, you roll ten lettered dice and make words from them to try to complete one of eight different word categories. Having a variety of categories to choose from makes for interesting gameplay. As in Yacht, selecting the appropriate category is part of the challenge.

A distinctive feature of Word Yacht is that it lets players of different skill levels compete on an even playing field by offering different scorecard levels for beginners, intermediate players, and expert players. And Word Yacht's scorecards are weighted, so a beginner who completes a category will get the same points as an expert (who usually must complete a more difficult category).

You can set scorecard levels for both computer and human characters. Computer characters' play will be affected by the card they choose, so a beginner character won't do much better on a Beginner card than a human would.

How to play Word Yacht

You can play Word Yacht with one, two, or three other human or computer players. To add, remove, or change players, click Players on the Options menu.

To begin play, roll the dice by clicking on your dice cup. There are two parts to your Word Yacht turn: making words and choosing a category.

Making words

You have two minutes to make words from your dice. You can either type the words or click the individual dice.

While typing, you can press Backspace to remove the last letter you typed, or click on a letter to remove it. You can press Escape or click the Clear button to clear the entire word you just typed.

Press Enter or click the Enter button to add a word to your word list.

As you make words, the area on the right of the screen counts the number of words of different lengths you have made and identifies the best letter to use for the Starter category (by identifying the letter that starts more of your words than any other).

```
3 Letters - 2
4 Letters - 6
5 Letters - 2
6 Letters - 0
7+Letters - 0
Best Starter
   D - 5
```

In this roll, you have five words starting with D

You can make words until the timer runs out or until you have found all the words you need to score a certain category. Because some categories offer several point levels for getting more words, you will usually want to find as many words as you can!

Rules for making words:

- Letters can be used in more than one word but not more than once in each word.
- Words must be at least three letters long.
- If you have an S, you can use both a singular word and its plural (CAT and CATS).
- Words must be recognized by Hoyle Word Games to be added to your word list. Some proper nouns, foreign words, and objectionable words will not be recognized.

Choosing a category

At the end of your turn, try to use some or all of your words to complete a specific category. You can place your cursor over a category name to see a description of that category. See "Word Yacht categories" for a detailed description of the categories.

The Words column shows if you made enough words to reach one of the points levels for that category. The points you can get for each category are shown in the Points column next to the category. (Zero means you did not complete the category with this roll.)

In the card below, you can score these categories: *4 letters*, *5+ letters*, *Straight*, *Starter*, and *Scorer*.

Category	Words			Points
				beginner
Name *halcyon*				
3 letters	3	5	10	0
4 letters	2	4	6	45
5+ letters	1	2	3	50
Straight	3	4	5	25
Starter	3	5	10	30
Slam	—			0
Scorer	—			12
Yacht	15			0
Bonus				
Total				0

Here, *4 letters* and *5+ letters* are good categories to score

You can take as much time as you want to choose a category. When you have chosen a category, the turn moves to the next player. (If you are playing solo, your next turn starts.) To see another player's scorecard after his or her turn, click the small picture of the scorecard next to that player.

When all of the categories on each player's card are filled, the game is over, and the player with the highest score wins.

Word Yacht categories

The categories you see in Word Yacht and how many points you get for completing them depend on the level of scorecard you choose to play with. Initially, all players are set to use the Beginner scorecard. To find out how to change player scorecards, see the next section, "Changing your Word Yacht scorecard."

Most of the categories have three levels of scoring. In the Beginner scorecard, a minimum of three words are required to complete the *3 letters* category, but getting five or ten words gives you additional points. Getting words in between the different word levels doesn't help—getting four words will still just give you the points for three words, for example.

To find out how many points you can get for each level of a category, place your cursor over the category name on the scorecard.

The Word Yacht categories are described below.

Basic Categories (Beginner scorecard)

3 letters	Find three or more three-letter words.
4 letters	Find two or more four-letter words.
5+ letters	Find at least one word of five or more letters.

Basic Categories (Intermediate & Expert scorecards)

3 & 4 letters	Find three- and four-letter words (at least five words for Medium, at least ten words for Difficult).
5 & 6 letters	Find five- and six-letter words (at least three words for Medium, at least six words for Difficult).
7+ letters	Find words of seven or more letters (at least one word for Medium, at least two words for Difficult).

Other Categories

Straight   Find a series of words spelled with consecutive numbers of letters. You can have a three-word straight, a four-word straight, or a five-word straight.

You have a three-word straight if you have a three-letter word, a four-letter word, and a five-letter word, **or** a four-letter word, a five-letter word, and a six-letter word, **or** a five-letter word, a six-letter word, and a seven+ letter word (therefore, if you have a five-letter word, a six-letter word, and an eight-letter word, you have a three-word straight).

Examples of three-word straights: DIN, DINE, and ENTER; RAID, DINAR, and RANCID; RANTS, STRAND, and TRANSFER.

You have a four-word straight if you have a three-letter word, a four-letter word, a five-letter word, and a six-letter word, **or** a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Examples of four-word straights: DIN, DINE, ENTER, and ENTERS; RAID, DINAR, RANCID, and CINDERS.

You have the much more rare five-word straight if you have a three-letter word, a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Example of a five-word straight: DIN, DINE, ENTER, ENTERS, and ENTERED.

Starter

Find several words that start with the same letter (such as BUY, BUG, and BAR, which all start with B). On the Beginner scorecard, you need to make at least three words to score; on the Intermediate scorecard, you need at least five words; on the Expert scorecard, you need at least ten words.

Slam

Use all of your letters at least once. When you use a letter, the die color for that letter changes from red to black to help you keep track of which letters you have used.

Example of a Slam, using the letters DEEFINORRT:
ONE, RED, DINE, DIET, FRIEND

Scorer

Score points for all words you make. The points you get depend on your scorecard.

Yacht

Make a lot of words on your turn. On the Beginner scorecard, you need to make at least 15 words; for Intermediate, you need at least 30 words; for Expert, you need at least 40 words.

Bonuses

In addition to the regular Word Yacht categories, you can get bonus points for making long words. (You do not have to get any bonuses to complete your scorecard.)

On the Beginner scorecard, words with seven or more letters give you a Bonus. On the Intermediate and Expert scorecards, words with eight or more letters give you a Bonus.

Changing your scorecard

You can change the difficulty of the categories in Word Yacht by changing your scorecard. There are three different scorecards:

- The **Beginner** scorecard is suggested for people who are learning how to play, word game novices, and younger players.
- The **Intermediate** scorecard is recommended for people who have some skill with word games.
- The **Expert** scorecard is designed for true word finding pros!

The Word Yacht scorecards are designed to let players of different skill levels play Word Yacht together and still have a competitive game. Therefore, a player with the Beginner scorecard should be able to beat a player using the Expert scorecard.

If you find you are consistently getting the highest scores possible on a Beginner or Intermediate scorecard, consider moving up to the Intermediate or Expert scorecard.

To change the Word Yacht scorecard for yourself or others, click Players on the Options menu, and then click the Settings button next to the player whose scorecard you want to change. Then, select the Scorecard level for that player.

Options in the game

Game options for Word Yacht are set in the Word Yacht dialog box.

- To leave the last word you typed in the work area: turn off **Clear Word After Entering**. This may let you type in words faster by preventing a lot of retyping. For example, if KIT was the last word you typed, you might want it to remain there so that you could type KITE. And you could then quickly make KITTEN by removing the E, and then typing the T, E, and N.
- To return the dice to random positions after you finish with them: turn off **Return Dice to Original Positions**. This may help you find additional words as the dice scramble.
- To turn off the help text that appears when you place your cursor over a category: turn off **Show Pop-up Help**.

Word Yacht strategy

If possible, pick the category you are attempting to fill before you roll or as soon as you see your dice. With practice, you will be able to identify whether or not a roll is good for making long words. Look for the presence of common letters, such as S, R and T, or prefixes and suffixes, such as ED or RE.

Rolls that mix common and uncommon letters are better for making lots of words and filling categories such as *3 letters* and *Yacht*.

If you have an S, be sure to make plural versions of any words you find, and make singular versions of any plural words. If you have letters that make a prefix or suffix such as RE or ED, try typing those letters first, so you can examine the letters that are left and try to make a long word using the prefix or suffix.

If you can, save the *Slam* category (where you have to use all of your dice) for when you have a bad roll and can't make many words. Although the *Scorer* is a useful fallback category, try to use it only when it gives you a lot of points; it is the only variable category in the game.

When trying for a *Yacht*, concentrate on making many short words. When trying for a *Scorer*, concentrate on making many longer words. The **Clear Word After Entering** option may make it easier for you to enter words faster.

Bonuses can help you win at Word Yacht, and you get them even if you can't fill a category. If you have great letters but can't seem to complete a category with them, or no good categories are left, look for the longest words possible to try to get a bonus.

When trying to complete the *Starter* category, check the key at the right side of the screen to see which letter is best to use. Note that S is not usually a good starter letter, because it is better used to end words starting with another letter.

Word Yacht Summary

- Pick a category to try for before you roll or immediately after you roll. This is more important later in the game.
- Make sure you use plurals, prefixes, and suffixes when possible; they help you make the longest words.
- The *Scorer* category can help you win the game, because it can give you a lot of variable points.
- Always watch for extra-long words. Scoring bonuses can put you ahead even if you can't fill all the categories.

PUZZLES

Here are some Crosswords, Word Searches, and Anagrams puzzles you can play when your computer's not available.

Puzzle answers start on page 102.

Anagrams #5: ICPETO

1.	COT	11.	TOP
2.	ICE	12.	COPE
3.	PET	13.	EPIC
4.	PIE	14.	POET
5.	PIT	15.	TOPIC
6.	POT	16.	POETIC
7.	TIC		
8.	TIE		
9.	TIP		
10.	TOE		

Anagrams #6: RPIONG

1.	GIN	11.	GRIP
2.	ION	12.	IRON
3.	NIP	13.	PING
4.	NOR	14.	RING
5.	PIG	15.	PRONG
6.	PIN	16.	PORING
7.	PRO	17.	ROPING
8.	RIG		
9.	RIP		
10.	GRIN		

Anagrams #7: DPEDRI

1.	DID	11.	PIER
2.	DIE	12.	RIDE
3.	DIP	13.	RIPE
4.	PER	14.	DRIED
5.	PIE	15.	PRIDE
6.	RED	16.	PRIED
7.	RID	17.	PRIDED
8.	RIP		
9.	DIED		
10.	DROP		

Anagrams #8: TMAGNI

1.	AIM	11.	GAIT
2.	ANT	12.	GNAT
3.	GIN	13.	MAIN
4.	MAN	14.	MINT
5.	MAT	15.	TANG
6.	NAG	16.	GIANT
7.	TAG	17.	MATING
8.	TAN	18.	TAMING
9.	TIN		
10.	GAIN		

Anagrams #9: ERGENA

1.	AGE	11.	GENE
2.	ARE	12.	NEAR
3.	EAR	13.	RAGE
4.	ERA	14.	RANG
5.	GEE	15.	AGREE
6.	NAG	16.	ANGER
7.	RAG	17.	EAGER
8.	RAN	18.	GREEN
9.	EARN	19.	RANGE
10.	GEAR	20.	ENRAGE

Anagrams #10: KTISSC

1.	ITS	11.	SICS
2.	KIT	12.	SITS
3.	SIC	13.	SKIS
4.	SIS	14.	SKIT
5.	SIT	15.	TICK
6.	SKI	16.	TICS
7.	TIC	17.	SKITS
8.	KISS	18.	STICK
9.	KITS	19.	TICKS
10.	SICK	20.	STICKS

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The About.com Crosswords/Puzzles page
crosswords.about.com

Thinks.com—The brain games, puzzles and pastimes website
www.thinks.com

Cruciverb—Crossword puzzle constructor's forum
www.cruciverb.com

Newsgroups

(You can browse newsgroups at www.deja.com Go to Discussions.)

The **alt.anagrams** newsgroup

The **rec.puzzles.crosswords** newsgroup

Competitions

The World Puzzle Championship
www.puzzles-usa.org

The American Crossword Puzzle Tournament
www.crosswordtournament.com

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