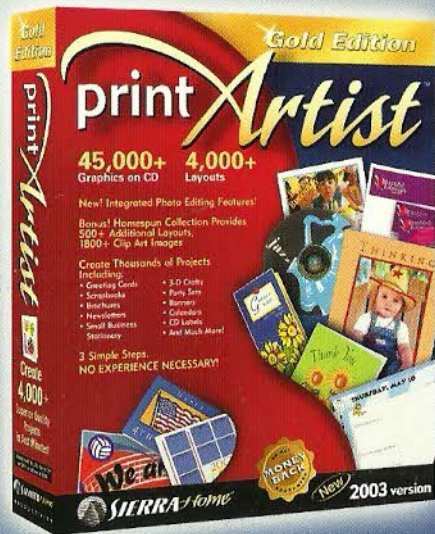


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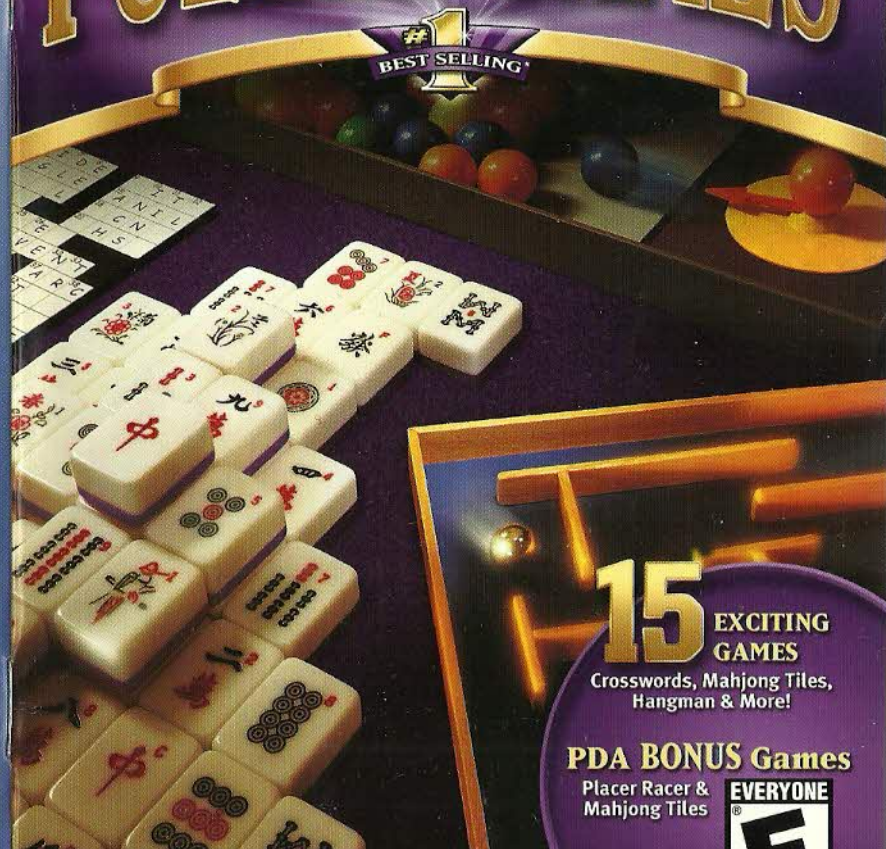
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INTRODUCTION

Welcome to Hoyle Puzzle Games, where you will find challenging and entertaining puzzle games of all shapes and styles. Try your hand at classics like Anagrams and Crosswords, fast-paced arcade-style games like Placer Racer and Time Breaker, and mind-bending tile strategy games like Mahjong Tiles and Slide Tiles.

You can play all of the games by yourself, and a number of the games (such as Hangman, Maze Racer, and Placer Racer) let you play against another person on your computer.

When you start Hoyle Puzzle Games, sign in by typing your name and picking a character image to represent you. You can then customize Hoyle Puzzle Games to match your preferences such as game speed, level of difficulty, background music, preferred game variations, and more. The game keeps statistics for each player, so you can track your gaming progress over time. You can also save games and continue them during a later session.

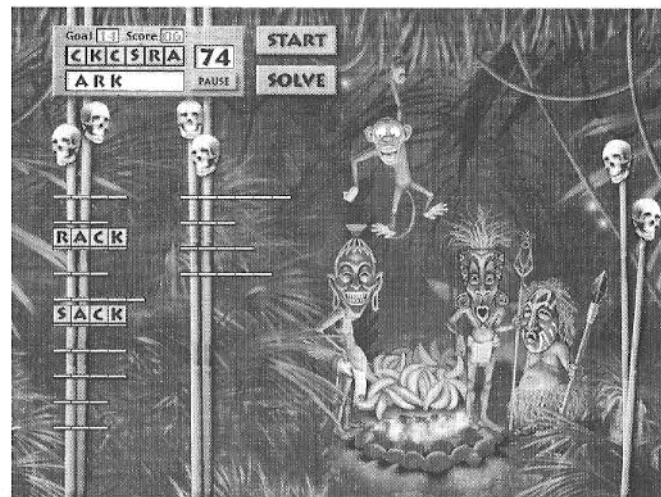
After signing in, you can choose a game from the main screen by clicking on its icon, or you can select a game from the Go To menu.

When you start a game, the "Getting Started" screen shows you basic information about how to play the game and lets you change the players and game settings.

The focus of this guide is game rules and strategy. For complete information on gameplay, including game controls and options, refer to the in-game help (click the Help button at the bottom of the game screen and select the desired topic). For installation instructions, please refer to the insert in the CD jewel case.

So get started playing some of the greatest puzzle games of all time, according to Hoyle!

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.

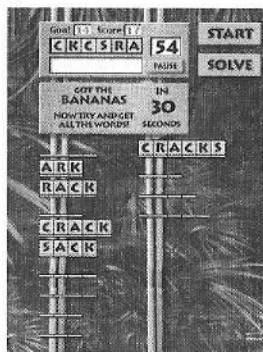


You need 14 points to win this puzzle

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.



Strategies for Anagrams

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.

One useful approach is to focus on finding three-letter words; you often can make longer words from them.

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.

