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HOYLE®



# PUZZLE GAMES



**17**

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GAMES!**

Anagrams, Mahjong Tiles,  
Solitaire Arcade & More!

**NEW GAMES:**

Word Searches and Rays!

EVERYONE



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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.

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#### 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 *panagram* is a sentence that uses all the letters of the alphabet, preferably exactly once. One famous panagram 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.



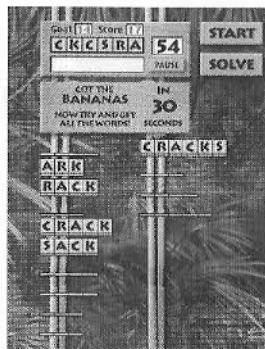
*You need 14 points to win this puzzle*



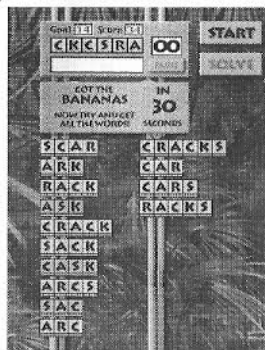
You get points when you make words: three-letter words give you 2 points, four-letter words give you 3 points, five-letter words give you 4 points, and six-letter words give you 5 points.

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.

## Anagrams Quiz Answers

Did you get them all?

### Words

ALEX=AXLE

ANDREW=WARNED

BRIAN=BRAIN

CAMERON=ROMANCE

DANIEL=DENIAL

DENNIS=SINNED

EARL=REAL

ERIC=RICE

LISA=SAIL

RUTH=HURT

SEAN=SANE

### Names

ALICE=CELIA

CHRISTINA=CHRISTIAN

CLAUS=LUCAS

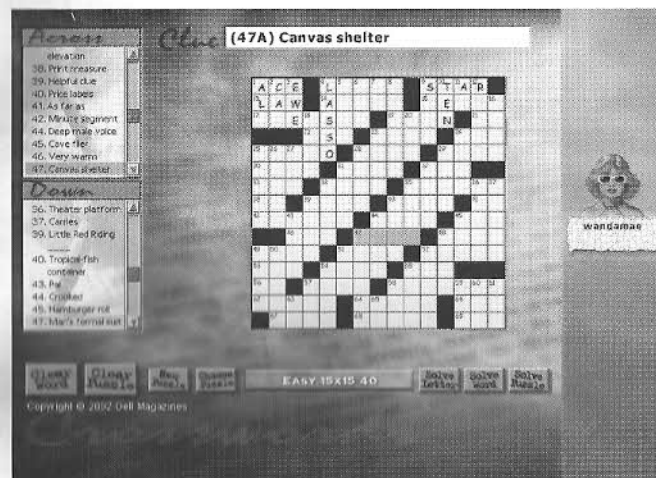
DOLLY=LLOYD

MARY=MYRA

MARIO=MOIRA

NOEL=LEON

## 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!

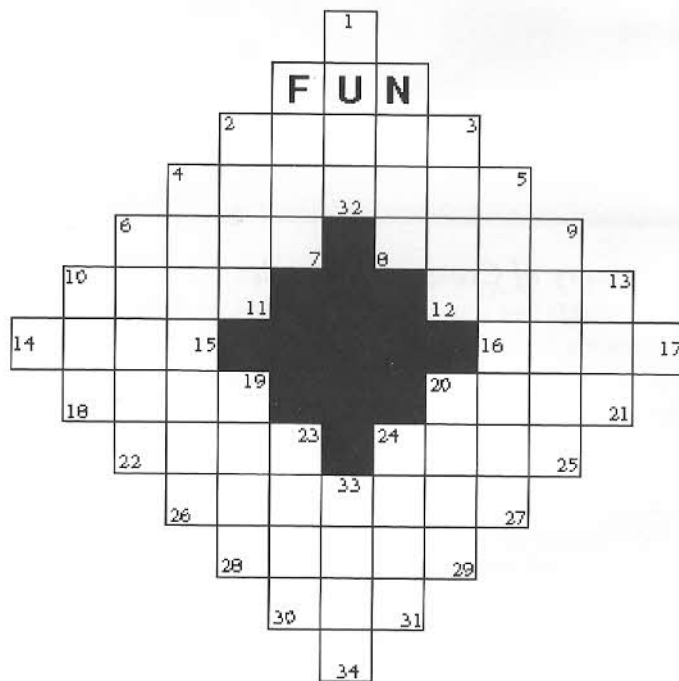
In 1924, Dick Simon and Lincoln Schuster set up a publishing house, and the first book they published was a book of New York World puzzles. This book became wildly popular and they put out a series of crossword puzzle books that popularized crosswords across the nation. By the 1930s, crossword puzzles 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. | 10-18. The fibre of the gomuti palm. |
| 4-5. A written acknowledgment.   | 6-22. What we all should be.         |
| 6-7. Such and nothing more.      | 4-26. A day dream.                   |
| 10-11. A bird.                   | 2-11. A talon.                       |
| 14-15. Opposed to less.          | 19-28. A pigeon.                     |
| 18-19. What this puzzle is.      | F-7. Part of your head.              |
| 22-23. An animal of prey.        | 23-30. A river in Russia.            |
| 26-27. The close of a day.       | 1-32. To govern.                     |
| 28-29. To elude.                 | 33-34. An aromatic plant.            |
| 30-31. The plural of is.         | N-8. A fist.                         |
| 8-9. To cultivate.               | 24-31. To agree with.                |
| 12-13. A bar of wood or iron.    | 3-12. Part of a ship.                |
| 16-17. What artists learn to do. | 20-29. One.                          |
| 20-21. Fastened.                 | 5-27. Exchanging.                    |
| 24-25. Found on the seashore.    | 9-25. To sink in mud.                |
|                                  | 13-21. A boy.                        |

*Reproduced with permission of the St. Louis Post-Dispatch, copyright 1913.*

## 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 so 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 requires 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.

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## 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!

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## How to Play Crosswords

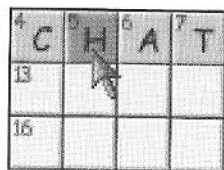
Hoyle Puzzle Games includes 1200 different crossword puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

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 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.

## *Strategies for Crosswords*

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) are usually 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.

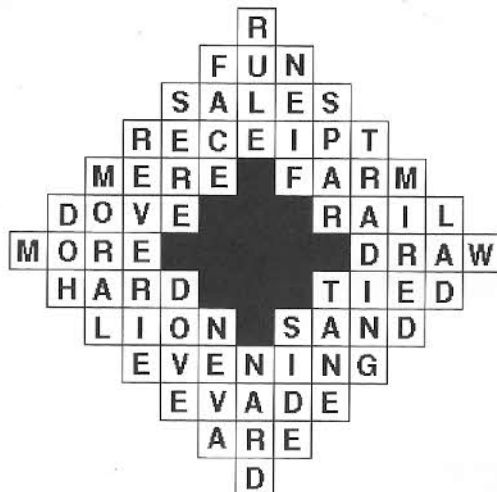
If you don't know an entire clue, but think you know the ending for the clue (such as S, ED, or ING), try filling out just the ending to help you find a word in another direction.

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

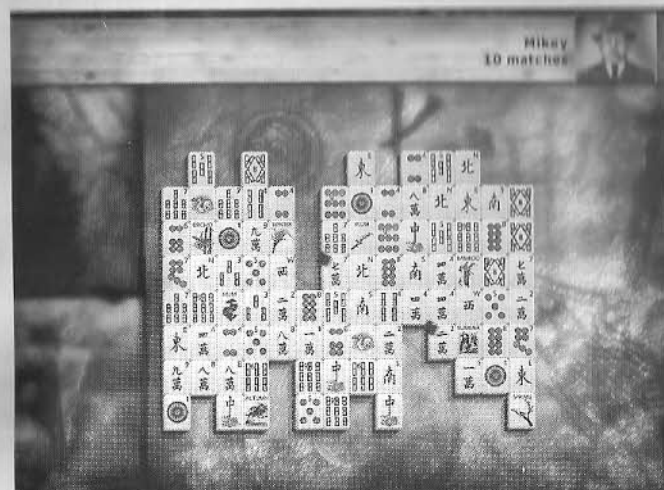


## Puzzle Solution

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



## EDGE TILES



### What Is Edge Tiles?

Edge Tiles is one of five puzzle games in Hoyle Puzzle Games that you play with mahjong tiles; the other four are Gravity Tiles, Mahjong Tiles, Memory Tiles, and Slide Tiles. For background on the classic game of Mahjong, see the Mahjong Tiles chapter.

In Edge Tiles, you try to remove tiles from the board by matching them in pairs. In the standard game, only tiles on the edges of the board can be removed.

Edge Tiles requires careful attention to detail. Removing some tiles causes others adjacent to them to become available, so any move you make can change the rest of the game. It may or may not be possible to clear the board, so your goal is to clear as much of the board as you can. You can replay puzzles to see if you can improve your score.

## How to Play Edge Tiles

Tiles are laid out in a rectangular grid. You remove matching tiles in pairs. See "How Tiles Are Matched" for details on how tile pictures are matched.

In the standard game, only tiles on the opposite edges of the grid are free and can be selected and matched, as described below:

- Only tiles at the top or bottom edges of columns (referred to as topmost and bottommost tiles) and tiles at the left and right edges of rows (referred to as leftmost and rightmost tiles) are free and can be matched.
- You can match a free tile on one edge with a free tile on the opposite edge. Thus, you can only match leftmost tiles with rightmost tiles, and you can only match topmost tiles with bottommost tiles.

For rules on how to play the three other game variations, see the next section, "Game Variations."

In Fig. 1, the two A tiles can't be matched. Both tiles have the same sides free (leftmost and topmost) and can therefore only be matched with identical tiles with the opposite sides free (rightmost or bottommost).

The B tile has the top free and thus can be matched with either D tile (both are bottommost), but the two D tiles can't be matched with each other, since both are free on the same side.

The C and F tiles can be matched with each other (their right and left sides are free), but the identical E tile (bottommost) cannot be matched with either C or F; it can only be matched with a topmost tile.

As you match tiles, they are removed from the grid, and the tiles that were "inside" them on the grid become the new edge tiles and are now free to be matched.

If you remove an entire row or column of tiles, the grid squeezes together to remove the empty row or column.

You keep matching pairs until there are no more tiles in the layout or you have no more possible moves. Try to end the game with the fewest tiles remaining (or clear the board if you can!). When the game ends, you can stop and begin a new puzzle, or replay the same puzzle to try to remove more pairs than last time. If you didn't clear the board, you can also try reshuffling the remaining tiles, or undoing your last move; this might enable you to proceed further with the puzzle.

## Game Variations

You can change the way tiles are matched in Edge Tiles by changing the matching rules in the game settings. There are also two other game variations (Two Level Board and Tiles Face Down) you can choose for a different game experience.

For an easier game, choose the **Same & Opposite Side Match** rule. In this game, you can match a tile with a tile on the *opposite* edge (as in the standard game) or you can match it with a tile on the *same* edge. Therefore, you can match a topmost tile with a bottommost tile or with another topmost tile, and you can match a

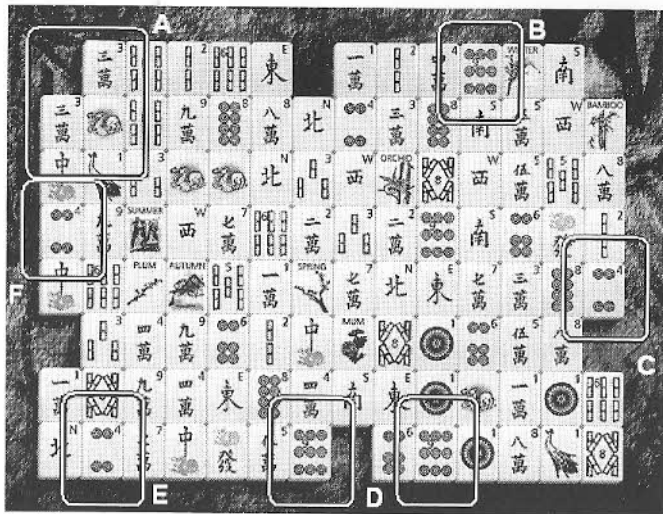


Fig. 1: Matching Tiles in Edge Tiles

bottommost tile with a topmost tile or with another bottommost tile. Likewise, leftmost and rightmost tiles can be matched with themselves or with each other.

Fig. 2 shows the same layout as Fig. 1. With the **Same & Opposite Side Match** rule, the two A tiles can be matched, since they have the same edges free (both topmost and leftmost).

The B tile can be matched with either D tile, since they have opposite edges free, and the two D tiles can also be matched with each other, as they have the same edges free.

The C and F tiles can be matched with each other (leftmost and rightmost edges are free), but the identically matching E tile cannot be matched with either C or F, since it is bottommost and is not on the same or opposite edge as C or F.

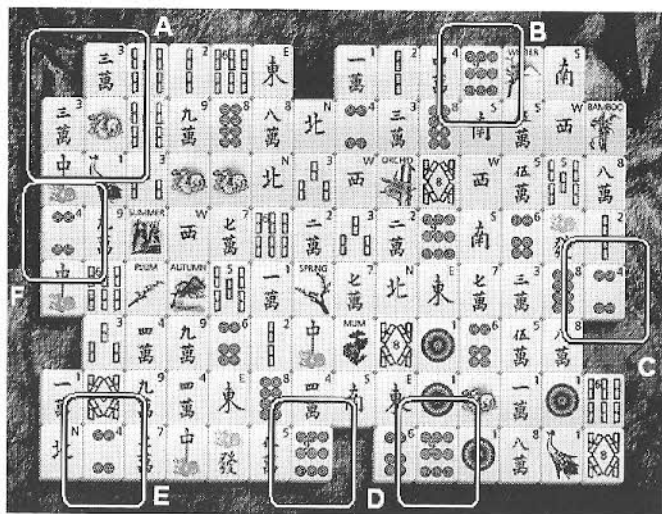


Fig. 2: Same & Opposite Side Match rule

With the **Tiles Free Next to Empty Space** rule, any tile with a free top, bottom, left or right edge is considered free, regardless of where it is found on the board. Only tiles with opposite edges free can be matched, as in the standard game.

Fig. 3 shows an example of tile matching with this rule. The three dragon tiles A1, A2, and A3, can all be matched together. A1's bottom edge can be matched with A2's top edge and A1's left edge can be matched with A3's right edge. This is similar to the behavior of the standard game. However, per these rules, A2 and A3 can also be matched: A2's left edge is free, since there is no tile next to it, and A3's right edge is free. (These tiles couldn't be matched in the standard game)

B1 and B2 can also be matched. B1 has a left edge free, and B2 has a right edge free.

However, none of the three C tiles (C1, C2, or C3) can be matched, since they do not have opposite edges free. C1 has a free bottom edge, C2 has a free bottom and right edge, and C3 has a free right edge.

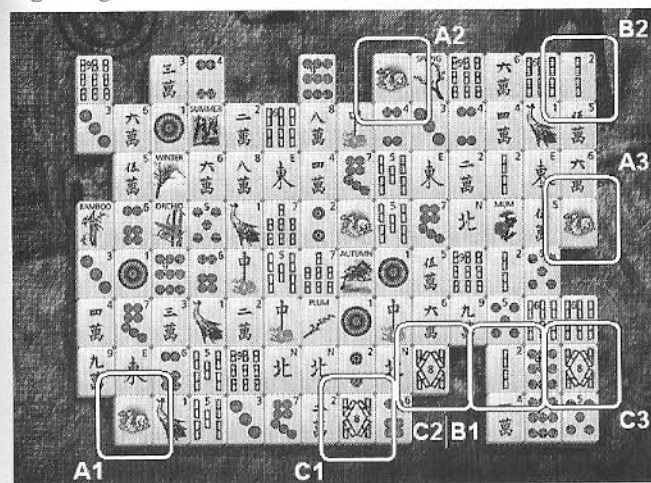


Fig. 3: Tiles Free Next to Empty Space rule

The **Two Level Board** game option lets you play Edge Tiles with a different board layout. A smaller rectangular grid of tiles is placed on top of the original grid. Tiles are matched according to the game matching rules. A tile must be visible for you to remove it.

The **Tiles Face Down** game option adds a Herculean challenge to the game: you play the game with all the tiles face down. Tiles are only revealed when you hold your cursor over them, making for an extreme memory challenge. Again, tiles are matched according to the game matching rules.

## How Tiles Are Matched

There are seven categories, or suits, of tiles. Edge Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.

In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Seasons and Flowers look different in the Chinese and Egyptian tile sets:



Fig. 4: Seasons and Flowers (Chinese)



Fig. 5: Seasons and Flowers (Egyptian)

## Strategies for Edge Tiles

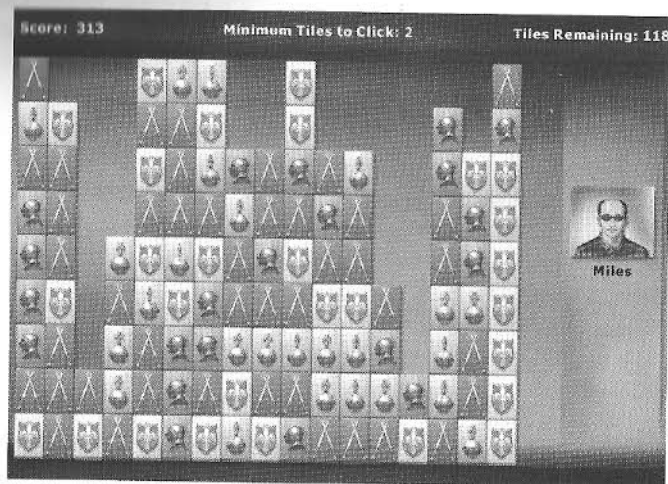
You will often have more than one match for a tile. In this case, consider what tiles will be made free by removing the tiles, and see if there are any potential matches available if you make one match over another.

Since there are more tile columns than rows in the game layout, you'll find more matches on top and bottom edges than you will on left to right edges, so concentrate on the tops and bottoms of columns when making matches.

In the Tiles Free Next to Empty Space game variation, work from the outside in, and try to remove tiles evenly around the edges, making a few little inroads into the board (see Fig. 3 for an example of a board with more or less evenly worked edges); this is likely to give you a good distribution of tiles with free edges on the board.

Keep an eye on tiles that could match if they were free on one edge, and try to match tiles adjacent to them so that the potentially matching tiles are free.

# GRAVITY TILES



## What Is Gravity Tiles?

Gravity Tiles is one of five puzzle games in Hoyle Puzzle Games that you play with mahjong tiles; the other four are Edge Tiles, Mahjong Tiles, Memory Tiles, and Slide Tiles. For background on the classic game of Mahjong, see the Mahjong Tiles chapter.

Gravity Tiles is a fun and addictive solitaire puzzle game. In Gravity Tiles, you select groups of similar tiles to remove them from the board, and tiles above those tiles fall down, rearranging the playfield.

Your objective is twofold: to clear the board as much as possible, and to clear large groups of tiles to make more points. (Sometimes you might want to choose just one goal, as these objectives can be mutually exclusive!)

There are countless ways to play a single puzzle, as each decision you make changes the game entirely.

## How to Play Gravity Tiles

In Gravity Tiles, you try to remove as many tiles as you can from the board by removing groups of two or more matching tiles. Removing large groups gives you more points.

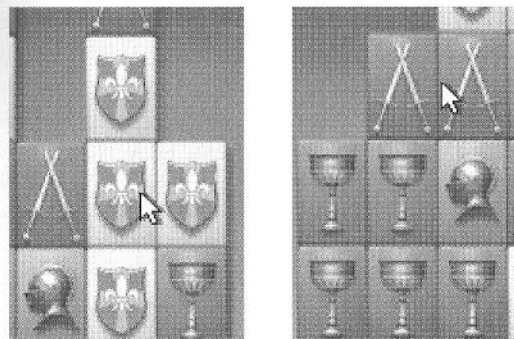


Fig. 1: Removing Groups of Matching Tiles

When you remove a group of tiles, any tiles above the group of tiles you removed fall down. Try to remove all the tiles on the board. If you remove an entire column of tiles, any columns on the right are moved to the left.

The game ends when no more groups of tiles can be removed. Note that if you're playing with the Moveable Tiles option (described below), even if you have no more groups of tiles available, the game will not end if you have a drag move available that could continue the game.

## Playing with Moveable Tiles

Turn on the Moveable Tiles option in the game settings to let you move tiles to try to make more matches. With this option, you can slide a tile on the top of any column either left or right, one column at a time. If the tile is blocked by another tile or the edge of the board, it stops moving and can no longer be moved in that direction. A tile also stops if you release the mouse. If it is moved so there is no tile immediately beneath it, it drops.



When a tile stops or drops, and it touches other tiles such that it makes a match, the tiles in the matching group are removed. If the tile is stopped or dropped and does not make a match with the tiles it's touching, it is returned to its original place.

### ***Playing with Royale Tiles***

When playing with the Royale option turned on, the animated tiles (Holy Orb in Medieval, Eagle in Southwest) are worth more points than the other tiles when removed, particularly when removed in large groups. Removing royale tiles in a group of 15 or more tiles scores so many more points relative to the other scoring opportunities, creating large groups of royale tiles is the goal of Gravity Tiles Royale.

### ***Strategies for Gravity Tiles***

It is often safe to remove groups of tiles at the top of the board first, as these will have minimal effect on other tiles and it is easier to tell what is going to happen when they are removed.

A good strategy is to clear tiles on the left side of the board first, since columns that are removed collapse the board from right to left.

When using the Moveable Tiles option, there may be more than one place you can move a particular tile; make sure you are moving it to the most strategic place before moving it or letting go of the mouse. Note that if columns have been removed from the right edge of the board, you can drag tiles to the rightmost empty column (it must make a match as a result of the drop).

### ***Strategies for Gravity Tiles Royale***

When your entire focus is on creating a group of one kind of tile, your strategy changes quite a bit. Instead of trying to build towards removing big groups or all the tiles, you focus completely on setting up big groups of royale tiles, at the expense of making big groups of the other tiles. Following are some tactics for stringing together a 15+ Royale Tile chain.

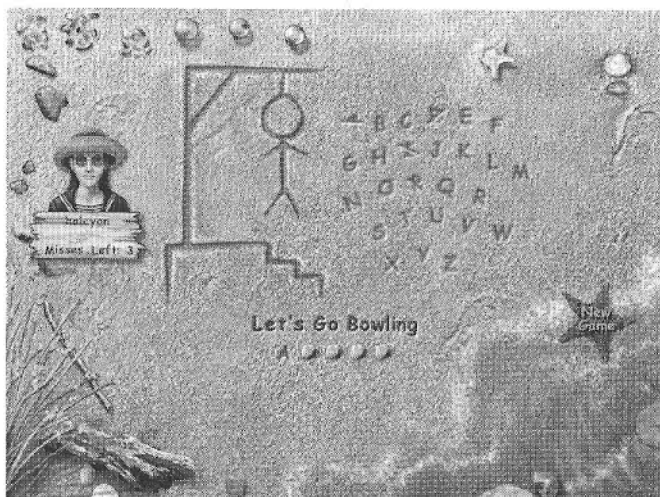
**Eliminate columns without Royale tiles.** A column without a Royale tile will create a gap in your horizontal chain. Therefore, you must have fifteen or more Royale tiles in consecutive columns for a 15+ removal to be possible.

**Bring the Royale tiles up high down low.** Since tiles can't ever go up, in order to create a horizontal Royale tile chain, you will need to link them together across the lower part of the grid. Look at your grid, and look for any Royale tiles above the bottom three rows. In order to make high-up royale tiles part of your chain, most of the tiles underneath them must be cleared.

**Some Royale tiles are expendable.** There are twenty-five Royale tiles, and you only need to string together 15 for the big points. While stringing together all 25 is a great accomplishment, sometimes you have to accept that a royale tile won't be part of the big chain. It is better to cut your losses and focus on the big picture than to wreck your board trying to herd a few stragglers into the fold.

**Watch for singleton tiles in "must-clear" areas.** If a tile you know needs to be removed is not touching one of it's kind, look a few clicks ahead before removing anything. Make sure you can click your way to having the straggler paired up, or you are sunk.

# 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."

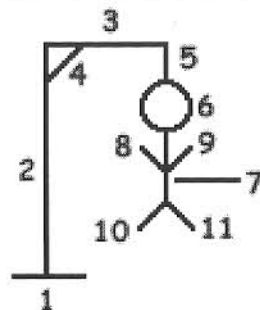
The other player tries to guess the word by guessing one letter at a time. These letters are written down, so the guesser can keep track of which letters have already been guessed.

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

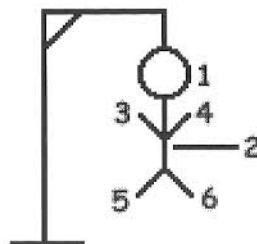
If a letter is not found, a piece is added to the hangman. If the last piece is added to the hangman before the word or phrase is guessed, the game ends. If the word is guessed, the hangman is saved!

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):



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 three different Hangman games in Hoyle Puzzle 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 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.

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.

You can choose one of four different game environments in each game, each of which features its 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.

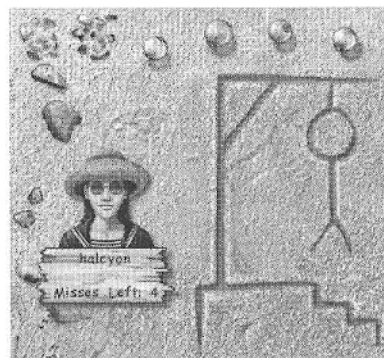
You play one puzzle at a time, and there is no scoring. You can change the game settings to get puzzles based on categories, words, or proverbs.

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.



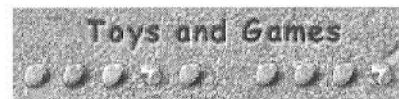
*Six misses are allowed, four remain*

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

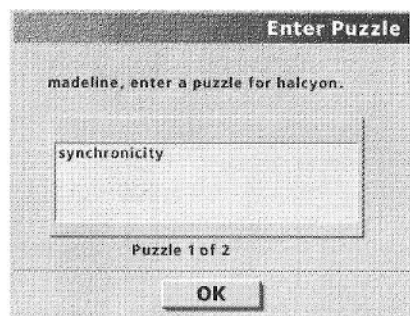
you get a new puzzle from the same category. Your score is shown on your player plaque.

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 solved 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 settings.) The player with the most points at the end of the game wins.

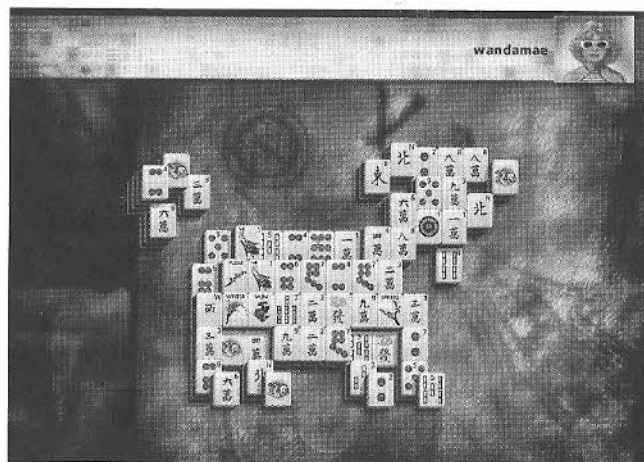
## Strategies for Hangman

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.

# MAHJONG TILES



## The History of Mahjong Tiles

Mahjong Tiles (sometimes known as Taipei) is a simplification of *Mah Jongg*, which itself is an American simplification of a Chinese game of the 19th century. (The Chinese original was played by different rules and known by different names throughout that country; one name that's come down to us translates roughly as "Game of the Four Winds.")

An American businessman named Joseph Babcock, who was living in Shanghai at the close of World War I, played the Chinese game and fell in love with it. He thought it would appeal to Americans, so he set about codifying (and streamlining) the rules. Babcock coined the name *Mah Jongg* for the new version; supposedly, he took this name from the bird that appears on one of the game's tiles. The bird represents a mythical figure called by the Chinese (this is an approximation) *Mah Jongg*, "Bird of a Thousand Intelligences."

Babcock might not have been as smart as that bird, but his hunch about the gaming marketplace was sound. *Mah Jongg* became a thunderous hit in the United States, Great Britain, and Australia in the 1920s. The game is still played today, though it no longer commands an army of fanatics as it did 70 years ago.

*Mah Jongg* is superficially similar to Dominoes in that both games use tiles, or bones, and because the arrangement of the tiles forms the "board." Mahjong Tiles shares that similarity with Dominoes; it also resembles certain card games, such as Solitaire, where uncovering hidden cards is the order of the day.

## How to Play Mahjong Tiles

At the start of the game, the tiles or bones are randomly arranged in a pattern; you can choose from one of many pre-designed layouts. Using the Layout Maker, you can even design your own Mahjong Tiles layouts.

Your job is to match exposed tiles in pairs (a tile is exposed if its left or right edge is not touching another tile and there are no tiles on top of it). Each pair, once found, is removed from the layout. You keep matching pairs until there are no more in the layout, trying to end with the fewest tiles remaining. You can then stop and begin a new layout, or "reshuffle" the remaining tiles and continue on.

You can play Mahjong Tiles with another person, if you like. In this game, each player tries to make matches on his or her turn; if a player gets a match correct, he or she gets another try; when he or she misses, the turn passes to the other player.

## How Tiles Are Matched in Mahjong Tiles

There are seven categories, or suits, of tiles. Mahjong Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.



In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Seasons and Flowers look different in the Chinese and Egyptian tile sets:



Fig. 1: Seasons and Flowers (Chinese)



Fig. 2: Seasons and Flowers (Egyptian)

Note that the tiles you get in a game will depend on the number of tiles used in the grid, so not all games will include Seasons and Flowers.

## Strategies for Mahjong Tiles

Mahjong Tiles is like an overstuffed version of Solitaire; the board needs trimming down fast, and it's your job to do it. In comparing Mahjong Tiles and Solitaire, you'll find that the rules are very different (matching pairs versus combining suits and ranks), but the strategy is quite similar.

The playing field in Mahjong Tiles is a puzzle that must be unlocked. Look to see what tiles will unlock other tiles. As in Solitaire, you have no guarantees that the puzzle is solvable at all (a needed "key" may be out of reach behind or beneath a tile). You can, however, postpone or completely avoid the typical dead end (where you have no plays left) by making the best play when you have several choices available.

Fig. 3 shows a simple illustration of how the Mahjong Tiles configuration must be "unlocked" if you wish to win the game. Three available matching tiles have large round circles (with 1's in

the upper right corner). You can match two of the three; which two do you choose? The two tiles in the lower right unlock a 3 tile and a 6 tile, while the third tile (upper left) doesn't unlock anything (it's adjacent to a hidden tile). Take the two in the lower right; otherwise, you're reducing your future options.

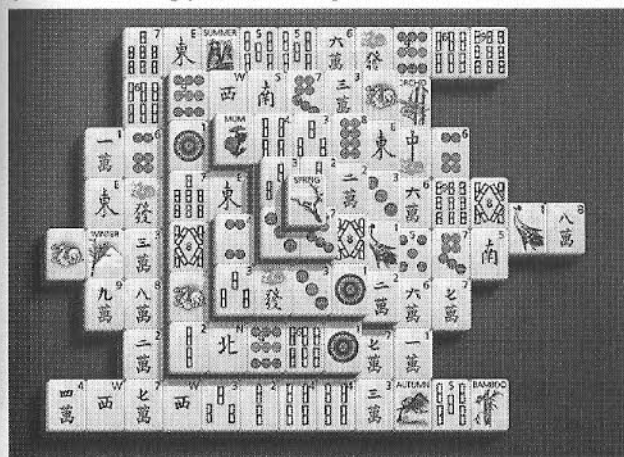
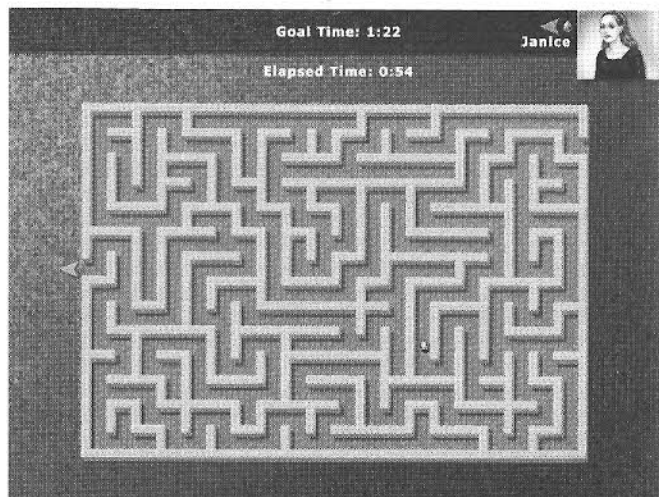


Fig. 3: "Unlocking" Mahjong Tiles

The crucial element that makes Mahjong Tiles more skillful than Solitaire is that you can see most of the tiles. In standard card Solitaire, most of the cards are hidden beneath stacks one to seven cards deep. If you need a specific card, you have to get lucky to pick the right stack. With Mahjong Tiles, on the other hand, you can spend as much time as you want looking for the very best move. So the big question is, do you have the time?

# MAZE RACER



## What Is Maze Racer?

Mazes have been around more than 3,000 years. Most of the oldest mazes were “unicursal”: long one-path mazes with no decision points. These early mazes were often contemplative areas for walking or worshipping—they were designed more as wonders than as puzzles. (You’ll often see these types of mazes in children’s puzzle books; they’re useful in training hand-eye coordination).

Over time most mazes became “multicursal”—the mazes we think of most often today, with multiple branching paths. At one time status symbols for wealthy people with plenty of land to build them on, most of today’s real-life mazes are tourist attractions in gardens and parks.

Today maze puzzles can frequently be found in puzzle books, since they are quick diversions and easy to solve. Maze Racer adds a time element to make solving mazes more challenging. And solving Maze Racer puzzles doesn’t require any erasing!

## How to Play Maze Racer

Maze Racer is a classic maze game for one or two players. If you play by yourself, try to get through the maze in the fastest possible time. If you play against another person, try to be the first player out of the maze. You can choose easy, intermediate, or expert-level mazes.

If you’re playing by yourself, your piece starts on the right side of the maze. When the clock starts, try to make your way to the exit on the left side of the maze as quickly as possible.

Try to reach the exit before the goal time at the top of the screen elapses. If you run out of time, you can still finish the maze. If you can’t find your way out of the maze, click the Solve button to be shown the path out of the maze.

In the two-player game, there is no time limit; you and another player compete to try to be the first player to exit the maze. Each player starts at an opposite end of the maze and must make his or her way to the exit door at the opposite end of the maze (next to the other player’s start position). Again, you can click the Solve button (ending the game) to be shown the path out of the maze. (There is only one path through the maze.) The first player to exit the maze wins!

## Strategies for Maze Racer

There are a couple of classic methods used to solve full-size mazes. One popular method is to follow the right-hand wall (a practical but slow method that solves most mazes). Another more methodical method involves dropping stones or other objects at the beginning of paths you visit in the maze (this allows you to avoid revisiting paths you’ve already tried). For a visual maze puzzle, however, these methods don’t work; you must rely on your eyes, your memory, and trial-and-error to get you through the maze.

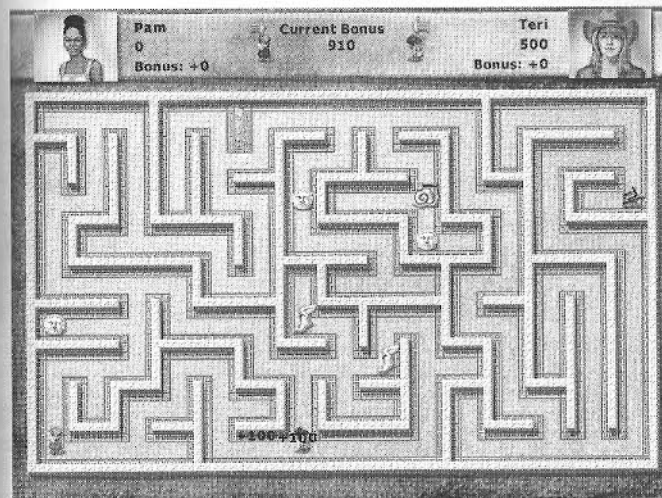
Since you can see the entire maze in a top-down maze puzzle like Maze Racer, one method you can use is to backtrack visually, starting at the end of the maze and trying to determine the path backward to your start. This can be especially helpful when you are

halfway through the maze and are trying to determine whether you're on the right track. In the two-player game, since there is only one path through the maze, checking your opponent's path is a good method of backtracking, assuming your opponent is on the right track, that is!

When starting a maze, travel quickly, and always travel as far as you can through the beginning of the maze before reaching a decision point. This makes the maze shorter, in effect. Then try following the maze visually as described below.

Since your eyes are quicker than your hands, and you have a time constraint in this game, try letting your eyes do the walking. Before choosing one path or the other, visually follow one path as far as you can until you hit a decision point or a dead end. If you hit a dead end, you can safely ignore that path and move your piece down the other path. Otherwise, visually follow the second path, again noticing whether you hit a decision point or a dead end; if you hit a dead end, you can safely move along the first path. If neither path ends in a dead end, you'll have to choose one path or the other. But this method at least lets you eliminate moving your piece needlessly; you can eliminate paths much more quickly in this way than by moving through them.

## MAZE RAIDER



### What Is Maze Raider?

In the most famous cultural reference to mazes, the Greek mythological hero Theseus found his way through a labyrinth to kill the dread Minotaur of Crete, with just a little help from the infatuated Ariadne and her magic ball of thread to get him in and out of the maze unscathed.

Maze Raider is inspired by that classic story, and comes complete with myriads of monsters. In Maze Raider, you move through mazes, raiding them for treasure to get points and tokens to help you get through the maze faster, while avoiding or neutralizing monsters. You can play by yourself, or against another player or your computer.

## How to Play Maze Raider

There are two different maze themes: Greek and Haunted House. The gameplay is nearly identical in both themes, but the maze design, the objects you collect, and the monsters you encounter will match the theme you choose. You can change the theme in the game settings.

If you're playing by yourself, you start at the right side of a maze. Your goal is to exit the maze by collecting all of the goal items in that maze. In the Greek maze, you need to collect all the gold coins; in the Haunted House maze, you need to collect all the candelabras. You collect an item by moving your piece over it.

Some mazes contain monsters that will try to slow your progress. Other items in the maze aren't required to open the door, but can give you abilities that may help you avoid monsters or other obstacles. And treasure items can give you points. See "Items in Maze Raider" and "Monsters in Maze Raider" for more information on items, obstacles and monsters in the maze.

Once you've collected all the goal items in the current maze, an exit door opens, allowing you to proceed to the next maze. You can exit and get a time bonus, or continue and collect any items that remain in the maze to try to get more points. If you don't get the goal items quickly enough, the bonus you can get will decrease.

There are three mazes to complete in the game; when you complete all the mazes, the game ends and you get a final score based on your time and the items you collected. You can "win" the game by getting enough items and treasures and staying out of harm's way as much as possible.

If you're playing with another person, both players compete in the same maze. The gameplay is very similar to the single-player game. You and the other player collect all the goal items in the maze (coins or candelabras), and can move over other items to get additional points or abilities.

Certain items (like weapons) can be used against the other player, and certain items, when displayed with a hammer, affect the

other player if you pick them up. See "Items in Maze Raider" for information.

In the two-player game, you can try to confuse your opponent by putting up a "false wall." A false wall looks like a real wall but is an illusion; both players can walk through it, and the Oracle will indicate that it is false. To put up a false wall, face any direction and press either 2 (player on the left) or Enter (player on the right) on your keyboard to put up a false wall. Each player can only erect one false wall at a time; when you put up a new wall, the previous wall disappears.

When all of the goal items in each maze are collected (regardless of which player collects them), an exit door opens at each end of the maze. Your exit door is found on the opposite end of the maze from where you started the game. Each player then races to get to his or her exit door. (You can't go out your opponent's door.)

A time bonus clock starts counting down from the top bonus level down to zero. If either player gets to the exit before the clock runs down to zero, he or she receives the bonus points shown.

When both players exit the maze, or the time runs out, the score for the maze is shown, and you can proceed to the next maze.

There are three mazes to complete in the two-player game. When all the mazes are completed, the player with the higher score wins.

You can change the difficulty of the game by changing the Skill Level option in the game settings. This affects the difficulty of the maze, the difficulty of monsters, and more.

## Items in Maze Raider

The mazes in Maze Raider contain different items depending on whether you're playing the Greek or Haunted House theme. Some items affect gameplay, others are tokens that you can collect to use in different ways. Obstacle items make it difficult for you to move through the maze. Most of the items in the game are listed here.

## Goal Items

**Gold Coins:** Collect all the gold coins to open the exit in the Greek maze.

**Candelabras:** Collect all the candelabras to open the exit in the Haunted House maze.

## Other Items

Some items in the maze cause positive or negative effects. Many items animate, and only work when in their animated state, so it is possible to move over them with no effect. For example, you can pass over the Transporter item without getting transported when it is in its inactive state.

Some items affect the other player, if a hammer is displayed over them. Note that even positive items will affect your opponent!

**Treasure:** Treasure items give you extra points.

**Oracle:** The Oracle shows a path in front of your player piece that you can follow through the maze to collect goal items. Since there may be several goal items in the maze, you may see several paths extending in front of you. Once you've obtained all the goal items, the Oracle shows you the path to the exit. Following the Oracle's path can help you avoid dead ends in the maze. The Oracle's effects eventually wear off, but you can walk over the Oracle again to get more help.

**Maze Shuffler:** This item recreates the maze, leaving you in your current position. Some items and monsters in the maze may shift. Some obstacles may also disappear when the maze shuffles.

**Trap Door:** Periodically, a trap door which resembles a large set of teeth will open and close when you get within a couple of spaces of it. If you run over the trap door when the door is open, you disappear and reappear in a random spot in the maze.

**Transporter:** This item acts as a shortcut, moving you to the other transporter in the maze. In the Greek theme, this item is a winged horse; in the Haunted House theme, this item is a teleportation booth.

**Speed Up:** This item speeds you up temporarily. In the Greek theme, this item is Mercury boots; in the Haunted House theme, this item is a green potion.

**Slow Down:** This item slows you down temporarily. In the Greek theme, this item is a snail; in the Haunted House theme, this item is a yellow potion.

**Stop:** This item stuns you for a few seconds. In the Greek theme, this item is Medusa's head; in the Haunted House theme, this item is a red potion.

**Black Cat (Haunted House theme):** Running over this item costs you points, and alerts monsters to your location in the maze. The Doctor's Creature is especially protective of the cat.

## Tokens

Tokens are special items that give you extra abilities that lasts a certain amount of time.

**Weapon token:** Enables you to knock out monsters (or the other player). In the Greek theme, this item is a slingshot; in the Haunted House theme, this item is a laser gun. If you get a weapon, and get into the same hallway facing a monster or opponent, the weapon automatically activates and the target is knocked out for several seconds. In a two-player game, only the player who reaches the weapon first gets to use it. Using the weapon gives you bonus points.

**Strength token:** This item can be used to plow through walls or beat back most monsters. In the Greek theme, this item is Zeus' fist; in the Haunted House theme, this item is power-up balls. Some monsters, like the Hydra, are not affected. After you plow through a wall, you'll pause momentarily to catch your breath.

**Wings token:** Enables you to fly over the maze for a short time. While flying, you are immune to harm from most monsters.

**Poseidon token (Greek theme):** This item lets you walk through areas flooded by water without slowing down.



**Shield token:** This item protects you from one attack. It activates automatically the next time you're attacked, and you're protected from all monsters and opponents for a few moments.

**Aphrodite token (Greek theme):** Makes you attractive to monsters. Use this against your opponent in a two-player game!

**Scythe token (Haunted House theme):** This item lets you walk through areas covered in grass without slowing down.

**Vampire token (Haunted House theme):** This item only appears in two-player games. Lets you drain points from your opponent whenever he or she stops moving in the maze. The effect wears off after a while.

**Ghost token (Haunted House theme):** This item lets you walk through walls for a short time, and makes you invisible to monsters and immune to harm from obstacles.

### *Obstacles*

Obstacles are areas in the maze that are difficult to get through.

**Fire Corridor (Greek theme):** Corridors filled with fire pits that burn periodically. If you move cautiously, you can get through them. Fire is damaging; if you step into a fire pit while it's burning, you'll lose points and be thrown out of the corridor.

**Water (Greek theme):** Areas of the maze covered in water. You can only move through water very slowly, unless you have a Poseidon token, in which case you'll move at normal speed.

**Axe Corridor (Haunted House theme):** A corridor filled with axes that acts like the Fire Corridor.

**Crushing Wall Corridor (Haunted House theme):** Another obstacle corridor. Avoid getting crushed by the walls!

**Grass (Haunted House theme):** Areas of the maze covered in grass. You can only move through grass very slowly, unless you have a Scythe token, in which case you'll move at normal speed.

**Darkness (Haunted House theme):** Some areas of the maze may be dark; you can only see them when you move into them.

## *Monsters in Maze Raider*

You'll generally want to avoid running into monsters, unless they block your path in the maze or have something you want. Monsters will either stun you or move you somewhere else in the maze, but their effects are temporary and not life-threatening.

### *Greek Monsters*

**Hydra:** The many-headed Hydra stays in one place in the maze, guarding the Golden Fleece. However, he can extend his heads over walls and attack you in other corridors. He can also attack players flying via the wings, and is unhurt by weapon or strength tokens. The Hydra's heads will attack you if they see you. If the Hydra catches you, he will hurl you to another part of the maze, stunning you for a few seconds (and taking points from your score).

If you manage to grab the Hydra's Golden Fleece, you get extra points and become immune to harm by monsters or weapons. But all other items, obstacles and tokens will still affect you.

**Minotaur:** The slow but strong Minotaur pursues you ceaselessly through the maze. He can even punch through walls to reach you! If he catches you, he steals some of your points and renders you immobile for a few seconds.

**Cyclops:** The Cyclops chooses an item or treasure to guard and stays in that area. The Cyclops is faster than the Minotaur, but not as strong. He is persistent if you confront him and will chase you if you threaten him, but he can't smash through walls.

If the Cyclops hits you, you lose points and become immobile for a few seconds. If you grab the Cyclops' treasure, he will try to chase you, but will probably lose you once you get out of sight. He will then look for another treasure to guard.

## ***Haunted House Monsters***

**The Doctor:** You've intruded in the Doctor's mansion, and he's not happy about it. He knows his way around the mansion, and can get around quicker than you can. If he gets a chance, he will fire his zapper at you to knock you out, but walking or running past him won't hurt you. The Doctor is absent-minded and may drop potions.

**The Doctor's Creature:** Strong but slow, the Doctor's frightful creation is prone to anger. Don't get on his bad side if you can avoid it. He is especially protective of the black cat. He can smash through walls to get you, but he tires easily and may not chase you for long.

**The Killer Plant:** One of the Doctor's many experiments is Killer Plant Experiment #32. Since he always refers to her as KP32, she believes her name is Kay. The Doctor has a tendency to forget to feed her, so Kay has to take matters into her own tendrils. Kay is hard to walk through, like the grass, but she has a poisonous and thorny disposition that makes contact with her extremely unpleasant. You have to be plenty strong to hack your way through Kay's overgrowth, even with the scythe.

## ***Strategies for Maze Raider***

Don't hang around in one part of the maze for long if there are roving monsters; some monsters that move around the maze will eventually catch up to you.

Use the Oracle to find the optimal path through the maze to goal items (and the exit).

Get to know the maze monsters and learn how to avoid them. See the tips below for help with individual monsters.

### ***Monster Tips***

You can get past the Hydra by waiting until he is not looking at you, then running past him.

Beware the Minotaur; he's strong but slow, and can give you long lasting damage. Keep the Minotaur at bay by using the sling-

shot or by grabbing the strength token so you can beat him back. The Minotaur is determined, but stupid; try outwitting him.

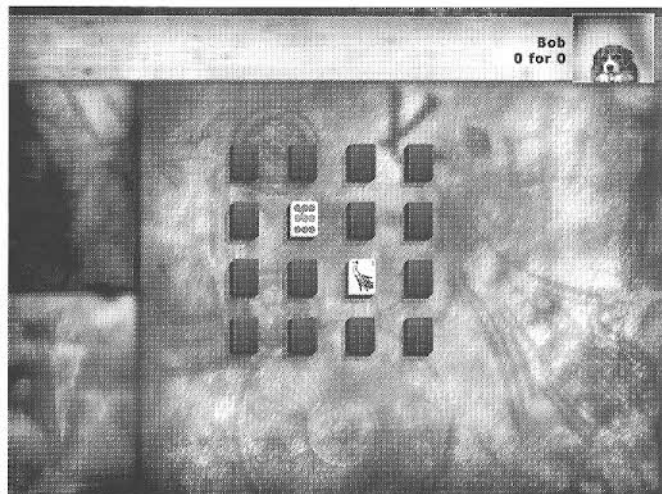
The Cyclops is fast, but not as strong as the Minotaur. He is mainly protective of the treasure he's currently guarding, so stay away from his treasure and you'll do fine. The Cyclops is vulnerable to strength and weapons.

The Doctor can only get you with his zapper, so just avoid his zapper fire. If he's targeting you and you can't run away, just run past him.

Try not to agitate the Doctor's Creature. He doesn't like sudden movements.

You'll lose points if you're touched by Kay's tendrils. To make her lose interest in a hallway, remove what she came to get: her feed bag. But if she's eating while you do this, she might just sting you!

# MEMORY TILES



## What Is Memory Tiles?

Memory Tiles is one of five puzzle games in Hoyle Puzzle Games that you play with mahjong tiles; the other four are Edge Tiles, Gravity Tiles, Mahjong Tiles, and Slide Tiles. For background on the classic game of Mahjong, see the Mahjong Tiles chapter.

Memory Tiles is a game played with Mahjong tiles that resembles matching card games called *concentration* or *memory*. These games can be played with standard playing cards, but are also frequently played by children with illustrated picture cards to teach memory skills.

In these games, a number of cards are placed face down, usually in a square or rectangular grid, and cards are flipped over in pairs. If the cards match, they are removed; otherwise, they are turned back over. Memorizing the locations of cards you've already seen is the key to removing cards in the least possible number of turns.

## How to Play Memory Tiles

In this game, tiles are dealt face down in a grid. Try to find and remove all matching pairs of tiles in the least possible moves by remembering where tiles are located.

Turn any tile over, and then turn over a second tile to try to find a match. If the tiles match, they are removed. If not, they are turned face down again. Tiles are matched just as in the Mahjong Tiles game; see the Mahjong Tiles chapter for details.

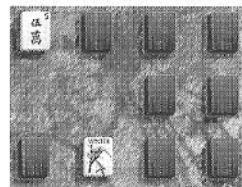


Fig. 1: Matching Tiles in Memory Tiles

Keep trying to match pairs of tiles until there are no more tiles left. Try to find matches with the least misses to get a high score.

You can play Memory Tiles with another person, if you like. In this game, each player tries to make matches on his or her turn; if a player gets a match correct, he or she gets another try; when he or she misses, the turn passes to the other player.

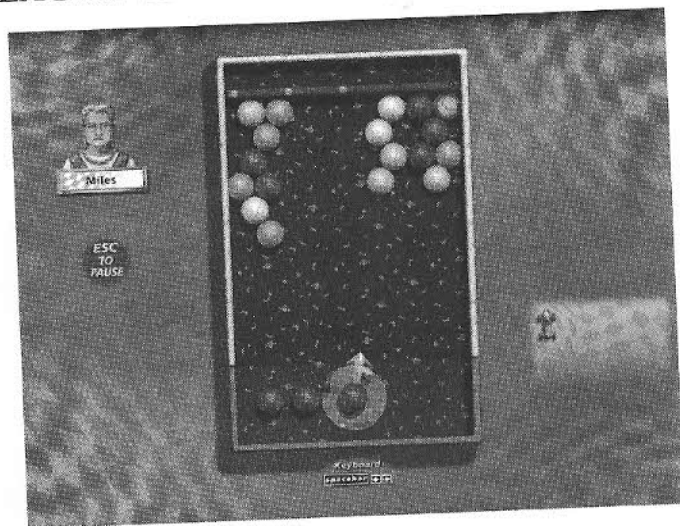
## Strategies for Memory Tiles

You can turn over tiles by following a pattern (such as top to bottom). This may help you to remember tile positions. On the other hand, if you're playing head to head, you might want to avoid patterns, lest you inadvertently help your opponent more than yourself.

Another tip is to give names to the pictures, and say the picture names aloud as you turn the tiles over.

If you think you might know the location of a pair, ALWAYS turn over the tile you're least sure about first. This method is definitely less embarrassing if you're wrong.

# PLACER RACER



## What Is Placer Racer?

Placer Racer, though it resembles a type of electronic billiards game, plays more like the arcade games that attained popularity in the 1980s. Many of these games consisted of a series of screens with stationary targets. Advancement to the next level required dissolving all of the targets. Breakout™ by Atari is one early example of this type of game. Later, Tetris™ added puzzle-solving features and a time limit (you had to clear the screen before it filled up, ending the game). While Placer Racer includes features popularized by these other games, it ups the adrenaline ante by incorporating a shooter for zapping targets.

## How to Play Placer Racer

To play Placer Racer, aim your shooter to the left or right and shoot the balls using your “fire” key or button. Each ball you shoot bounces off the walls and sticks to the ceiling, or to the first stationary ball in its path. When three or more balls of the same color touch, they disappear, along with any linked balls above or below them.

The goal of the game is to clear each level by getting rid of all of the balls between the shooter and the ceiling. Be careful because the ceiling periodically drops and pushes all of the balls down. If any ball drops below the level of the shooter, the game is over.

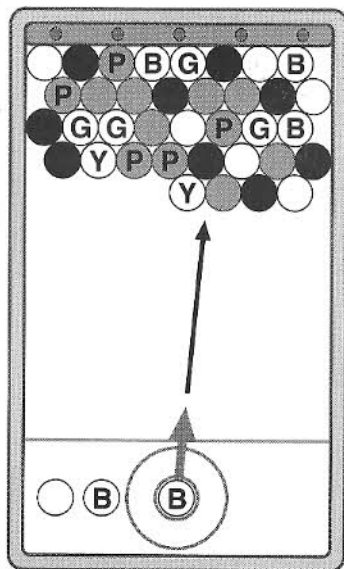
You can play Placer Racer against a friend or family member on the same computer, choosing who sits on which side of the keyboard. In head-to-head play, the more balls you free from your side, the more extra balls appear on your opponent's side.

## Strategies for Placer Racer

To escape being crushed by the descending balls in Placer Racer, you must have good aim, and you'll find that your aim improves with practice. Aside from that, the two major things to think about are: 1) what to do with the “unmatched” balls, and 2) how to use bank shots.

Unmatched balls are those of a color where there is no immediate prospect for forming a group of three. You should try to place these balls strategically to prevent them from blocking upcoming matches in other colors. To help in deciding where to aim these “wasted” shots, look at the balls you'll be firing next; their color may help determine what parts of the field you need to avoid.

In Fig. 1, you have two blues about to be fired and no blue targets that can be hit. Where should you unload these blues? You don't want to put them right in the middle (blocking two purples), nor on the left (blocking two blacks). Sending them to the right might seem like a good idea—but there's a white ball there, and another white waiting to be fired. Aiming just right of the purples should maximize your options.

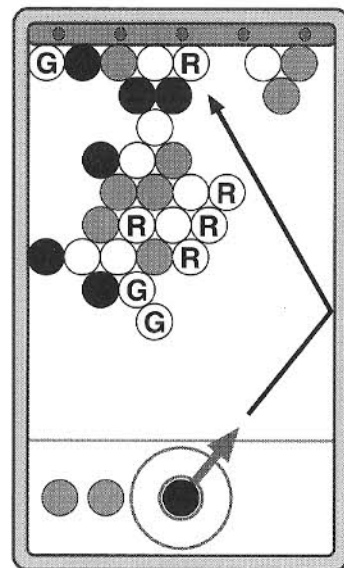


**Fig. 1: Placing Off-Color Balls**

Also, make sure you lump these two blues together so they form an easy target if another blue pops in to be shot.

When aiming unmatched balls, remember that every connection to the ceiling helps to stabilize a group of balls (a bad thing). You'll want to avoid such connections whenever possible.

It is worth practicing your bank shot in order to master it. Firing a bank shot often allows you to sever a group of balls hanging from the ceiling by one or two balls. For example, in **Fig. 2** a good bank shot connects three black balls near the top of the screen and drops most of the balls in the field. The alternative of shooting the black ball over to the left (perhaps clearing the other two blacks on the left) is easier, but still leaves the board as a whole in a dangerously low position.

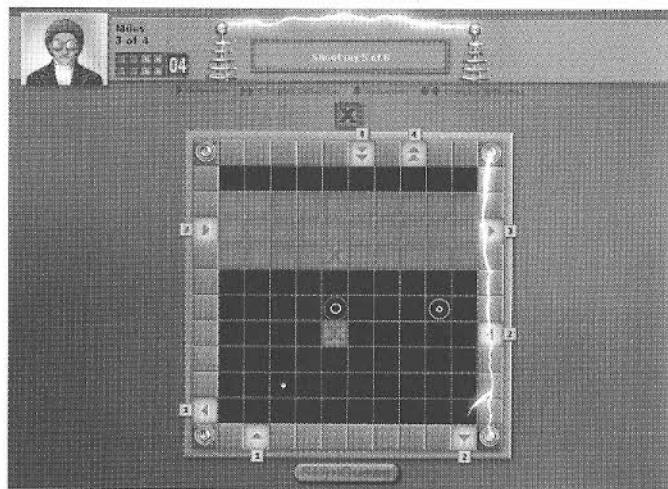


**Fig. 2: Bank Shots**

In the two-player game, if you destroy any group with  $x$  number of balls,  $x - 3$  balls will be transported to your opponent's playing field. (For example, if you destroy a group of four balls, one will be sent to your opponent.) Try to dislodge large groups at once by working at the ceiling connections.



# RAYs



## What Is Rays?

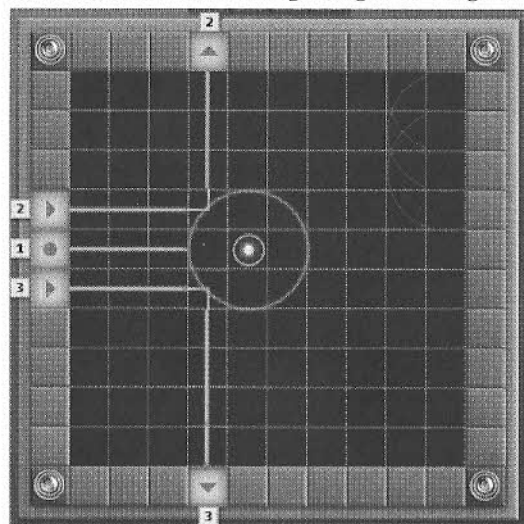
Rays is a unique game of hide-and-seek. It bears some similarity to Battling Ships, where you fire missiles at ships hidden on your opponent's grid. In Rays, you also find hidden objects on a grid, but it's not as simple as naming coordinates and finding out if it was a hit or a miss. Instead, you fire rays of light into the grid from the perimeter. Based on where the rays emerge from the grid, you have to discern where the "nodes" are located—but use your rays wisely, you only have eight!

## How to Play Rays

In one player mode, the computer hides the nodes on the grid, and it is your task to find them. Start by choosing a perimeter square and clicking on it. A ray fires into the grid from that square, and then emerges somewhere on the perimeter. Each time you fire a

ray, it uses up one charge on your battery, which is shown to the right of your picture.

Rays change course when they strike or pass near a node. The easiest way to visualize how rays interact with nodes is to imagine a force field around each node that extends out around it. When a ray strikes the force field around a node, it either bounces back the way it came, or bounces off it at a right angle. See **Figure 1**



**Figure 1: Rays Interacting with a Node**

There are four ways to describe the path of a ray: it can be deflected or reflected, and each reflection or deflection can be simple or complex. Let's look at how each of these ray paths could occur.

### Simple Deflection

Simple deflections occur when a ray changes direction once, and exits the grid from a different point than where it entered. These are the most informative results you can get from firing a ray, and are therefore very desirable. Based on the entry point and exit

point of a ray that is simply deflected, you can tell exactly where one node has to be. The corner made by the path of a simple deflection always “points” to the square containing the node. In figure 1, rays 2 & 3 are simple reflections. There is no other node placement that will produce a simple reflection with that entry and exit point.

Another kind of “simple deflection” occurs when a node doesn't affect the ray at all, and the ray travels straight through the grid. In this case, the ray isn't really deflected by anything, but it is labeled as part of the “simple deflection” group just the same. Even when nothing happens, it tells you something important. When no nodes affect the path of a ray, you know there are three full rows without a node in them. See **Figure 2**. The fourth ray didn't change course, meaning none of the shaded squares can contain nodes.

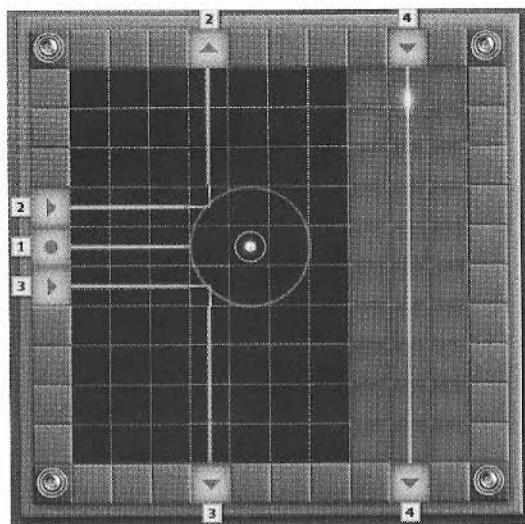


Figure 2: The “Miss”

## Complex Deflection

When a ray changes direction two or more times and then exits the grid from a different spot from where it entered, it is a complex deflection. The entry and exit points of a complex deflection are marked with a double-arrow icon. Ray 1 in **Figure 3** is an example of a complex deflection.

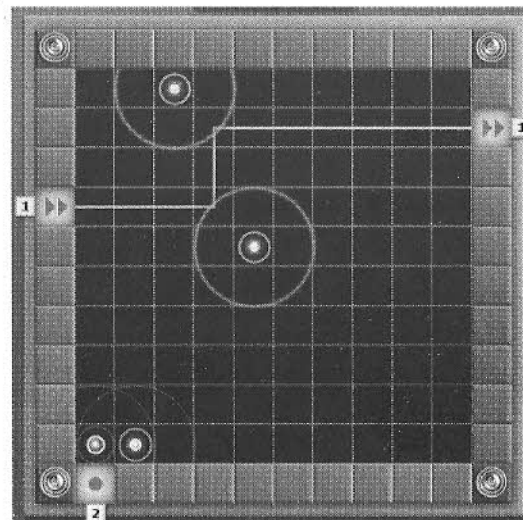


Figure 3: Complex Deflection

Complex deflections aren't as clearly informative as simple deflections, since multiple node combinations could produce the same entry and exit points. **Figure 4** shows how different node placements can lead to the same entry and exit point as the ray in Figure 3.

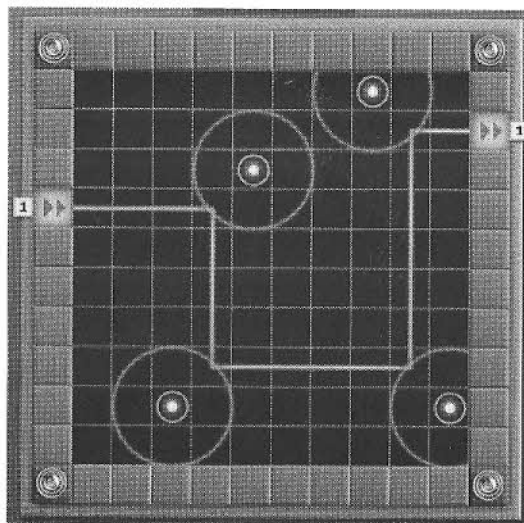


Figure 4: Extremely Complex Deflection

### Simple Reflections

A simple reflection happens when the ray changes direction once, and comes back out where it went in. The entry and exit point of a simple reflection is marked with a circle. The simplest way for this to happen is that you fire a ray directly into a node. See ray number one in Figure 5.

There are two less-simple ways to produce a simple reflection. The first is when there is a node on the outer edge of the grid, one square to the right or left of where the ray entered the grid. In this case, the force field around the node extends to the entry point of the ray, and the ray bounces back before it has even really entered the grid. See ray number four in Figure 5.

The other form of simple reflection occurs when a ray is fired into the gap between two nodes with one space between them. In this case, two simple deflections are happening at once, ultimately

turning the ray back the way it came. Ray number three in Figure 5 shows this kind of simple reflection.

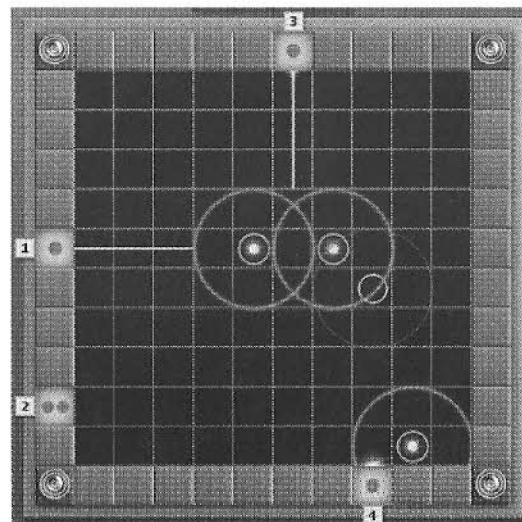


Figure 5: Simple Reflections

### Complex Reflections

Complex reflections occur when a ray changes direction more than once, and exits at the same point it entered. The entry and exit point of a complex reflection is marked with a double circle. The only thing that can produce this result is when a ray is deflected directly into a node. The ray bounces off the node and retraces its path, heading out the same way it came in. Ray two of Figure 6 shows a complex reflection.

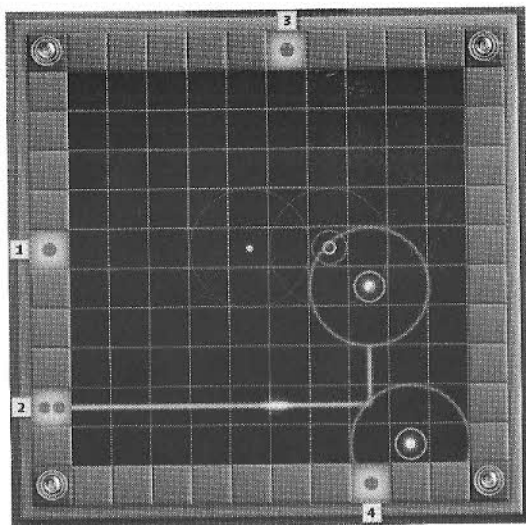


Figure 6: Complex Reflection

## Guesses

In “One at a Time” guess mode (the default setting), you can guess the location of a node after you fire each ray. Each time you are correct, you earn one additional guess. To guess, click on a square you think contains a node. This places a purple X on the square. Then click “Guess.” If you are correct, the node will be revealed. If you are incorrect, the X will turn red, reminding you that there is no node there.

In “All at Once” mode, you guess where all four nodes are at once. If any of your guesses are wrong, all the nodes stay hidden and you shoot another ray. The nodes are only revealed when all of your guesses are correct, or when your guess is incorrect and you are out of rays.

You can change your guess after placing a purple X in “All at Once” mode by clicking on the X you want to change. This “picks

up” the X, allowing you to re-place it. In “One at a Time” mode, clicking on a square will move the X to it.

There is no penalty for guessing in either mode, but in “All at Once” mode, the chances are slim that you will be correct unless you have some information to work with, so you may want to skip your guess early on. In “One at a Time” mode, guessing gives you extra information about the grid even if you are incorrect, and can confirm or deny an educated guess you might have, so use each guess you have.

## Two-Player Mode

In two-player mode, each player places nodes on their opponent's grid (no peeking), or either player can have the computer place the nodes by clicking “Computer Pick.” Players take turns firing rays into their grid. The first player to accurately guess the location of all the nodes is the winner—however, if the player who went first finds all the nodes first, the other player takes one more turn to try and tie it up, giving each player the same number of total rays fired.

## Strategies for Rays

Every shot and guess in Rays gives you information. The key to becoming a “Rays Expert” is knowing how to extract all the information from each shot, take shots that reveal the most useful information, and use your guesses wisely.

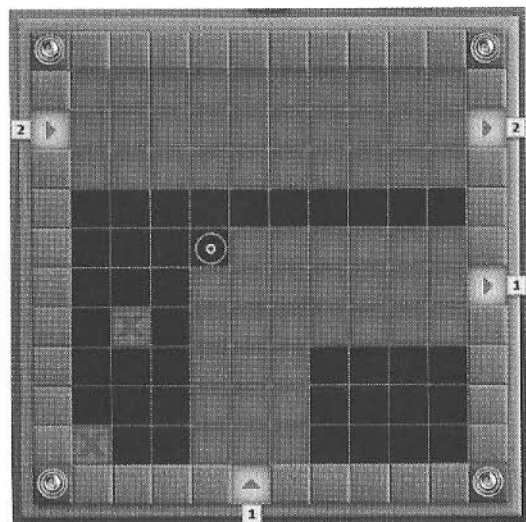
## Color Coding

The first tip is to use the color-coding feature in Rays to help keep track of what you know. If you right-click on a square in Rays, it will turn red. If you right click again, it will turn green. A third right-click returns it to black. Right-clicking on a perimeter square will turn the entire row or column red, and right-clicking a second time will turn the entire row or column black again.

Use this feature to turn squares you know cannot contain nodes red. Sometimes, you know that a node has to be in one of a handful of squares. In this case, you can turn all of the possible

node squares green to remind yourself of where possible nodes are. Let's say you have fired the two rays in **Figure 7**. You figured out where one node is, and made two incorrect guesses.

Based on the paths of the two rays, you know there are no other nodes in their paths besides the node that deflected the first ray. To help you see what squares you have eliminated, color code your board as in **Figure 7**.



**Figure 7: Color Coding the Grid**

### *Shoot Wisely*

Try to take shots that have the potential to give you the most new information about the board, or that pinpoint the location of a node you only have partial information about. Here are some tips for shot selection.

**Fire shots that would eliminate the most squares from “node contention” should the ray “miss.”** Applying that rule to figure 8, firing from the second square up from the bottom, on

either the right or left side, would be a good choice for the next shot.

**Think of your ray as being three squares wide.** This is especially true when applying tip number 1. Look at **Figure 8**, which has numbers on the perimeter squares for reference. If you are about to fire your first ray, firing from 2 is a much better choice than firing from 1 or 3. If you miss from 2, you will eliminate the three columns of squares on the left edge of the board as node contenders, and it will go right up to the edge of the board. If you miss from one, you will only eliminate two columns, and if you miss from three, you will leave an unknown column of squares stranded at the edge of the board.

**Use follow-up shots to clarify complex deflections and reflections.** When a ray results in partial information, try to turn it into concrete information via guesses and follow-up shots. For example, after a simple reflection, a follow-up shot one square away will frequently produce a simple deflection off of the node you found with the simple reflection, pinpointing the node's location.

### *Informed Guessing*

When a ray results in a simple deflection, use your guess (in “One at a Time” mode) to reveal that node, as you will earn an extra guess. Use your guesses every turn in “One at a Time” mode, you have nothing to lose, even if you are guessing randomly.

Guesses are even more useful for narrowing down possible node locations. Let's say you just fired your third ray in **Figure 8**, and you are playing in “One at a Time” mode. Your next guess should be in one of two squares. Do you see which ones?

It is likely that a hidden node deflected ray number three into one of the known nodes, causing the complex reflection, so there is probably a node in the square at the intersection of 2 & 39, or 6 & 39. Guess one of those squares. If your guess is incorrect, color code the other one green, as it most likely contains a node.



When it is possible that a complex reflection or deflection is interacting with a known node (as in **Figure 8**), more often than not, it is. Start from that assumption until a new result disproves it.

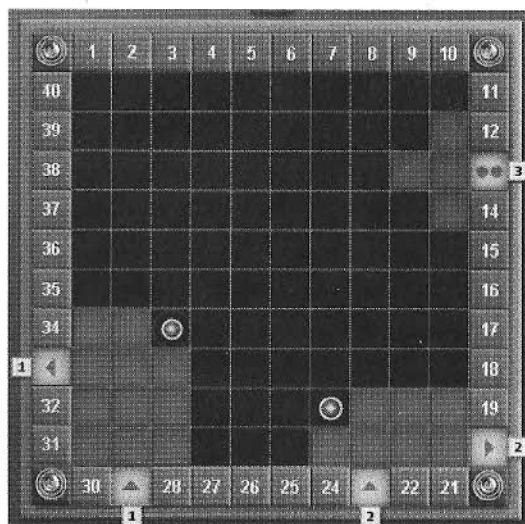


Figure 8: Making Informed Guesses

### Tricky Node Placement

In two-player mode, you are both a hider and a seeker. Hiding nodes to confound your opponent is as much of an art as searching for them is. Following are some tips for node placement.

**Clumped nodes are hard to find.** When nodes are placed near each other, it reduces the ability for rays to reach some of the nodes. Three nodes in a row or two nodes separated by an empty space are particularly tricky, as all rays fired into the area will produce the same result whether the middle node is there or not.

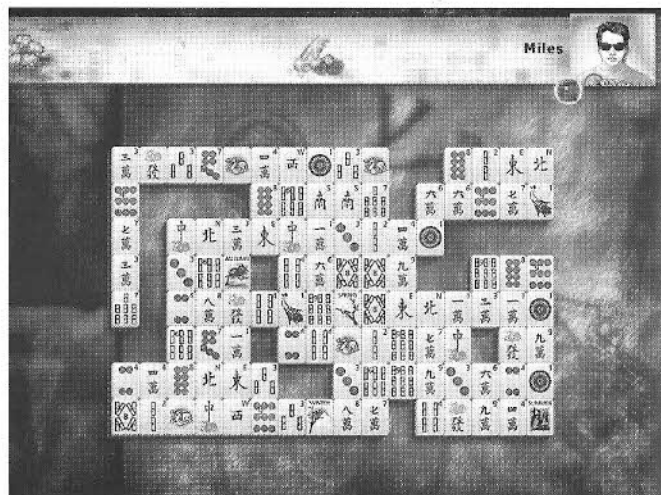
**Edge and corner nodes are hard to find.** Look at Figure 8 again. Firing a ray from 28 will produce a simple reflection by the node at 34 & 28. firing from 29 or 27 will produce deflections, which are generally more informative than reflections. If that node

were at the intersection of 31 & 28 instead, 27, 28, & 29 would all produce simple reflections.

**Know your opponent.** Does your opponent frequently fire from the same square to start out with? Do they adhere strictly to the strategy tips above? If so, you can use that to your advantage. If your opponent frequently fires from 29 to start with, put a node in the 2-29 column to create a simple reflection.

**Vary your strategy.** The first couple of tips are only difficult if you don't use them every time. If you always place clumped nodes in the corner because they are the most difficult to find, it will actually become easy for your opponent to guess where you have placed your nodes. Variety is key for keeping your opponents on their toes.

# SLIDE TILES



## What Is Slide Tiles?

Slide Tiles is one of five puzzle games in Hoyle Puzzle Games that you play with mahjong tiles; the other four are Edge Tiles, Gravity Tiles, Mahjong Tiles, and Memory Tiles. For background on the classic game of Mahjong, see the Mahjong Tiles chapter.

Slide Tiles resembles Mahjong Tiles in that you are trying to remove tiles from the board by matching them in pairs. However, it is a more complex and interactive game, as you can slide tiles around the board to match them, and you can remove more than two tiles in a single play.

It may or may not be possible to clear the board, so your goal is to clear as much of the board as you can. You can replay puzzles to see if you can improve your score.

## How to Play Slide Tiles

Tiles are arranged in a rectangular grid with a particular number of tiles removed to make spaces where you can slide tiles. The object of the game is to remove as many tiles from the board as possible. See the next section, "How Tiles Are Matched," for details on how tile pictures are matched.

There are two ways to remove tiles in Slide Tiles. The first, most common method is *sliding* tiles. To slide tiles, click on a tile, and slide the tile up, down, left or right, pushing any tiles in its path along with it, until it touches a matching tile in an adjacent row or column. A tile can only be slid if there are empty spaces in the row or column in the direction you are trying to slide it.

After sliding tiles where you want them, let go of the mouse. Any pairs of matching tiles that touch as a result of the move are removed, leaving the slid tiles in their new location. (If no tiles match, the slid tiles are moved back to their original locations.)

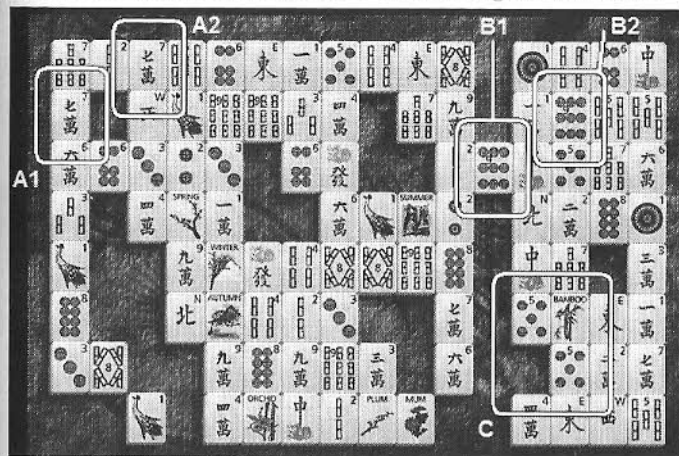


Fig. 1: Matching Tiles by Sliding Them

Removing more than one pair of tiles with a single slide move gives you extra points.

In Fig. 1, you can slide A1 and A2 together by sliding A1 two spaces to the right (A2 can't be slid to the left, because there are no empty spaces to its left). You can slide B1 and B2 together by sliding B2 two spaces to the left (again, B1 can't be slid, because there are no free spaces to its right). And in C, the two tiles can be slid together in two different ways: the top tile can be slid down one space, and the bottom tile can be slid left one space.

Note that if there are two matching tiles in the same row or column, with empty space between them, you can slide them together to match them if only one of the two tiles moves.

The second method you can use to remove tiles is *clicking* tiles. When you remove a certain number of tiles using the *sliding* method, you will earn a free *click* (the number of tiles required to earn a click depends on your game skill level). A click is a bonus turn that can be used to remove a pair of free tiles without sliding them. You can only remove tiles that are *free*. A tile is free if its left or right edge is not touching another tile (this method is also used in the Mahjong Tiles game).

To use a click, click on the first tile, then the second matching tile. The number of clicks is shown at the top of the screen, as well as an indicator of how close you are to earning a click.

In Fig. 2, the highlighted tiles are free and can be removed.

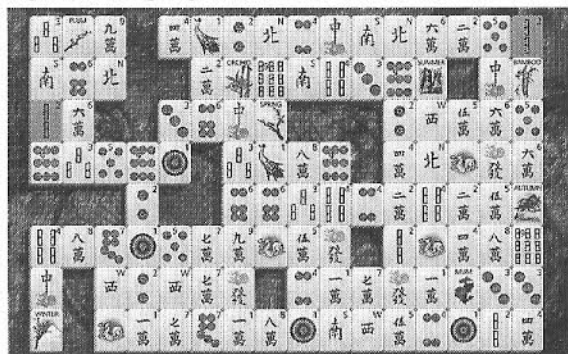


Fig. 2: Matching Tiles By Clicking Them

If you remove an entire row or column of tiles, the grid squeezes together to remove the empty row or column.

The game ends if you clear the board, or you have no more moves remaining. If you can't clear the board, try to finish the game with as few tiles remaining as possible.

You can then stop and begin a new puzzle, or "reshuffle" the remaining tiles and continue on. (You can also undo your last move if you like; this might help you proceed further with the puzzle.)

You can change the game difficulty with the Skill Level option in the game settings. The skill level controls the initial grid layout, the number of clicks you start with, and how clicks are earned. The Practice skill level is recommended for beginners.

## How Tiles Are Matched

There are seven categories, or suits, of tiles. Slide Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.

In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Seasons and Flowers look different in the Chinese and Egyptian tile sets:



Fig. 3: Seasons and Flowers (Chinese)



Fig. 4: Seasons and Flowers (Egyptian)

## Strategies for Slide Tiles

Look for slide moves that remove more than one pair of tiles at a time; as well as removing more tiles, these moves are worth more points.

Preserve click moves until you need them; they are very useful later in the game when less slide moves exist!

If you see matching tiles that are already touching, look for ways to separate them slightly with other slides, so that you can slide them back together to remove them.

When sliding tiles, if given a choice of moves, try to plan moves so that other matching tiles that are far apart get moved closer together. Even if they are not close enough to be slid together, it is possible that another move will get them close enough.

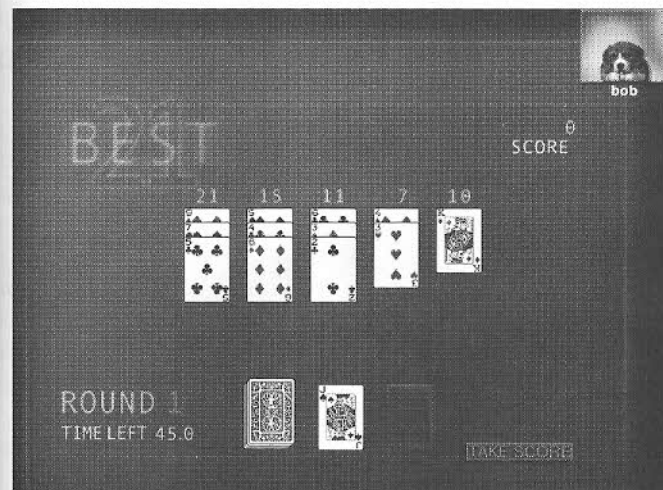
If you get close to clearing a column or row, do so; collapsing the board can be very helpful. If rows or columns have collapsed, you can still use the empty space they took up for sliding tiles.

You don't have to move only the tile you want to match. You can slide a large group of tiles to push the matching tiles together. Sometimes this will position tiles for matching in future moves.

If you're stumped, use the hint features in Slide Tiles. The slide indicator at the top of the screen will indicate whether there are any slide moves available. If you prefer not to know what moves are available, you can disable the slide indicator in the game settings.

The Find Match feature is also a useful hint feature, especially when you're first learning the game. This feature highlights a pair of tiles that can be removed (either by sliding or clicking).

## SOLITAIRE ARCADE



### What Is Solitaire Arcade?

Arcade versions of solitaire are becoming more and more popular with the advent of computer games. Seeking ways to make a game with a staid and relaxed reputation more exciting and heart racing, in solitaire arcade games, you race to beat the clock and beat your score, rather than simply to win (or, usually, not win) as in most classic solitaire games.

What these games have in common with classic solitaire is the decision making, and, of course, the cards.

You can choose between five solitaire arcade games:

- 3 Towers
- Best 21
- Fast 21
- Pick 2
- Sum 11

## How to Play 3 Towers

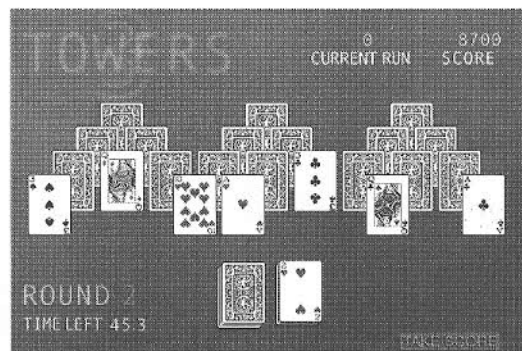


Fig. 1: 3 Towers

The goal of 3 Towers is to get the highest score possible by removing cards from the towers before time runs out. You get points for removing cards, for clearing an entire tower, and for making runs.

3 Towers has two rounds of play; each round lasts 60 seconds. Finishing the second round with more than 50,000 points earns a bonus round. Finishing the bonus round with 75,000 or more points wins the game.

One card is flipped from the stock pile; this is the upcard. Click a card in the tableau that is one higher or one lower than the upcard to move that card to the deck, then click another card one higher or lower than that upcard, and so on. For example, if a 5 is on the deck, you could click these cards on the tableau, in order: 6, 7, 8, 9, 8, 7, 8, 9.

You can wrap from king to ace and from ace to king.

When you cannot find a card higher or lower than the upcard, click the stock pile to get a new card, and try again.

In Fig. 1, you have several choices of cards to remove. With a 2 as your upcard, you can remove either of the two aces or either of the two 3s.

When you've played as much as you can, click the Take Score button. The game proceeds to the next round (or ends, if you're on the last round).

### Scoring in 3 Towers

You get 100 points for each card you clear from the tableau. Clearing additional cards after the first card, without having to flip up a card, is a run. The number of current runs is shown on the screen. Each time you add a card to a run, you get 100 more points for that card. For example, if you have cleared 4 cards in a row, you get 100 for the first card, 200 for the second card, 300 for the third card, and 400 for the fourth card. As soon as your run ends (and you have to click the stock pile to get a new card), your number of runs is reset; the first card you clear is again worth 100, and additional cards in a run increase the score.

Each time you have to click the stock pile to get a new card, your score is decreased by 100 points.

Clearing a tower is worth 5,000 points. Clearing a second tower gives you 10,000 points, and clearing the third tower gives you 15,000 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the Take Score button.

### Strategies for 3 Towers

If possible, choose cards in the Tableau that form long sequences, because you get more points that way. Otherwise, choose cards that maximize the number of other cards in the tableau that will become exposed. In Fig. 1, removing the 3 of clubs would be unwise, since removing each of the three other available cards exposes one card.



## How to Play Best 21

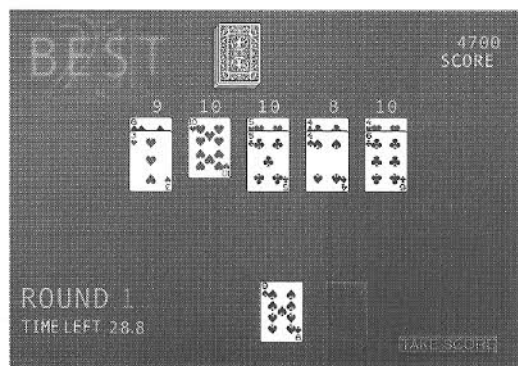


Fig. 2: Best 21

The goal of Best 21 is to get the highest score possible by making five high scoring blackjack hands before time runs out.

Best 21 has three rounds of play; each round lasts 45 seconds. Finishing the third round with more than 120,000 points earns a bonus round. Finishing the bonus round with 160,000 or more points wins the game.

To play, move cards one at a time from the stock pile to one of the five blackjack hands, or to the reserve pile. The reserve pile can only hold one card each round.

Play cards to try to make hands that score 21 or close to 21, without going over 21.

Current hand totals are shown next to the hand. Jacks, queens, and kings are worth 10, aces are worth 1 or 11, and all other cards are worth their face value. Note that although aces are worth 1 or 11, only their "hard" value is shown. In other words, an ace and an 8 are shown as 19, not 9, although they can be worth either 9 or 19. You can hit these "hard" hands, if desired.

Busting any hand (going over 21) ends the round immediately.

When you've played as much as you can, click the Take Score button. The game proceeds to the next round (or ends, if you're on the last round).

### Scoring in Best 21

You score 100 times the total of all your final blackjack hands. Getting 21 in any hand gives you a bonus of 10,000. Finishing a round quickly gives you a time bonus; you score 100 times the amount of seconds remaining on the clock when you finish the round.

For example, if you made hands of 21, 20, 20, 18, and 15, with 32 seconds left on the clock, you'd get this score:

$$\begin{aligned} & 9,400 \text{ points for your five hands } (21 + 20 + 20 + 18 + 15 = \\ & 94 \times 100 = 9400) \\ & + 10,000 \text{ points for the hand of 21} \\ & + 3,200 \text{ point time bonus } (32 \text{ seconds left} \times 100) \\ & = 22,600 \text{ points total} \end{aligned}$$

### Strategies for Best 21

Try to form piles of 11, since cards with the value 10 are the most common. Of course, you'll want to use your aces on piles of 10 or 20. In Fig. 2, you can safely move the 9 from the stock pile to any of the five piles without going over 21, but since you are holding out for an ace on your 10 piles, you should play your 9 on the 9 or 8 pile.

## How to Play Fast 21

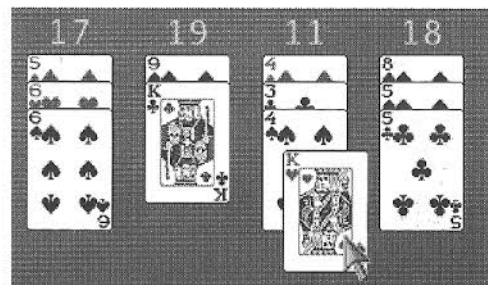


Fig. 3: Fast 21

The goal of Fast 21 is to get the highest score possible before time runs out. You get points for making high blackjack hands, and for making 21s and 5-card Charlies (5 cards under 21). You also get points for each card you're able to use in a hand.

Fast 21 has three rounds of play; each round lasts 90 seconds. Finishing the third round with more than 30,000 points earns a bonus round. Finishing the bonus round with 40,000 or more points wins the game.

To play, move cards one at a time from the stock pile to one of the four blackjack hands or to the reserve pile. The reserve pile can hold three cards each round.

Play cards to try to make hands that score 21 or close to 21, without going over 21.

Making a hand of 21 or a 5-card Charlie (5 cards under 21) in a hand clears that hand so you can play on it again (and gives you bonus points).

Current hand totals are shown next to the hand. Jacks, queens, and kings are worth 10, aces are worth 1 or 11, and all other cards are worth their face value. Note that although aces are worth 1 or 11, only their "hard" value is shown. In other words, an ace and an 8 are shown as 19, not 9, although they can be worth either 9 or 19. You can hit these "hard" hands, if desired.

If you play a card that busts a hand (makes it go over 21), that card is returned to the stock pile and your score is reduced by 100 points. You can then play that card to another pile or to the reserve pile (or end the round if you can't play it).

When you've played as much as you can, click the Take Score button. The game proceeds to the next round (or ends, if you're on the last round).

### Scoring in Fast 21

You score 1,000 points for each 21 you get in a round, and 750 points for each 5-card Charlie. Busting a hand reduces your score by 100 points. You also score 100 points for each card you played to a blackjack hand in the round, and you score the total of all other hands you make. (You score points for each card as you play it, but if you make 21 or a Charlie in a hand you only get points for the 21 or Charlie.)

Playing all 52 cards to the blackjack hands (without passing any cards) scores you a bonus 10,000 points.

For example, if you got three 21s and one 5-card Charlie, with 22 cards played to the blackjack hands, and final hands of 20, 20, 18, and 17, you'd get this score:

3,750 points for the three 21s and one Charlie  
+ 2,200 points for playing 22 cards  
+ 75 points for your four hands (20+20+18+17=75)  
= 6,025 points total

### Strategies for Fast 21

Use the same strategies as in Best 21. Also, if you don't have a good place to put low cards, keep them in a separate hand to try to form 5-card Charlies.

## How to Play Pick 2

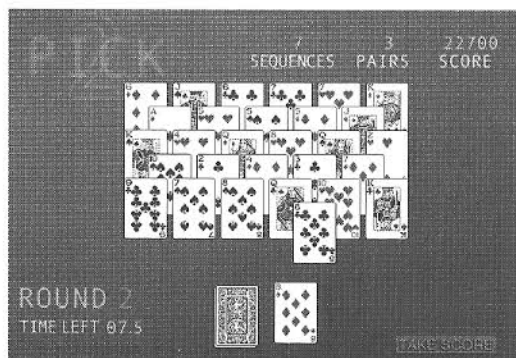


Fig. 4: Pick 2

The goal of Pick 2 is to get the highest score possible by removing cards in pairs and sequences before time runs out.

Pick 2 has two rounds of play; each round lasts 60 seconds. Finishing the second round with 80,000 or more points earns a bonus round. Finishing the bonus round with 120,000 or more points wins the game.

One card is flipped from the stock pile. You can use this upcard, as well as the cards on the tableau, to make pairs (2-2, Q-Q, and so on) and sequences (4-5, 9-10, Q-K). Both A-2 and K-A can be used as sequences. Pairs and sequences do not have to include the upcard.

In Fig. 4, you'd want to pair the upcard 8 with the 8 of clubs. You could then remove three sequences: the 7 and the other 8, the 9 and 10, and the queen and king.

Click on two cards to select them; if the cards are a pair or sequence, they are removed. To deselect a card, click it again.

When you can't make any more combinations, click the stock pile to get a new card, and try again. The previous card is moved to the tableau (if there's space available). Otherwise, it is moved to the bottom of the stock pile.

When you've played as much as you can, click the Take Score button. The game proceeds to the next round (or ends, if you're on the last round).

## Scoring in Pick 2

You get 3,000 points for each pair you remove, and 500 points for each sequence you remove. If you clear all of the cards on the tableau, you get a bonus 10,000 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the Take Score button.

## Strategies for Pick 2

When possible, remove pairs instead of sequences, since you get more points for pairs. Choose pairs and sequences in such a way that favorable cards will become exposed.

## How to Play Sum 11

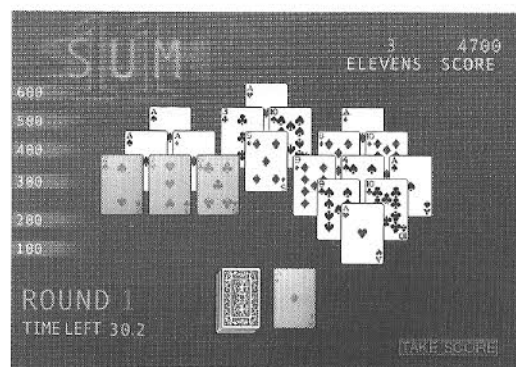


Fig. 5: Sum 11

The goal of Sum 11 is to get the highest score possible by removing combinations of cards which total 11 before time runs out.

Sum 11 has two rounds of play; each round lasts 90 seconds. Finishing the second round with 80,000 or more points earns a bonus round. Finishing the bonus round with 120,000 points wins the game.

Sum 11 uses a special card deck with 2-10 of each suit, 16 aces, and no face cards. Aces are always worth 1 (never 11).

One card is flipped from the stock pile. You can use this upcard, as well as the cards on the tableau, to make combinations of cards (using any number of cards) that add up to eleven. Combinations do not have to include the upcard. In **Fig. 5**, you can remove the highlighted 2, 3, 5 and the upcard ace ( $2+3+5+1=11$ ). In this example, you could also choose to select the ace of hearts rather than the upcard; this would free up A 10, which could then be used to remove the upcard.

Click on cards to select them; when you've selected cards that add up to eleven, they are removed. To deselect a card, click it again.

When you can't make any more combinations, click the stock pile to get a new card, and try again. The previous card is moved to the tableau (if there's space available). Otherwise, it is moved to the bottom of the stock pile.

When you've played as much as you can, click the Take Score button. The game proceeds to the next round (or ends, if you're on the last round).

## ***Scoring in Sum 11***

You get 1,500 points for each combination of eleven you remove. If you clear all of the cards on the tableau, you get a bonus 10,000 points.

You also get points for each card you remove from the tableau based on which row that card is in, with higher rows worth more points. The bottom row is worth 100, the next up is worth 200, and so on.

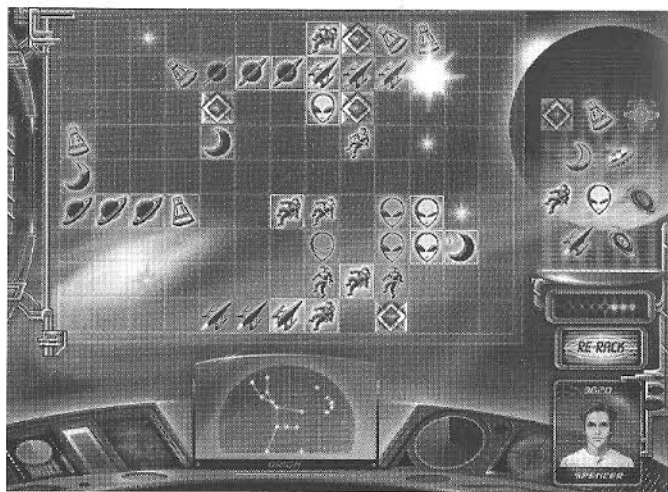
Each time you have to click the stock pile to get a new card, your score is decreased by 200 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the Take Score button.

## ***Strategies for Sum 11***

Be on the lookout for all the different ways cards can add up to 11: 5-6, 7-4, 8-3, 9-2, 10-A, 6-3-A-A, and so on. Remove cards in such a way that as many other cards as possible are exposed.

# STAR COLLECTOR



## What Is Star Collector?

Star Collector is a strategy game of space exploration. You move your ship through galaxies, trying to reach as many stars as possible.

To reach stars, you must plan ahead, making the best of your resources, and trying to travel as much of the galaxy as possible (since not all stars are easy to find).

Star Collector shares several elements with the classic card game Crazy Eights. Pieces can be matched by either picture or color, and some pieces are in effect “wild” and can match more than one piece.

## How to Play Star Collector

Star Collector is a strategy game played on a rectangular grid containing a number of stars. The object of the game is to collect enough stars on each level to progress to the next level. Some stars

are shown on the grid, and others may be hidden within the grid. For information on collecting stars, see “Collecting Stars.”

You play by moving pieces to the grid from your rack. See “Playing Pieces” for details. If you empty your rack by playing all the pieces in it, it refills with more pieces. If you cannot play any of the remaining pieces in your rack (or don’t want to play them), you can rerack, refilling your rack. You can only rerack a certain amount of times on each level (the number of reracks available in the current level is shown underneath your rack).

If you run out of reracks, and you can’t play any of your remaining pieces, the game ends.

The object of the game is to try to collect enough stars in each level to advance to the next level. The stars you need to collect are shown in the constellation on the screen; see “Collecting Stars” for more information.

Later levels are more difficult to solve. See how many levels you can get through in the game!

## Playing Pieces

There are three different types of pieces: regular pieces, multi-colored pieces, and laser site pieces.



Fig. 1: The Different Piece Types

Regular pieces are the basic playing pieces in Star Collector, and come in a variety of pictures and colors. Different levels will include different varieties of piece pictures and colors.

Regular pieces are placed on the grid as follows: a piece can only be played onto a square next to a piece that’s already on the grid, and it must match all the pieces in adjoining squares in color or picture or both. Note that you may play pieces to the grid such that some squares become unplayable.



In Fig. 2, you can place either of the two space capsules in your rack on square A, regardless of color. Likewise, you could place the astronaut in your rack on square B. However, once you place a piece in one in those two squares, the other square cannot be played in unless the piece you play matches both pieces next to it in either picture or color.

If you place a red space capsule in square A, then in square B you can either play a red astronaut, or a space capsule the same color as the astronaut next to square B. Likewise, if you place a red astronaut in square B, you can only play a red space capsule in square A, or an astronaut the same color as the space capsule next to square A.

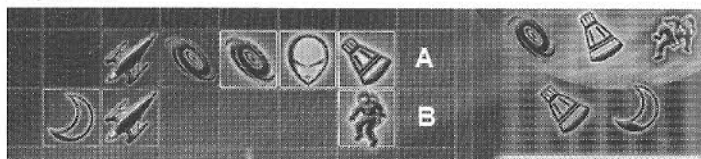


Fig. 2: Playing a Regular Piece to the Grid

Multicolored pieces have more than one color on them and can be rotated to be played next to other pieces on the grid. They are played according to the same rules as regular pieces, except that they only need to match regular pieces in color. Any regular piece can be played next to a multicolored piece if it matches that piece in color (and matches all other adjacent pieces per the game rules).

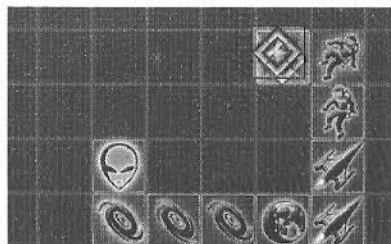


Fig. 3: Playing a Multicolored Piece to the Grid

Laser site pieces can be played on the grid to destroy any piece you've already played. To use a laser site, place it on any occupied square on the grid. The piece in that square is destroyed, leaving an empty square.

Note: If you fill an entire row or column of the grid with pieces, all those pieces disappear, and you get bonus points and an additional rerack.

## Collecting Stars

The object of the game is to collect enough stars to advance to the next level. The stars you need to collect in each level are shown as a constellation at the bottom of the board; the number of missing stars in the constellation signifies how many stars you need to collect in the current level. (Some stars may already be completed in a constellation when you start a level.) When you collect a star in the game, a star in the constellation will be activated. If you complete the current constellation, you advance to the next level.

You collect stars by placing pieces of different colors and pictures onto the grid. There are two types of stars: stars that are visible on the grid, and hidden stars. Not all levels contain hidden stars. Collecting either type of star works towards your star quota for each level, but hidden stars are worth twice the points of visible stars, since they are harder to find.

You collect a visible star by playing a piece of the same color as the star onto the star's square. For instance, to capture a green star, you would play a green piece from your rack onto the green star's square.

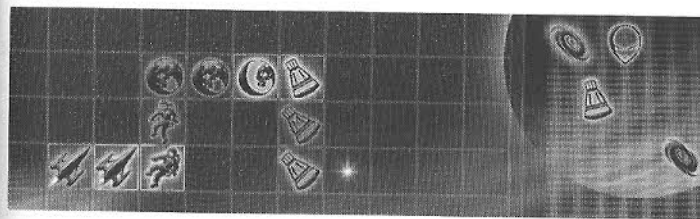


Fig. 4: Capturing a Visible Star

In Fig. 4, a space capsule matching the star's color could be played to capture the star at the right of the grid. Or, if the space capsule and the star are the same color, any piece of that color could be played to capture the star.

In addition, you can use a multicolored piece to capture a star, if the piece can be legally played and contains the color of that star.

You collect a hidden star by playing any piece (regardless of type or color) on a square containing the star; when you play on a square containing a hidden star, the hidden star is revealed.

Hidden stars give off sonar clues to their location. When you play a piece approximately three squares away from a hidden star, you'll hear a single sonar ping. Playing two squares away from a hidden star emits two pings, and playing adjacent to a hidden star emits three pings.

### Strategies for Star Collector

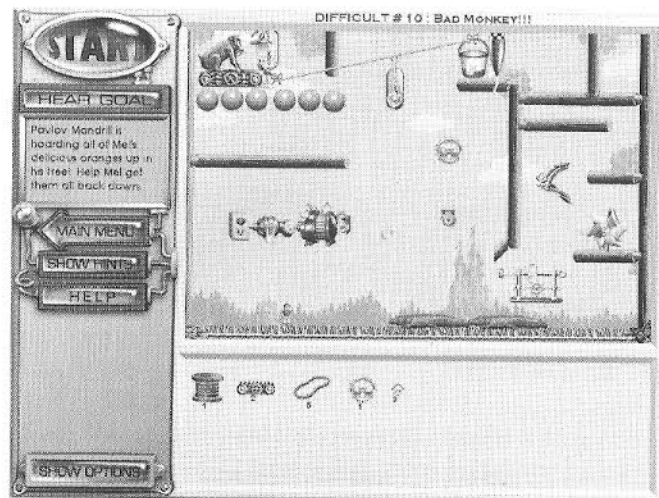
Play pieces in long lines whenever possible, rather than in blocks; this allows you flexibility in sprouting pieces off those lines when you need to. In Fig. 4, several lines were built, and there are several places that pieces can be sprouted. If all those pieces were played in a block, it would be harder to add new pieces.

Plan ahead: when looking at your piece rack, try to see whether a sequence of pieces can be played; for example, a purple globe, a purple astronaut, a green astronaut, a green moon, and a red moon can all be played on the grid on adjacent squares.

Plan your path towards a colored star by trying to play pieces of primarily that color toward the star's general vicinity. In general, placing pieces of the same color in the same areas of the grid can help prevent unplayable areas. This can also help keep colors you don't want out of your way.

Save multicolored pieces until you need them. Play them to capture a star, or play them as the last piece in your rack so that your rack will be refilled without having to use a valuable rerack.

## THE INCREDIBLE MACHINE: EVEN MORE CONTRAPTIONS



### What Is The Incredible Machine?

If you're a puzzle game fan, you may already be familiar with Sierra Entertainment's popular game *The Incredible Machine*® (and its numerous sequels). Hoyle Puzzle Games includes one of the latest games in the series: *The Incredible Machine*®: *Even More Contraptions*™.

Puzzles in *The Incredible Machine* series are inspired by the Rube Goldberg Machine. Rube Goldberg, a world-renowned cartoonist, created cartoons of devices that took absurd, excruciatingly complicated steps to accomplish simple tasks. His cartoons used miscellaneous pieces like balls, ramps, and bird cages. The phrase "Rube Goldberg Machine" is now commonly invoked when describing any overly complicated system of reaching a goal.

## How to Play The Incredible Machine: Even More Contraptions

In Even More Contraptions, your host, the Professor, has challenged you to solve his intricate contraptions. Contraptions vary in difficulty, and creativity is key.

Each contraption includes a Play Field and a Parts Bin containing a number of parts. Some items (parts or obstacles) may already be positioned on the Play Field. Use your parts to interact with the items on the Play Field in order to solve the contraption.

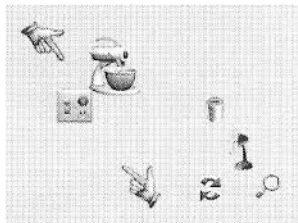


Fig. 1: Parts on the Play Field

The trick to solving the Professor's contraptions is to look at the selection of parts that he has left for you in the Parts Bin and then figure out a way to get them to work together. In Fig. 1, the Play Field contains an electrical outlet, which you can plug electrical parts (like the mixer) into. This particular outlet only works when it's on, so you must figure out a way to turn on the switch.

Try dragging parts to the Play Field and placing them in ways that they might interact to solve the puzzle. Position parts in just the right spot—the exact placement of items on the screen is very important! As soon as you think you have the solution figured out, click on the Start button to run the contraption. Your solution will either work or it won't. If it works...great! If it doesn't, go back and try something new.

Often there is more than one way to achieve the proper solution but every contraption, no matter what its difficulty level, looks

and plays essentially the same. You won't necessarily need all the parts to solve a puzzle; this is especially true in difficulty puzzles.

When parts are placed on the Play Field, their *handles* become visible whenever your mouse cursor passes over the part. Handles help you tweak and manage the part. One of the most useful handles when you're beginning to learn how to play is the Info handle, which looks like a magnifying glass. Click this handle to get information on how to use a particular part. A couple of other common and useful handles are the Flip and Resize handles, which let you flip and resize parts.

Many puzzles include hints, which you can turn on and off. Click on a hint to get advice on what to do and where on the Play Field to play parts.

You might want to start out with a tutorial contraption. The tutorial puzzles include most of the types of puzzles you'll find in Even More Contraptions, and are a good introduction to the different kinds of parts and how they interact.

Even More Contraptions also includes very extensive online help. See the help for in-depth instructions on solving puzzles.

## Strategies for The Incredible Machine

When you first load a contraption, always start it to see how the parts on the Play Field interact. Read the goal, and then work backwards. This is known as "reverse engineering."

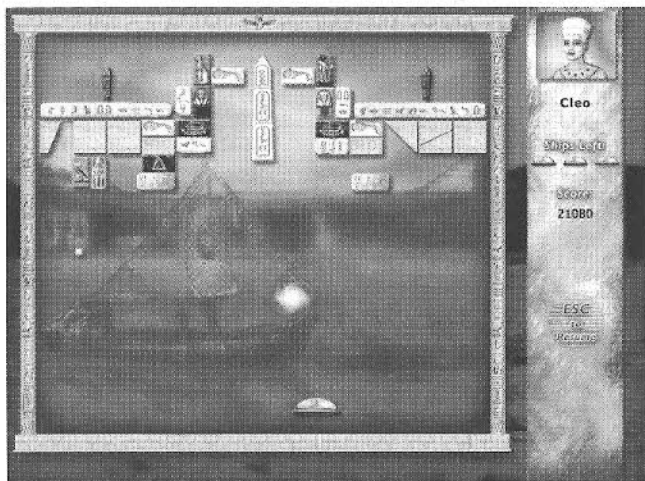
Try to pair up parts on the Play Field with their logical partners. For example, when placing a laser, look for a laser-reflecting mirror to go with it.

Watch out for "decoy" parts. Especially in advanced puzzles, all parts may not be needed to solve a puzzle.

Look for obvious places to use certain parts, like holes in floors or walls that are arranged to hold particular parts.

The best way to solve a contraption is to throw some parts on the Play Field and have some fun. Be sure that you understand your ultimate goal, however. Refer back to the goal text posted in the Control Panel goal window whenever necessary.

# TIME BREAKER



## What Is Time Breaker?

Time Breaker is an update of a classic—an exciting twist on the usual “break the blocks” style arcade game. In Time Breaker, you pilot a time-traveling ship through four different ages: Primitive, Egyptian, Medieval, and Future. Your mission is to travel through several different levels of each age, clearing the blocks using the weapons and equipment at your disposal. Enemy ships chase you through time and try to prevent you from completing your mission. Each age features unique challenges and rewards. Buckle your space-belt!

## How to Play Time Breaker

Select the age you want to attempt. In each age, you'll play six different levels. The top of the screen in each level contains “blocks” that you must try to destroy. Blocks match the theme of the age; Primitive blocks resemble stones, Egyptian blocks resemble pyra-

mid blocks with hieroglyphics, and so on. Destroy blocks by launching an energy ball at them; the ball hits the blocks and bounces back down. Deflect the energy ball back up to the blocks using your ship.

Some blocks take multiple hits to destroy; other blocks are indestructible, but do not have to be removed to advance in the game. Some levels may also contain bonus blocks. Destroy the bonus blocks to release bonus items which remain for a limited time; destroy these items for extra points.

Do not let an energy ball go past your ship and off the bottom of the screen; each time this happens, you lose a ship. Your ships are shown on the screen; the number of ships you have varies according to the game skill level.

While you're playing, power tokens may fall to the bottom of the screen; catch power tokens with your ship to get extra powers. See “Power Tokens” for a list of the power tokens and their powers.

Obstacles or enemies may appear while you're playing. Some obstacles can be destroyed by hitting them with an energy ball, others cannot. See “Obstacles and Enemies” for a list of obstacles and enemies in the game.

If you destroy all the normal blocks in a level, you'll proceed to the next level. Bonus blocks are optional and do not have to be destroyed.

If you run out of ships during the game, you have the option to continue the game from where you left off, with your score and ships reset, or you can start over from the beginning of the game.











If you complete an age, you can choose a different age to play. If you complete all four ages, you win the game!

## Power Tokens



Power tokens fall from the screen as you play. Catch power tokens with your ship to get bonus abilities that affect your ship or energy balls. Most abilities are positive, but some are negative.

You don't have to catch all the power tokens in the game, but most of them will help you progress in the game.

Two of the power tokens, *Catch* and *Laser*, give you powers that cannot be used until you activate them; your ship will change to indicate that these powers are available. To activate these powers, click your mouse or press the Spacebar on your keyboard.

-  **Catch** Catches the next energy ball that hits your ship, allowing you to release it whenever you like. This power lasts until you catch another power token.
-  **Laser** Adds a laser weapon to your ship that you can shoot straight upwards, one shot at a time. This power lasts until you catch another power token.
-  **Slow** Slows down the energy ball, making it easier to deflect.
-  **Speed Up** Speeds up the energy ball, making it harder to deflect.
-  **Grow** Enlarges your ship, making it easier for you to deflect balls.
-  **Shrink** Shrinks your ship, making it harder for you to deflect balls.
-  **Turbo** Makes your next hit of the energy ball break through all the rows of blocks it hits. (Only destructible blocks break.)
-  **Missile** Turns the energy ball into a missile ball, enabling you to help direct the ball into its target as it's moving using the mouse or keyboard.
-  **Bomb** Makes blocks hit by the energy ball explode, destroying adjacent blocks. This power lasts until you catch another power token.
-  **Clone Ball** Clones the next energy ball you hit, shooting additional energy balls from your ship so that you can destroy more blocks.





Cloned balls remain as long as you can keep them in play. Note: you'll only lose one ship if all the cloned balls (and the original ball) go past your ship off the screen.

-  **Drain** Drains energy from the energy ball, making it powerless for a certain number of bounces. During this time, it will not destroy anything it hits.
-  **Free Life** Gives you an extra ship.

## Obstacles and Enemies

Time travel is not without its perils. You'll encounter a number of obstacles as you play the game. Furthermore, your enemies want to conquer time before you do; eliminating and avoiding them will be to your advantage.

Some of the obstacles and enemies you'll encounter are described below.

-  **Wormhole:** A wormhole appears from nowhere, then disappears. If an energy ball hits a wormhole, it will get caught in it and flung out in a random direction.
-  **Rift:** A rift in time appears. If an energy ball enters a rift, it disappears, and another rift will appear in a different location on the board; the ball will be flung out of the new rift. A rift will eventually shrink and disappear.
-  **The Tanker:** A slow ship that's easy to destroy.
-  **The Destroyer:** A sleek ship that cannot be destroyed.



◆ **The Cruiser:** A mysterious ship that throws out mines. Mines get in your way, and if they hit your ship, they remove your current power. You can remove them by hitting them with the energy ball.

◆ **The Phantom:** A malfunctioning ship. If you hit this ship, you wipe it out and it explodes, possibly taking nearby blocks with it.

## Strategies for Time Breaker

Learn the power tokens and their effects to improve your game; especially learn to avoid the tokens with negative effects: Speed Up, Shrink, and Drain.

Anticipate bad bounces off unusually-shaped obstacles and blocks. Be ready for the ball to come out of nowhere.

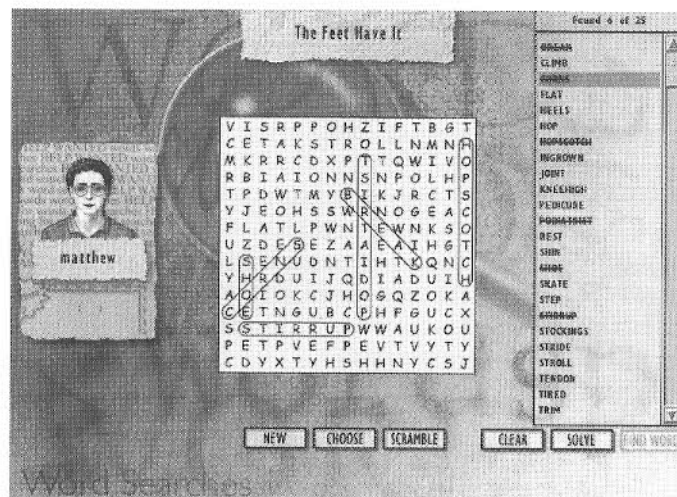
When you get the Clone Ball power, try to concentrate on deflecting one or two of the cloned energy balls, rather than trying to deflect them all.

Don't let the power tokens distract you from the more important task of deflecting the energy ball.

Avoid catching other power tokens if you get the Catch or Laser power (or other favorite powers); these powers are very useful, since you can decide when to use them.

Practice a lot! You'll get familiar with the tokens and you'll get the hang of using your ship. And be sure to relax, there are a lot of levels to get through!

## WORD SEARCHES



## What Are Word Searches?

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.

C	K	F	X	W	C	K	F	X	W
D	D	F	S	A	D	D	F	S	A
M	R	O	W	H	M	R	O	W	H
T	A	X	H	P	T	A	X	H	P
X	Z	T	K	S	X	Z	T	K	S

*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!

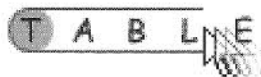
## How to Play Word Searches

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.

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.

## Game Options

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.

## Strategies for Word Searches

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.

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.

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.

## REFERENCES

### Books

- The Book of Games*, Richard Sharp and John Piggott, 1977  
*Botticelli and Beyond: Over 100 of the World's Best Word Games*, David Parlett, 1981  
*The Encyclopedia of Games*, Brian Burns, 1998  
*Encyclopedia of Puzzles and Pastimes*, Clark Kinnaird, 1946  
*Games of the World*, Frederic Grunfeld (editor) (1975)  
*The New Games Treasury*, Marilyn Simonds Mohr (1993)  
*The Oxford Guide to Word Games*, Tony Augarde, 1984  
*The Past of Pastimes*, Vernon Bartlett (1969)  
*The World's Best Indoor Games*, Gyles Brandreth, 1981

### Internet Resources

- Internet Anagram Server  
[www.wordsmith.org/anagram/](http://www.wordsmith.org/anagram/)  
 The About.com Crosswords/Puzzles page  
[crosswords.about.com](http://crosswords.about.com)  
 Newsgroups: [rec.puzzles](mailto:rec.puzzles), [rec.puzzles.crosswords](mailto:rec.puzzles.crosswords), and [alt.anagrams](mailto:alt.anagrams) (access via [groups.google.com](http://groups.google.com))  
 The World Puzzle Championship  
[www.puzzles-usa.org](http://www.puzzles-usa.org)  
 The American Crossword Puzzle Tournament  
[www.crosswordtournament.com](http://www.crosswordtournament.com)  
 Adrian Fisher's Maze Website  
[www.mazemaker.com/research\\_info.htm](http://www.mazemaker.com/research_info.htm)  
 The Official Rube Goldberg Page  
[www.rubegoldberg.com](http://www.rubegoldberg.com)

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