TEXAS INSTRUMENTS
COMPUTER SOFTWARE

SCRABBLE

SOLID STATE CARTRIDGE

This cartridge is designed to be used with the Texas Instruments TI-99/4a Home Computer

The classic crossword game played by millions around the world!
Use your seven letters to build crosswords, and use bonus spaces to add to your score!

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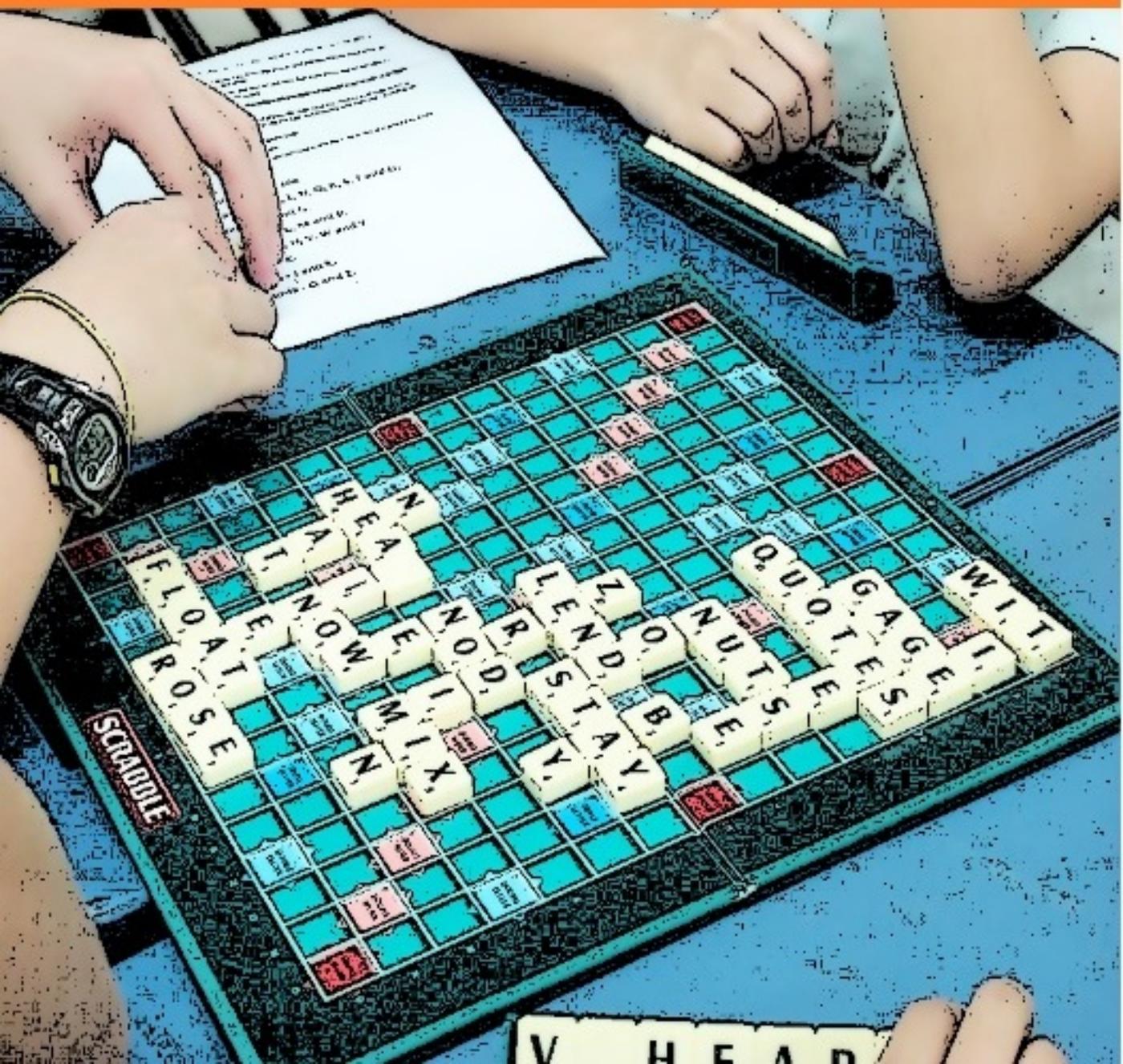
Quick Reference

TI-99/4A	Action
(←) FCTN S	Deletes character to left when typing a word.
FCTN R	Chooses BLANK character to use in a word.
Enter	Complete word choice or confirm BLANK letter choice.
Joystick	Move to location of where to start dropping word on the board and sets the direction of word.
Joystick Trigger	Marks drop location of word then set word on board.
FCTN = (QUIT)	Returns to the master title screen.

The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

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Scrabble®

***Game originally programmed for the* TI99-4a *by* Little Genius Ltd.**

***This booklet was developed by* HLOBERG.**

Parts of this booklet was created from excerpts of various* TI-99 *game manuals and the* Scrabble 2003 *instruction pamphlet.

Game licensed from TI by OPA.

Using the Solid State Cartridge

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

1. Inserting the cartridge

a. If you have been programming in Basic, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

b. Be sure the cartridge is free of static electricity before inserting it into the computer (see the
c. "Maintenance and Service" section in this booklet).

d. Turn the computer ON, and wait for the master title screen to appear.
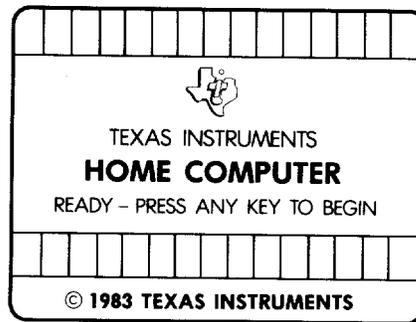
e. Slide the cartridge into the slot on the console.
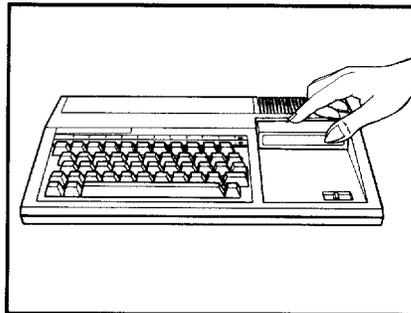
f. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

2. Removing the cartridge

a. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

b. Remove the cartridge from the slot.

General rules for playing Scrabble

OBJECT

In the *SCRABBLE®* game, players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter tiles, as well as the premium squares on the board. In a 2-player game, a good player scores in the 300-400 point range.

GAMEPLAY

1. The first player combines two or more of his or her letters to form a word, and places the word on the board to read either across or down with one letter on the center square. Diagonal words are not allowed.

2. When you turn is complete the computer will draw for you as many new letters as you played, always keeping seven letters on your rack, as long as there are enough left in the pouch.

3. Play passes to the next person. The second player, and then each person after that, will add one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board to form at least one complete word. If, at the same time, the letters touch other letters in adjacent rows, those must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her tum.

4. New words may be formed by:

   a. Adding one or more letters to a word or letters already on the board.
   b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
   c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words.

5. No tile may be shifted or replaced after it has been played and scored.

6. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.

7. You may use a turn to exchange all, some, or none of your letters. To do this, draw the same number of letters from the pool. This will end your tum.

8. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiting a hyphen or an apostrophe.

9. Ending the Game: The game ends when all letters have been drawn and one player uses his or her last letter, or when all possible plays have been made.

SCORING

1. Each letter has a scoring value assigned to the tile. The score value of a blank is zero.

2. The score for each turn is the sum of the letter values of each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

3. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. If a word covers two premium word squares, the

score is doubled and is then re-doubled (4 times the letter count), or tripled and is then re-tripled (9 times the letter count).

 NOTE: The center square is a pink square, which doubles the score for the first word

5. Letter and word premiums count *only* on the turn in which they are played. On later turns, letters already played on premium squares count at face value.

6. When a *blank* tile is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.

7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.

8. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points *after* totaling your score for the turn.

9. Unplaced Letters**:** When the game ends, each player's score is *reduced* by the sum of his or her unplaced letters. In addition, if a player used all his or her letters, the sum of the other players' unplaced letters is *added* to that player's score.

Playing Scrabble on the TI-99/4a

Starting the Game

After you have selected the module the start menu screen appears with several options for game play.
1. First option is 'HOW MANY PLAYER (1-4)'. You can choose up to four player with as many as three being computer player.
   Next option is 'IN COLUR (Y/N). Choose 'Y' if you have and color monitor or television otherwise choose 'N'.
2. Now comes naming the players, choosing what kind of player (human or computer) and the computer player skill level.
   First pick the player names for each player with 'PLAYER NAME'. Type in the name you want to call the player.
   a) Next let the computer know if it's a computer player with 'A TEXAS PLAYER'. 'Y' is a computer player and 'N' is a human player.
   b) If you choose a 'TEXAS' computer player the player level needs to be set with 'TEXAS PLAYER LEVEL (1-4). '1' is easiest to '4' is hardest.
   c) You can view all the letter racks of all the players, computer or otherwise, with 'VIEW ALL RACKS'.
   d) After these options the game will begin.

Playing the Game

The computer will start the game by determining the player order. When your turns comes around the computer will then display the letters in your tray.
To play your word on the board you will:
1. Type the full word that you wish to place on the board at the prompt, **including** the letter that is already been placed on the board, then press **enter**.
   ○ To use a **blank** tile press **FCTN-R** at the place in the word where you plan to create the new letter**.** Then type the letter you plan to use in place of the **blank** tile at the prompt.
   ○ To delete a letter press **FTCN-S** to delete the letter just left of the cursor.
2. After you have typed in your word you need to place it on the board.
   a) A ^ cursor will appear in the upper right square of the board. Move the cursor with the joystick.
   b) When you have moved the cursor over the square where the first letter of your word is to be placed press the joystick trigger.
   c) Now move the joystick in the direction you want to word to be displayed; down or to the right. Press the joystick trigger to place the word. Confirm the placement.
   d) If the computer does not recognize the word is will ask you if you are sure you want to place the word on the board.
The computer will now add up your score and post it in the scoring area of the screen, then move on to the next player.
After all the tiles have been played and one of the players has emptied their tray the game ends and the winner is displayed.

Maintenance and service

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

1. Caring for the cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

2. In case of difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (*Note*: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

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Important notice of disclaimer regarding the programs

The following should be read and understood before using the software cartridge.

This program is not warranted to be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

No warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an "as is" basis.

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer. Being
first is our tradition.

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