```
/------------------------\
|                        |
|                        |
|                        |
|       N I T ~ W I T    |
|                        |
|                        |
|                        |
\------------------------/
```

INSTRUCTIONS

OBJECT OF THE GAME:

    To be the first player to reach or exceed a
predetermined point limit. This is a two-player game.

EQUIPMENT REQUIRED

    1 floppy disk or cassette tape containing the
      Nit~Wit game program (included)
    1 instruction booklet (included)
    1 TI 99/4A computer console (not included)
    1 color monitor (or 1 r.f. modulator and a color TV
      set) (not included)
    1 Exceltec (or T.I.) Extended BASIC command module
      (not included)
    1 disk drive (for disk version only) (not included)
    1 disk controller card (for disk version only) (not
      included)
    1 32K memory expansion card (for cassette version
      with disk system attached and turned on; also for
      disk version) (not included)
    1 peripheral expansion box with peripheral
      expansion card (for disk version only) (not
      included)
    1 cassette recorder with interface cables (cassette
      version only) (not included)
    1 pair of joysticks (not included)

    NOTE: For disk version only, separate units can be
used in lieu of the peripheral expansion box and all
cards listed above.

PREPARATION:

    Connect all equipment (not included with this package) as shown in each equipment's respective instruction manuals and insure that the equipment is working properly. Read and study this entire instruction booklet carefully before proceeding to play the game.

GAME DESCRIPTION:

    Each of the two players, at the same time, traps letters from falling through drain pipes by maneuvering each of their respective stopper plugs into the pipes, trapping specific letters in succession, eventually spelling out the longest word they can make for point scores.

START OF GAME:

    After loading the program and entering the RUN command, the screen will remain blank for several seconds; and then the game's title (**Nit~Wit**) will appear down the right-hand side. At that time, you will hear a brief musical interlude. When the music ends, a series of questions, each requiring an answer, will appear. After answering these questions, by typing the answers on the computer and entering each answer, the game will be ready to play.

<center>SEQUENCE OF QUESTIONS</center>

WOULD YOU LIKE TO WATCH SOME
ANIMATION BEFORE PLAYING THE
GAME? (Y/N) Y

    There is an animation sequence lasting approximately 2 1/2 minutes which depicts a grid, with letters floating in random directions above it. Also floating above the grid is a thingamajig, black in color. This thingamajig will spell out the name "NIT~WIT" by catching each letter, in sequential order, landing on top of the letter, and then applying pressure which will smash the letter against the grid. It will then slide the smashed letter down the grid and off the screen.

<center>2</center>

When the above question appears at the bottom of the screen, simply press the enter key to view the animation, or type the letter N and press enter to skip over the sequence and play the game.

NOTE: If, while watching the animation, you should desire to skip over the rest of the sequence, just press any key and you will be able to start playing the game.

ARE YOU NIT-WITS READY TO
PLAY THE GAME? (Y/N) Y

When the above question appears, type N and press enter if you are not ready; otherwise, just press enter.

PLEASE SELECT A POINT LIMIT
FOR WINNING THE GAME (UP TO
900 POINTS IS ALLOWED).

When the above statement appears, select an amount from 1 to 900, to determine what the winning score will be, by entering the number(s) from your keyboard. The first player to reach that total will win the game.

After the above statement is answered, the game begins; so grab your joysticks and be ready to play!

GAME SCREEN DESCRIPTION

After entering the desired point limit, the actual game screen will develop. On the screen you will see two groups of drain pipe openings. Each group of drain pipes will be grouped in a circle, six in each circle. Each drain pipe is shaped like the letter "Y" and looks as though the letter was split down the middle and separated slightly.

You should also notice that the screen is cut in half by a vertical line. During the play of the game, player #1 controls the left side of the screen and player #2 controls the right side of the screen. Likewise, joystick #1 is assigned to player #1 and joystick #2 is assigned to player #2.

In the middle of each group, or circle, of drain pipes you will see a figure shaped like a rubber stopper. The left stopper is assigned to player #1, is controlled by joystick #1, and is colored green. The right stopper is assigned to player #2, is controlled by joystick #2, and is colored orange.

Also, on the screen, you should notice that a group of six letters, one group for each side, or player, will begin to fall from the top, through the drain pipes, and then down off the bottom of the screen. These same letters will then wrap around the screen and begin to fall from the top again. The group of letters on the left side of the screen are assigned to player #1 and are colored red. The group of letters on the right side of the screen are assigned to player #2 and are colored blue.

PLAYING THE GAME

As soon as the two groups of letters begin to fall from the top of the playing screen, each player must now try to form a word from his own 6-letter group (both letter groups contain the same six letters) in his head. After a player finds a word amongst the letters, he must then use the joystick to maneuver his stopper and position the stopper so that it plugs up the bottom of the specific drain pipe through which the first letter of the word which he has thought of will fall.

You may also have noticed that the drain pipes are arranged so that, on each side of the screen, three columns are formed, each column containing two drain pipes, one under the other. Two of the falling letters from each group of six falling letters will fall, or pass through, the two drain pipes located in the column, or direction, of their fall. In other words, each of the three columns on each side of the screen will contain two drain pipes and two falling letters. Each of the falling letters will be falling at different rates of speed; therefore, one of the two letters in each column may pass by the other letter in that column during their fall through the drain pipes.

After positioning the stopper at the bottom of one of the two drain pipes through which the first letter of the word which a player has thought of will fall, he must then press the fire button on his joystick to plug up that specific drain pipe, thereby catching the first letter that falls into it and stopping its falling motion, trapping that letter in the drain pipe. When the fire button is pressed, a gong will sound, signaling to the player that the computer has detected a depressed fire button and the stopper will now trap the first letter that falls into that particular drain pipe. A different sound gong will be heard depending on which player's fire button was pressed.

If the fire button on both players' joysticks are pressed at the same time, the word "TIE" will appear briefly at the bottom of the screen.

Whenever a fire button is pressed, both players' joysticks will remain inoperative until the computer determines the results, based on the location of the stopper on the screen. If a stopper is positioned too far below, above, or in some way, out of alignment with the bottom of a drain pipe, a low-pitched beep will be heard; and the stopper controlled by the player who pressed the fire button will return to the center of his side of the screen. That player must then try again from that center spot, or home position.

If a player has positioned his stopper successfully at the bottom of a drain pipe, and has pressed the fire button on his joystick, first a gong will be heard. Immediately, at the same time, both players' joysticks will become inoperative. Also, the **other** player's stopper will disappear until a letter falls into the drain pipe which was just stopped up. After the letter is stopped in its motion, it will change its color to black; the stopper will change its color to grey; and a number will appear above the drain pipe that was plugged up, letting the player know what position that letter will appear in the word he is trying to form. Finally, a new stopper will be assigned to each of both players and they will appear in their respective home, or center, positions.

Play now resumes with both players trying to trap more letters to form their desired words.

When a player finishes trapping letters, in order, to spell his word, he immediately presses the fire button while his stopper appears at his home position. The word he has formed will then appear under his player number near the top of his side of the screen, and a strange warbling sound will be heard signaling the end of that player's turn. At that time, a sequence of statements will appear at the bottom of the screen; each statement requiring input by the player.

NOTE: During each round of play, a drain pipe can be plugged only **once** and can contain only **one letter** at a time.

PLAYER _ HAS SPELLED A WORD!
IS THERE A CHALLENGE?(Y/N) N

    After a player has finished spelling a word, the
above two statements will appear at the bottom of the
screen. The first statement will tell which player has
spelled his word. The second statement asks if the
other player thinks that the word is illegal or spelled
incorrectly. If that **other** player agrees, then type Y
and press enter, otherwise, just press enter and the
point value for that word will be added to the score of
the player who spelled the word, in accordance with the
scoring procedures. Both players' turns are now over
and a new set of letters will begin to fall, after the
present letters and stoppers are cleared off the screen.

    WHO WON THE BATTLE?
(P=PLAYER; C=CHALLENGER) C

    When a player spells a word and the other player
challenges that word as being misspelled or not legal,
or allowable, the above two statements will appear.
Because the word is in doubt, a dictionary should be
consulted to determine if spelling and usage is correct.
If the word is found to be correct, type P and press
enter; and the point value for that word will be added
to that score of the player who spelled the word, in
accordance with the scoring procedures. Both players'
turns will now be over. If the word is not correct,
simply type enter and two of the following statements
will appear:

PLAYER _: YOU LOSE YOUR TURN!
PLAYER _: FINISH YOUR WORD!!!
   THIS ROUND IS OVER!!!

    When a word is challenged and found to be incorrect
the first statement, above, will appear, telling the
player that formed the word that he has just lost his
turn. If the **other** player has not finished making **his**
word, the second statement will **also** appear and that
player may now finish his word without any competition
from the player who just lost his turn. If, however,
one player has **already** lost his turn during this round
and the other player's word, when finished, is **also**
challenged and found to be incorrect, the third
statement, above, will appear. Both players' turns are

now over and a new set of letters will fall, starting a
new round of play.

   ----- END OF GAME -----
PLAYER _ WINS BY _ POINTS!

     When a player whose score reaches or exceeds the
point limit that was predetermined at the beginning of
the game, the above two statements will appear and the
screen will turn red, signaling the end of the game.

                          SCORING

     There is a score box near the bottom of each
player's side of the screen. These score boxes will
show, after each round of play is over, the total score,
so far, for the game.
     The point value for a correct word is totaled as
such: the length of a correct word is multiplied by
itself (squared). This point value is then added to the
player's score, who completed the word, and becomes his
total score, so far, for the game. Only a player with a
correct, completed word will receive any point value for
that round of play.

                   GETTING READY TO PLAY

FOR DISK VERSION ONLY: Make sure that the Extended BASIC
command module is inserted into the command module port
of your console. Turn on all peripherals, then turn on
the console. When the master title screen appears,
press any key to display the module's main menu. Now
select Extended BASIC from the menu and wait until the
word READY appears on your screen. Insert the Nit~Wit
program disk into disk drive #1. Type in the following
statement: **RUN "DSK1.NIT-WIT"**

FOR CASSETTE VERSION ONLY: Make sure that the Extended
BASIC command module is inserted into the command module
port of your console. Turn on your monitor or TV set,
then turn on your console. When the master title screen
appears, press any key to display the module's main
menu. Now select Extended BASIC from the menu and wait
until the word READY appears on your screen. Insert the
Nit~Wit program cassette into your cassette recorder.