Spectrum HoloByte®

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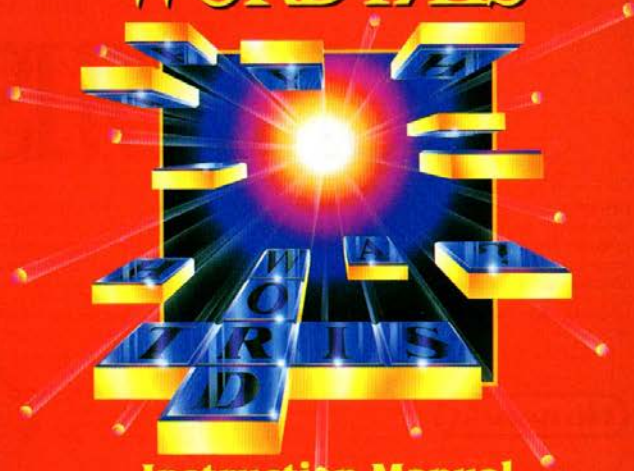
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Nintendo®

GAME BOY®

WORDTRIS™

DMG-WT-USA



Instruction Manual

Spectrum HoloByte®

presents

WORDTRIS™

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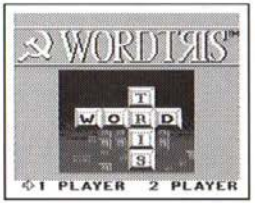
Welcome to Wordtris™

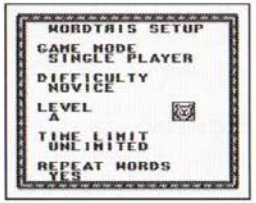
Wordtris not only tests your skill and coordination, as any good arcade game should, but also your creativity and vocabulary skills. For in *Wordtris*, each falling block is labelled with a letter, and the only way to remove blocks from the well is to maneuver them so they form words. Naturally it was love at first sight for us here at Spectrum HoloByte, because *Wordtris* combines the fun of a word game with the fast-paced action of *Tetris*®.

You'll have to be quick. *Wordtris* leaves no time for lethologica (the temporary inability to recall a word) and legomachy (the dispute of words and their meanings). Are you up to the challenge? Do you consider yourself a grammatologist (one who worships words)? If so, then read on.

Title screen

Right after the copyright and credits screens is the *Wordtris* Title screen. This is where you select either a one player or two player "linked" game. Use the Control Pad to move the arrow to your choice and then press **A**. If this is your first game, select 1 PLAYER. After you make your choice, you'll go to the Setup screen.





Wordtris Setup screen

The Setup screen contains all the options you need to play *Wordtris*. Make selections from the Setup screen with the Control Pad. When the arrow is next to the option you want, press **A** to select that option. A window will then appear, allowing you to choose from a number of selections. Move to the selection you want with the Control Pad and then press **A**.

Game Mode

When you first get to the Setup screen, the arrow is next to the Game Mode option. If you selected 1 PLAYER from the Title screen, you have the option to play either a SINGLE PLAYER game or a TOURNAMENT game. (A TOURNAMENT game allows 2–4 people to play on the same Game Boy.)

Difficulty

Wordtris has four difficulty modes. The modes and their differences are listed in the following table:

DIFFICULTY	Children's & Novice	Advanced	Expert
Minimum letters for a word	3	3 for levels A–E 4 for levels F–J	4
Minimum letters for a Magic Word	5	6	7
Scoring	x1	x2	x3

CHILDREN'S mode is the same as NOVICE mode except the letters will drop slower.

Level

There are 10 levels in Wordtris: A–J. At the higher levels, the blocks fall faster and the game may require more letters before it will accept a word.

Time Limit

In *Wordtris*, you can choose to play a regular game or one with a limited amount of time. Choosing anything other than UNLIMITED lets you play for that number of minutes. The time appears on the game screen directly below the Magic Word. When the timer reaches 0:00, the game is over.

Repeat Words

The Repeat Words option, when set to YES, removes duplicate words from the well. For instance, if you form the word "DOG" at

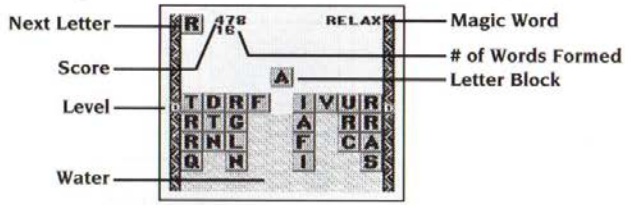
the beginning of the game and Repeat Words is set to YES, then "DOG" will be removed from the well every subsequent time you form the word. *You only earn a score the first time you form the word.* If Repeat Words is set to No, then repeated words are not removed from the well.

Starting the game

To start the game, press the **START** button. You can end the game at any time by pressing **SELECT,** opening the Game window and selecting ABORT GAME with the **A** button.

Playing Wordtris

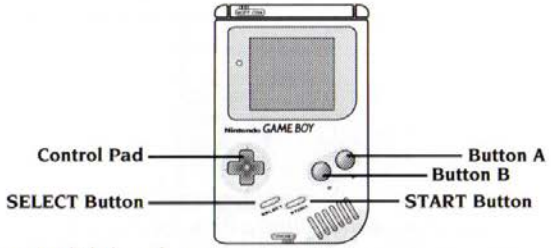
Wordtris starts on the level you selected on the Setup screen. There are a total of 10 levels, A through J, with each level becoming progressively more difficult. The higher the level, the faster the blocks fall into the well and the more words you'll have to form to complete the level.



The bottom half of the well is filled with water. Letter blocks fall randomly from the top of the well and float on the water. If a falling block lands on top of a floating block, the lower block is pushed beneath the water. When the blocks reach the bottom of the well, they begin stacking above the water line unless you create a word, at which time the word will disappear from the well and you earn a score.

Moving blocks

As letter blocks fall, use the Control Pad to move them left and right. Pushing the Control Pad down makes a block fall faster.



Special blocks

There are four special blocks that sometimes fall from the top of the screen. These are the three erase blocks and the wild card block.

Erase blocks

On occasion, you will get one of the three erase blocks. One looks like a cherry bomb, another looks like a dynamite stick and the third looks like a beaker of acid. The erase blocks are really useful for fixing mistakes and are described on the next page:



Cherry bomb — This piece will blow up any one block it lands on. It will randomly appear on all levels.



Dynamite stick — When this piece lands on a block, it will destroy that block, the block below it and one block on each side of it. This piece will randomly appear on levels E–J.



Acid beaker — If you get this piece, it will melt the entire column of blocks it lands on. This piece will appear only after you create a six, seven, eight or nine letter word.

Wild card blocks

Some blocks that drop into the well are labelled with a question mark and look like [?]. These are called "wild card blocks" and when they appear, you can choose any letter you want by using the **A** and **B** buttons as it falls into the well. The resulting letter

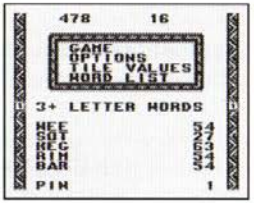
is worth zero points. If you don't choose a letter by the time it reaches the water, the wild card block will change to a random letter (which will then be worth its normal points).

Pausing the game

You can pause the game at any time by pressing the **START** button. Press **START** again to return to the game.

Additional options

If you press **SELECT** while you're in the middle of a game, your game will pause and you'll go to another screen. This screen will show you the minimum letter requirement for your game, a short list of the last five words you've made with their scores and the last duplicate word you've formed. You'll also be able to select a number of choices from a menu using the Control Pad and the **A** button. These choices are listed on the following pages:



Game

This menu allows you to either return to your game or to abort your current game. RESUME GAME will bring you back to the game screen, and ABORT GAME will take you to the *Wordtris* Setup screen.

Options

Selecting Options brings you to a screen similar to the Setup screen at the beginning of the game. The options are as follows:

Main Menu

Choosing Main Menu exits the Options screen and brings you back to the previous screen.

Go to Level 'x'
This option brings you to the next level (as indicated by the letter "x"). Simply choosing this will not increase your score.

Music
Selecting Music allows you to turn the game's music On or Off.

All Sounds
Choosing All Sounds allows you to turn sound effects On or Off.

Next Letter
The Next Letter option gives you the ability to play without the next letter in the upper left-hand corner of the game screen. Turning Next Letter Off will give you more points per word.

Tile Values

This option shows you how many points each letter tile is worth. Each letter is worth points (when a word is formed) based on how hard it is to create words with that particular letter. For example, a [Z] is worth 10 points because it is difficult to create a word with a "Z" in it. Press **A** to return to the Options screen.

Word List

Selecting Word List brings up a screen with the last several words you have formed during your current game. Use the Control Pad to move up and down the entire list. Press **A** to exit this screen.

Scoring

You score in *Wordtris* by creating words with the letters that fall into the well. *Wordtris* doesn't accept abbreviated words, hyphenated words, foreign words, and proper nouns. (Note: Some words were intentionally omitted as inappropriate for young players.) Each block is worth a certain number of points when you create a word. You can form words horizontally or vertically, and they can overlap each other. When you form a word, its score will flash for a moment at the top center of the game screen.

For example, if you spelled the word WEDGE, your individual word score would be calculated as follows:

Letter values		# of letters		Level		Word score
W E D G E	x	W E D G E	x	**B**	=	**100**
4 + 1 + 2 + 2 + 1						
10	x	5	x	2	=	100

This score can also be modified in the following manner:

If Repeat Words is set to No, then the word score is multiplied by 2. In addition, if you are playing with Next Letter set to Off, an additional 25% is added to the word score. Finally, if you are playing in Advanced or Expert Difficulty mode, the word score is multiplied by 2 or 3 respectively.



NOTE: *Individual letter scores can be found in the Options screen under Tile Values (after pressing* **SELECT** *during a game).*

Magic Words

If you form the Magic Word (displayed above the well and to the right), then two things happen:

1. Your score total is increased by the word score for the Magic Word, the word scores of any other words formed, *plus* the letter value for every block in the well.
2. The well is cleared of all blocks.

Following our previous example, if our Magic Word was "WEDGE," then the value for all other words and letter blocks in the well would be added to the 100 points we have already received for "WEDGE." That number would then be added to your total score.

However, longer words which contain the Magic Word do not count. For example, "WEDGE" may be the Magic Word, and you have the letters W E G E S set up in the well. If you drop a D between the E and G, Wordtris will not recognize the word "WEDGES" as the Magic Word of "WEDGE."



The Magic Word is five letters long in NOVICE *mode, six letters long in* ADVANCED *mode and seven letters long in* EXPERT *mode.*

Advancing to the next level

There are 10 difficulty levels in *Wordtris*: A–J. You progress to the next highest level after you have accumulated a certain number of words, as shown in the following table:

Level	Words	Level	Words
A	3	F	58
B	8	G	83
C	15	H	108
D	25	I	133
E	38	J	No Limit

The word total is cumulative, not obtained per level. So, once you create three words on level A you'll progress to level B. At level B you only need another five words to progress to level C because the total number of words needed at that point is eight.

After you complete a level (except in CHILDREN'S or 2 PLAYER mode), you will be presented with a Level Bonus screen that shows how many 5, 6, 7, 8 and 9 letter words you formed and the bonus points for each. When you are ready to go to the next level, press **START**.

Ending Wordtris

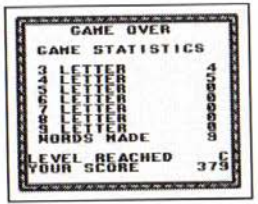
Wordtris ends when one of three things occurs:

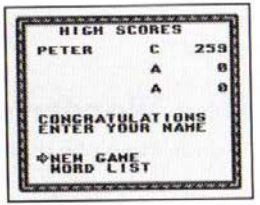
1. The well fills to the top with blocks;
2. Your game time limit, if any, expires; or
3. You press **SELECT**, open the Game window and select ABORT GAME.

If you reach level J, the game continues at that level until one of the three conditions above is met.

Game Statistics screen

When your game is over, you will be shown the Game Statistics screen. It shows the number of each length word you made, the total number of words you made, the highest level you reached and your final score. Press **A** to go to the High Scores screen.





High Scores screen

Wordtris keeps track of the top three high scores. If your score is one of the top three scores, you will be asked to enter your name. Use the Control Pad to change letters and move on to the next letter. When you are finished, press **START**.

After you have entered your name, you can look at your final Word List or select New Game. Choosing New Game will bring you to the Setup screen.

NOTE: *High Scores will not be saved when you turn off your Game Boy unit.*

Tournament Wordtris

If you want to compete with up to three of your friends to see who can play the best game of *Wordtris*, choose 1 Player from the Title screen, and then choose Tournament from the Game Mode window on the Setup screen. Tournament players play separate games; when one player is finished, the next player steps up to bat. Each game has the same sequence of falling blocks so that all players play exactly the same game.

When you select Tournament, you can then choose how many players want to play. *Wordtris* keeps a separate word count and

score for each player. Each player's word count and score is shown during their game. You can also set a time limit for each game.

Each player's turn continues until one of two things occurs:

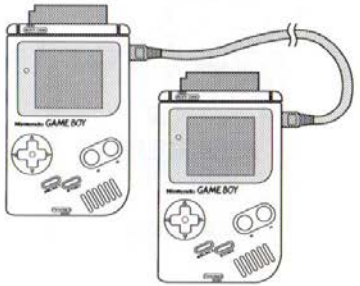
1. The player reaches a new level; or
2. The well stacks to the top with blocks.

NOTE: *In* TOURNAMENT *games, the players must pass the Game Boy to the next player at the end of a level. If, at any time, a player's well is stacked to the top with blocks, his game is over.*

At the end of the tournament, the Tournament Scores screen lists the players, their scores, the last level they reached when their game ended and which player won the game.

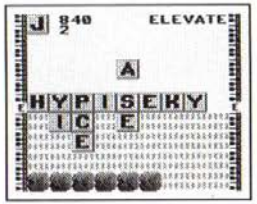
2 PLAYER Wordtris

If you want to play against a friend on another Game Boy, then you want the 2 PLAYER "linked" game. All you need for a 2 PLAYER game are two Game Boys, two *Wordtris* Game Paks and a Game Link cable. Once you've hooked up the two Game Boys with the Game Link cable (as shown below) and inserted the *Wordtris* Game Paks, turn on the two Game Boys. When the Title screen appears, choose 2 PLAYER.



NOTE: *The player who chooses* 2 PLAYER *first will hear a sound effect telling him that he is in control of the Setup screen choices.*

The rules for the 2 PLAYER game are almost the same as the rules for the other *Wordtris* game modes, with one major exception: when one player forms a long word, one or more rocks may bubble up from the bottom of the opponent's well (see below). Rocks are the same size as letter blocks, and any letter blocks on the bottom of the well are pushed upward by the rock(s).



The number of rocks that appears in your opponent's well is determined by the number of letter blocks in the words you create. The following table shows the number of letter blocks it takes to generate rocks in your opponent's well depending on the difficulty mode:

Rocks	Novice	Advanced A-E	Advanced F-J	Expert
1	4	4	5	5
2	5	5	6	6
3	6	6	7	7
4	7	7	8	8
5	8	8	9	9
6	9	9	10	10
7	10	10	11	11
8	11	11	12	12
9	12+	12+	13+	13+

The table suggests that one can form words of 13 characters or longer, but that isn't the case. *Wordtris* words are limited to nine characters, but in some cases you can form more than one word at the same time (overlapping vertically and horizontally), which means that you can score more than nine *letters* at once.

You can also score 13 or more letters if your well contains many blocks and you form the Magic Word. If you form the Magic Word, then your well is cleared (including rocks) and your opponent receives the number of rocks shown in the table on the previous page.



NOTE: *The maximum number of rocks you can send or receive is one row (9 rocks).*

Ending 2 Player Wordtris

When the letter blocks reach the top of one player's well, that player loses the game. If the time limit runs out in a timed game, both games end and the player with the higher score is the winner. In an Unlimited timed game, the game is over when one of the two players stacks blocks to the top of the well or achieves one of the following scores:

Points	Difficulty mode
5,000	Children's and Novice
10,000	Advanced
15,000	Expert

The 2 Player score screen appears at the end of the 2 Player game. The score screen shows each player's score, the highest level reached, and the number of words formed. You can then either play another 2 Player game or quit.

Wordtris strategy

Believe it or not, there are certain methods to the Wordtris madness. Most importantly, know the difference between your consonants and your vowels. Try to land them in a logical

sequence. For instance, there aren't too many words that have a "B" and a "C" right next to each other, but you might get a word if you leave a space between the two letters.

Likewise, be careful about placing certain consonants on the right side of the screen. You will have a hard time getting rid of a "J" that you land in the right-most column since there are almost no words in the English language that end in "J."

Also try to stay aware of common letter combinations such as "ST," "LY," "OU," "CK," "CH," and so on. Grouping such letters together can prove very useful in *Wordtris*. In addition, planning letter combinations often lets you form longer words, thus earning a higher score. Sometimes *Wordtris* even helps you out by dropping the two letters in sequence.

Try to plan ahead. As you land the letters, try to remember what letters you'll need to form certain words. This is extremely helpful when you get the [?] block. If you have a letter in mind, then you can quickly select it and use the wild card block to complete a word instead of letting it fall so it changes to a random letter.

Don't forget to take advantage of the erase blocks. They will help you eliminate any troublesome letters from the well.

Be careful about how you land your letters if you're trying to build the Magic Word. For instance, suppose the Magic Word is "PEACE." If you get a [P], an [E], and an [A] and you land them in that order, then *Wordtris* will recognize the word "PEA" and you'll have to start all over again. Likewise, the word "PEACE" also contains the word "ACE." So the best strategy for a word like "PEACE" would be to land the blocks in the following order, [P][E] [C][E], and then wait for an [A] to fall into the well.

Last, but not least, as a tip for our younger players, try the CHILDREN'S mode. The slower speed gives you a better chance to make words from the falling letters.

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90-DAY LIMITED WARRANTY:

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Customer Support Department
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2490 Mariner Square Loop, Suite 100
Alameda, CA 94501

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