

Hoyle Word Games help

Welcome to Hoyle® Word Games! To find out how to play the games, click the items below.



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Overview of Hoyle Word Games

Hoyle® Word Games includes eight different word games, with a mix of traditional games (Crosswords, Word Searches, and Hangman), less familiar games (Enigma, Anagrams, and Speedy Racer), and two brand new games exclusive to Hoyle Word Games (DoubleCross and Word Yacht).

Game descriptions

Anagrams

Race the clock to try to find specific words using the six letters on your screen. Before time runs out, find a certain number of words to win the game—or find lots of words to maximize your score.

Crosswords

Solve one of hundreds of crosswords. You can save and print puzzles and easily get help on tough clues. Play solo or play with friends and family on your computer.

DoubleCross

A cutthroat game of competitive crosswords with a lot of unexpected twists. Play strategically to get the most points possible. Play with computer characters or play with friends and family on your computer.

Enigma

Try to unscramble a scrambled quote by swapping one letter with another in this game based on the Enigma encryption machine. This game includes an on-screen graph to help you solve the puzzle.

Hangman

This entertaining improvement on the classic hangman guess-the-hidden-word game lets you choose among four different games for one or more players. You can choose one of several different game environments.

Speedy Racer

In this quick-moving game, type the letters and words that appear on screen before they disappear. There are two versions of the game: save the little pigs from the big bad wolf, or sink the enemy pirates before they sink you!

Word Searches

Try to find words hidden within a grid of letters. There are hundreds of word searches on many different categories. You can save and print puzzles. Play solo, or play with friends and family on your computer.

Word Yacht

Roll lettered dice, and try to make words that complete one of the eight challenging word categories on your Yacht scorecard. Play with computer characters, or play with friends and family on your computer.



Signing in

When you start Hoyle Word Games, you must sign in as a particular player with a name and a picture to represent yourself. You must create at least one player to play the games, and you can create additional players for yourself, your friends, and your family members. One reason for creating multiple players is that some games allow more than one player on the same computer. Another reason is that your high scores and other statistics are tracked based on your player name.

To create a new player:

- 1 Click the New Player button.
- 2 Type a name for this player, and click OK.
- 3 If you want to create your own unique face, click the Create Face button to start Face Maker. Click [here to learn more about using Face Maker: >>](#)
OR
Select Standard to select an existing picture, or select Face Maker to use a picture you have already made using Face Maker. Then, select the face you want to use by moving the horizontal scroll bar.
- 5 Click OK to create the player.

To sign in a player created during a previous session:

- 1 Find the player in the list of player accounts, using the vertical scroll bar if necessary.
- 2 Click the player's name in the list to highlight it.
You can change the player's picture if you want; see step 3, above, for instructions on creating or changing your picture.
- 3 Click OK to start playing games as this player.

Notes:

You can use the Sign In dialog box to perform other functions:

- 1 You can edit a face you have created in Face Maker by selecting the Face Maker face and clicking the Edit button. This will take you to Face Maker and let you change the face.
- 2 You can delete a face you have created in Face Maker by selecting the Face Maker face and clicking the Delete button. The face is removed permanently.
- 3 You can remove a player from the list of players by selecting the player name and clicking the Delete button. The player, and all of his or her statistics, is removed permanently.





Making a face in Face Maker

You can use Face Maker to create a unique picture to represent yourself in Hoyle Word Games. This picture is shown on the screen when you play games on your computer. You can make just one face to represent yourself, or you can make several different faces and choose a different face each time you play!

Click one of the topics below to learn more about Face Maker:



Starting Face Maker



Using Face Maker



The Face Maker screen



Deleting a Face Maker face

Starting Face Maker

To start Face Maker:

- ▶ Click the Create Face button on the Sign In screen.

OR

Click Face Maker from the main screen of Word Games.

OR

On the Players dialog box, click the Replace button next to your face. You will be taken to the Sign In screen; click the Create Face button to start Face Maker.


Note: If you start Face Maker from the Sign In screen, the face you make is automatically assigned to the currently selected player. And if you make a face when you're already signed in to Word Games, it is automatically assigned to you.

To change an existing Face Maker face:

- ▶ Select the face in the Sign In screen, and click the Edit Face button.

OR

In Face Maker, click the Load button, select the name of the face you want to change, and then click OK to load that face into Face Maker.

Click here to learn how to use Face Maker: 


Tip:

- ♦ You can delete a Face Maker face from the Sign In dialog box or when loading a face.



Using Face Maker

You can create a unique picture for yourself using Face Maker. You can start with a new face, or load a previously created face by clicking the Load button.

For a detailed explanation of the Face Maker screen, click here: 

To make a face in Face Maker:

- 1 Click a feature (head, eyes, nose, and so on) on the Face Maker keyboard.
You can select features in any order, and you don't have to specify every feature (your face can have no nose, for example).
- 2 Select the picture you want to use for that feature.
You can select eyes and eyebrows that match, or you can select different left and right ones, if you like. To select matching eyes or eyebrows, click the mannequin head for the picture you want; to select each eye or eyebrow separately, click the left and right sides of the pictures you want.
- 3 You can move features around on the face by clicking the arrow buttons on the Face Maker screen or by clicking the arrow keys on your keyboard. All features except the body and clothes can be moved.
- 4 Add any other features you want.
- 5 Select one of the four skin tones for your face.
- 6 Click Save to save the face; you're asked to give it a name. You can use the name of the player you want to use this face with, or a descriptive name for the face ("brunette with ponytail"). (Note that naming the face doesn't automatically associate it with a player.)
- 7 Click Exit to exit Face Maker.

The face you created can be associated with a player using the Players dialog box or the initial Sign In screen.

To remove a feature from the face:

- 1 Select the feature you want to remove.
- 2 Click the Clear Item button.

To clear the entire face:

- ▶ Click the Reset button to start a new face from scratch. Your current face will be cleared.

Notes and Tips:

- ♦ Moving eyebrows to different heights is a good subtle way to add personality to your face.
- ♦ Moving a nose downward can create an impression of a longer nose; moving it upward can make a shorter nose.
- ♦ Be creative! Many items can be moved anywhere on the face.
- ♦ Clothing is specific to the body you select. If you select an article of clothing and then change your body, you may need to select new clothes for your new body.
- ♦ To quickly create a unique new face, click the Randomize button. (This is good if you're not feeling creative, but still want a change.) You can still make changes to the random face, if you want. Be careful when using this button as this will erase the face currently on the screen.
- ♦ You can give faces you have made to other people (on a disk, or via e-mail). For instance, you might want to give faces to other people you know who have Hoyle games.

You can find Face Maker faces in the **c:\program files\won\facemaker** directory on your computer. The file names look like this: **Girl with Cowboy Hat.FAC** (the first part of the filename is the name you saved the face with, and the file extension is always .FAC). Tell the person to whom you're giving the file to copy the Face Maker file to the same directory on his or her computer.



The Face Maker screen

The Face Maker screen is shown below. Click the screen to see a description of the different items on the screen.



To get a step-by-step description of how to use Face Maker, click here: [»](#)

Facial features

Shows all of the available options for the current feature you are working with. Click the left and right arrow buttons to move through the pages of options, or click a numbered button to move to a specific page.

Body

Selects your body type. Both male and female body types are shown.

Clothes

Selects clothing for your body. You will only see clothes that fit the body shape you chose.

Head

Selects the shape of your head.

Hair and Hats

Selects hair and hat combinations.

Eyebrows

Selects eyebrows. To select matching eyebrows, click the mannequin head on the picture of eyebrows you want. To select different left and right eyebrows, click the left and right sides of the pictures of the eyebrows you want.

Eyes

Selects eyes. To select matching eyes, click the mannequin head on the picture of eyes you want. To select different left and right eyes, click the left and right sides of the pictures of the eyes you want.

Nose

Selects a nose. Move the nose up and down to lengthen or shorten it.

Mouth

Selects a mouth.

Glasses

Selects glasses for your face. Some glasses will hide your eyes.

Facial Hair

Selects a variety of types of facial hair.

Randomize

Randomly selects a number of features for your face (gives you a face you can use right away). You can make changes to a random face, if desired.

Reset

Resets the current face, and removes all of the face's features, so you can start a new face from scratch.

Face

Shows the face in progress, with any features you have added to your face.

Skin Tone

Selects the skin tone for your head and body.

Clear Item

Removes the currently selected feature from your face.

Arrows

Moves the currently selected feature around in the face. Not all features can be moved.

Help

Opens this help file.

Load

Loads a previously saved face. In addition, you can delete existing faces in the Load dialog box.

Save

Saves the current face. The face will be available in the Sign In and Players dialog boxes.

Exit

Exits Face Maker without saving the current face.

Deleting a Face Maker face

You can delete a face from the Sign In screen or from within Face Maker itself.

- ▶ In the Sign In screen, select the face you want to delete by moving the horizontal scroll bar, and then click the Delete button.

OR

In Face Maker, click Load (as if to load a face). Click the face you want to delete, and then click the Delete button. Click the Cancel button when you are done deleting faces.



Starting a game

You can start a game from the Main Screen, or you can choose a game from the Go To menu.

To start a game:

- ▶ From the Main Screen, click the game you want to play. To get to the main screen from within a game, click Main Screen on the Go To menu.


To switch to a different game:

- ▶ Click Go To, and then click the name of the game you want to switch to. You are asked if you are sure you want to exit the current game.

Note: You can save a game and come back and play it later by using the Save and Restore commands in the Game menu.



Changing player settings

When you sign in to Hoyle Word Games, you are the “host.” Up to three other people can play games with you on your computer; this is called “head to head” play. In addition, you can play against the Hoyle computer characters. To learn more about the Hoyle computer characters, click here: 

When you start a game, all of the actively signed-in people are seated in the game, if possible, along with one or more computer characters to fill any empty seats.

You can add or remove players only before you start playing a game. However, at any time you can substitute one computer character for another or change the skill level of any computer character. In addition, you can change your player picture at any time.

To change player settings:

- 1 Click Players on the Options menu, or click a player’s picture within a game.
If you are in the Main Screen, the Players dialog box shows any people who are actively signed in. When you are playing a game, any computer characters playing with you are also shown.
- 2 You can change player settings as described below. Some settings can only be changed before a game starts.
 - ♦ To add another player to a game, click **Add**. For games that allow real people, you are asked whether you want to add a real person. Answer “No” to add a computer character.
 - ♦ To replace a player with a different person or computer character, click **Replace**. Again, you are asked whether you want to replace the player with a real person. Answer “No” to replace the player with a computer character. Note that you cannot replace the host of a game. (To change the host of a game, you must open the Players dialog box from the Main Screen.)
 - ♦ To remove a player, click **Clear**.
 - ♦ To change the settings for a real person or computer character, click **Settings**. For computer characters, you usually can change the character’s skill level. For real people, you can change the picture used for that person, and you can change options such as your character color (for DoubleCross) or the difficulty of your scorecard (for Word Yacht).

Note:

- ♦ When you start a game that includes computer characters, random characters are chosen for you. If you like to play with certain characters, you can set a few characters to be your “favorite” characters so they are used in every game.

To set a character to be your favorite, select the Settings button next to a computer character (within a game that allows computer characters), and check the Is Favorite box with your favorite character selected. Set just a few characters to be your favorites, or set all but one or two (if there are characters you don’t want to ever play games with).



Hoyle computer characters

Hoyle Word Games offers an array of animated characters for you to play word games with. To learn how to change the characters playing in a particular game, click here: [»»](#)

Captain Scurvy



Captain Scurvy is a parrot pirate who has spent many years conquering all available seas. His favorite activities are pillaging, ordering his crew around, and reading cryptic maps. On long sailings across the Pacific Ocean, he plays a variety of games with his crew, some involving large wagers. He is noisy, friendly, and quick to offer advice. It is rumored that Scurvy had a life before the sea, but he doesn't talk about it much.

Ethel



Originally from Red Cloud, Nebraska, Ethel raised a family of five children, and now has eight grandchildren. She enjoys the simple things in life, such as visiting with family and friends and beating the pants off them in games. Sharp as a tack and a crafty veteran of many games, she will provide ample challenge for even the best players.

Harley



Harley is a talking bear who likes food and rolling in the grass naked. He doesn't like forest fires, tourists, and hikers who think they can run away. He learned to play games by watching the park rangers play games in their cabin on breaks (when he wasn't sneaking food out of their fridge). Underneath the growly exterior, he's a pussycat (unless you are eating and don't offer to share).

Miss Tardee



Miss Tardee is a high school chemistry teacher who is convinced that the proper combination of solutions can solve any problem. She encourages her opponents to do well, but she never lets them forget who the teacher is! Despite being brilliant, attractive, and practical, she is still single and searching for Mr. Right.

Rick



Rick is a stand up comic from Los Angeles who likes money, women, and staying out late. He is often on the road and knows the hot spots in every major (and minor) U.S. city. He's never without a snappy comeback, so watch out! Despite the fact that he only reads comic books, he is good at word games and enjoys showing off.

Roswell



Roswell is the sole survivor of the famous "crash" in Roswell, New Mexico, 1947. In an extensive effort to keep this UFO incident hidden from the public, the government employed Roswell for years as a janitor at Area 51. Eventually granted a reasonable retirement package, Roswell now keeps his oversized brain (and his unchecked sarcasm) exercised by playing games.



Customizing the game atmosphere

You can change settings that affect the game atmosphere for all games (such as speed of play, background music, animations, and character speech) in the Global Settings dialog box.

To change game atmosphere for all games:

- ▶ Click Global Settings on the Options menu within a game.

You can change the following settings:

Setting	Description
Character Speech	Sets whether computer characters talk while you play. Characters only talk when you have the Hoyle Word Games CD-ROM in your CD-ROM drive.
Animations	Sets whether computer characters and game elements animate. Animations only play when you have the Hoyle Word Games CD-ROM in your CD-ROM drive.
Background Music	Sets whether you hear background music while you play the games. Specify which music you want to hear by selecting it in the Background Music Selection list. The music is played in all the games, except for certain games such as Anagrams that include their own music. Background music only plays when you have the Hoyle Word Games CD-ROM in your CD-ROM drive.
Sound Effects	Sets whether you hear sound effects during games, such as rolling dice and exploding bombs.
Game Speed	Sets the overall speed of all the games. You might want to slow down the games if they don't perform well on your computer. Move the Game Speed slider bar to the left (Slow) or right (Fast) to adjust the speed.
Character Attitude	Sets how talkative and animated computer characters are during the game. Move the Character Attitude slider bar to the left towards Serious for less attitude or to the right towards Silly for more attitude. Note: The attitude is set for all computer characters in the game. You cannot set each character's attitude individually.

Note:

- ♦ Background pictures (environments) for games are set within the game settings dialog boxes for the different games.



Playing games in full screen mode

You can make Hoyle Word Games fill your entire computer screen so that the games are easier to see.

To play in full-screen mode:

- ▶ Click Fill Screen on the Options menu. Hoyle Word Games resizes to fill the screen.

To turn off full-screen mode:

- ▶ Click Fill Screen on the Options menu. Hoyle Word Games returns to its original size.

Notes:

- ♦ Maximizing the game window will not make the screen bigger; you must use the Fill Screen command. The Fill Screen command may not work on all computers.
- ♦ Windows users: If you open the online help while in full screen mode, the full screen mode is turned off.



Setting game rules and options

You can set game settings for each game, such as rules for the game, the game setup, and the game environment.

You can change all the settings for a game before the game begins. Once a game is in progress, some settings cannot be changed.

To set game rules and options:

- 1 While in the game, click the <Game> Settings menu item on the Options menu. (In DoubleCross, you would click DoubleCross Settings on the Options menu.)
- 2 Make the changes you want to the settings.
- 3 Click OK to change the settings.

Note:

- ♦ If you want to change settings after you have started a game, you will need to restart the game. Click New on the Game menu, and then change the settings as described above before starting the game.



Shortcut keys

The following shortcut keys can be used in the different games. Print this topic for a handy reference.

All games

Alt+Enter	Turns Fill Screen on and off. Turning Fill Screen on makes Hoyle Word Games fill your entire computer screen so the games are easier to see.
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Anagrams

Letters A-Z	Used to type letters in the game.
Enter	Submits the word you have typed.
Backspace	Removes the previous letter.
Esc	Clears the entire word.

Crosswords

Letters A-Z	Used to type letters in the game.
Arrow keys	Move from square to square in the puzzle. If you are at the end of a word, you are moved to the next word in the puzzle.
Tab	Moves to the next word in the puzzle.
Shift+Tab	Moves to the previous word in the puzzle.
Backspace	Erases the current letter and moves back one letter.
Delete	Erases the current letter.
Spacebar	Switches the direction (from across to down or down to across) and moves to the first available square.

DoubleCross

P	Passes the turn to the next player.
G	Gets new letters instead of playing.
U	Undoes the last move you made, if possible.

Enigma

Letters A-Z	Used to type letters in the game (instead of selecting them with the mouse).
Enter	Swaps the two currently selected letters.
Ctrl+Z	Undoes the last action you performed (swapping letters, solving letters, and so on).

Hangman

Letters A-Z	Used to type letters (instead of selecting them with the mouse). Used in all games.
Enter	Starts a new game (Classic Hangman, Hangman Challenge, and Head to Head Hangman) or starts the next round (Hangman Showdown).

Speedy Racer

Letters A-Z	Used to type letters in the game.
Spacebar/Return/Backspace	Clears the current word you are typing, so you can type another word.

Word Searches

Letters A-Z	Moves to the first word in the word list that starts with that letter.
Arrow keys	Moves up and down through the word list one word at a time.

Word Yacht

Letters A-Z	Used to type letters in the game (instead of selecting them with the mouse).
Enter	Adds a word to the word list.
Backspace	Removes the previous letter.
Esc	Clears the word you just typed.
Spacebar	Rolls the dice when it's your turn.



Using the online dictionary

Hoyle Word Games includes an online dictionary* that you can use to look up definitions of words you want to know, such as words that the Hoyle characters use when playing, or words presented in the Crosswords or Word Searches. Some words found in the games may not be in the dictionary.

To use the dictionary:

- 1 Click Dictionary on the Help menu.
- 2 Type the word you want to look up, and click the Find button.
- 3 If the exact word is found, it is shown. If it cannot be found, the six closest matches are shown. To see the definition of one of the matches, select it, and click OK.

Hint: You can easily look up words that have been used in games you played this session; click the Recent Words button to see a list of recently used words.

- 4 You can continue to look up words or click Close to close the dictionary.

* Based upon Webster's New World™ College Dictionary, Fourth Edition. Published under license from IDG Books Worldwide, Inc. Webster's New World™ College Dictionary, Fourth Edition copyright © 1999 Macmillan General Reference USA, Inc., a wholly owned subsidiary of IDG Books Worldwide, Inc. All rights reserved. Webster's New World is a trademark of Macmillan General Reference USA, Inc., a wholly owned subsidiary of IDG Books Worldwide, Inc.



Saving and restoring games

You can save a game you are currently playing so you can play it later. The next time you start the game, you can open your saved game (using the Restore command). You will then be back in the game at the same point you left it, with the same players and game settings.

To save a game:

- 1 Click Save on the Game menu.
- 2 Type a name for the saved game. This can be a descriptive name such as “Second game with Roswell.” (You will see a picture of the game when you restore it, to help you identify it.)

To restore a game:

- 1 Click Restore on the Game menu, and then select the game you want to restore.
You can see a picture of each game and the date and time it was saved by selecting the name of the saved game.
- 2 Click OK to restore the selected game. It will replace any game you are currently playing (you are asked if you want to replace it.)

Important! When you try to restore games, you only see games that you saved with the same player name as the name you are currently signed in with. For example, if you are signed in as Madeline, you won't see any games that were saved by Emmy (even if you were playing that game signed in as Emmy).

Notes:

- ♦ Some games can only be stored between levels, or when it is a human player's turn.
- ♦ Some games may restore in a paused state, so that you have to click Resume to start the game.



Viewing statistics

You can display statistics, including information on wins, losses, and points as they apply to each game.

To view statistics for the game you are playing:

- 1 Click Statistics on the Game menu within a game.
- 2 Select the name of the player you want statistics for.

Notes:

- ♦ Statistics are only available when you're in a game.
- ♦ To clear statistics for the current player, click the Clear button. Statistics are permanently cleared for that game for that player.
- ♦ Statistics that involve time (such as Average Time) only include games that were played with the timer active.



Quitting a game

You can quit a particular game or exit Hoyle Word Games altogether. If you want to resume playing a game later, save the game before quitting.

To save the current game before quitting:

- ▶ Click Save on the Game menu.

To quit a game:

- ▶ Click Main Screen on the Go To menu. You will return to the main screen of Hoyle Word Games where you can choose a different game to play.

To quit the Hoyle Word Games program:

- ▶ Choose Quit from the Games menu.



Anagrams help

Anagrams basics

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[Action commands and shortcut keys](#)

[Strategy](#)

Customizing Anagrams

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How to play Anagrams

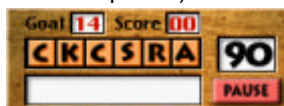
Six letters are shown at the top of the screen. Make words using those letters until your time runs out. Blanks on the screen show you the length of the words to find; only these words give you points.



If you find enough words to reach the goal, the monkey gets the bananas!

To play Anagrams:

- 1 Type a word that uses some or all of the letters at the top of the screen, and press Enter.
If the word is found in the puzzle, the word is shown in the appropriate area.
- 2 Keep entering words until your time runs out.
- 3 The goal, shown at the top of the screen, shows how many points you need. The number of points in the goal varies depending on the number of words in the puzzle and your Anagrams difficulty level (set in the Anagrams game settings). The difficulty level controls how many words you need to get to finish the puzzle).



You get points for words as follows: 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.

- 4 As your score gets closer to the goal, the monkey drops coconuts on the natives. If you find enough words to reach the goal, the monkey gets the bananas! If you have time left on the timer, you can continue to play and try to find all the words to get an even higher score.
If you don't get enough words in time, the monkey falls out of the tree.

Notes and Tips:

- ♦ Press Backspace while typing to remove the previous letter you typed.
- ♦ Longer words are worth more points towards the goal. There is always at least one six-letter word in the puzzle.
- ♦ If there's an S available, don't forget to make plurals of all the words you find. For other tips on solving Anagrams, click here: [»»](#)
- ♦ You can change how many words are needed to reach the goal by changing the difficulty level in the Anagrams game settings. In addition, you can set the game to let you continue to solve the puzzle even after the time runs out.



Anagrams action commands and shortcut keys

Action commands and shortcut keys for Anagrams are described below.
All of the action commands are found in menus, but these commands are also buttons on the game screen: Start, Solve, and Pause/Resume Timer.

Game menu

New/Start	Starts a new game.
Save	Saves the current game so that you can continue playing it later. The game is saved in its current state.
Restore	Restores a saved game so you can play it. The restored game will replace any game you are currently playing. Games are restored in a paused state; click the Resume button to start playing.

Actions menu

Solve	Solves the current game, revealing all the hidden words.
Pause/Resume Timer	Pause Timer pauses the timer and hides the game. This is useful if you need to stop playing the game to do something else. Resume Timer starts the timer again and reveals the game.

Shortcut keys

Letters A-Z	Used to type letters in the game.
Enter	Submits the word you've typed.
Backspace	Removes the previous letter.
Esc	Clears the entire word.



Anagrams strategy

Try these hints and tips to improve your Anagrams game:

- ▶ If you have an S, be sure to use plurals! Many words are listed in both singular and plural forms.
- ▶ Look for the six-letter word first; it's worth the most points. If you find it, try to make shorter words from it. From HEDGED, you could make HEDGE, EDGE, and EDGED.
- ▶ If you can't find the six-letter word, focus on finding three-letter words; you often can make longer words from them.
- ▶ Look out for words that start with vowels, such as OLD, AID, and EVE. These words can easily be missed.
- ▶ You can often extend short words if you have E or ED. ROB could make ROBE and ROBED, FIR could make FIRE and FIRED, and CAR could make CARE and CARED.
- ▶ Try extending short words with other available letters. BAR could make BARN, BARK, BARD, and BARS.
- ▶ See if you can insert letters into words you have found: TIE could make TIDE, TILE or TIME; BRIDE could make BRIDGE or BRIDLE.
- ▶ If you have two of any letter, check for words that use double letters, such as ALL, TOO, and KISS. These words are easy to overlook.
- ▶ Watch for pronouns and other non-obvious words such as SHE, HIS, and THE.



Anagrams game settings

You can change game settings for Anagrams, such as the game difficulty and whether to show the solution after the timer runs out.

Game settings for Anagrams can be changed any time. If you're playing a game, only the Talking Skulls setting takes effect immediately; all other settings don't take effect until your next game.

To change settings:

- ▶ Click Anagrams Settings on the Options menu.

Setting	Description
Solve Automatically When Timer Runs Out	Solves the puzzle when the timer ends, revealing all the words. Turn this off to continue playing the game after the time runs out. (You will not be able to get the bananas.)
Difficulty Level	Sets how hard it is to win (get the bananas). You can choose Easy , Medium , or Hard . In the Easy level, you only need to get about one third of the words to win. In the Medium level, you need to get about half the words to win. In the Hard level, you need to get almost all of the words to win. The exact number of words required depends on the length of the puzzle.
Allow Obscure Words	Sets whether obscure words are allowed in the puzzle. Turn this on to permit uncommon words to be included in a puzzle. However, there will always be more common than uncommon words. Even with this setting turned on, it should be possible to win any game at the Easy or Medium difficulty level without finding the obscure words. The Hard level may require you to find some of the obscure words to win.
Talking Skulls	Sets whether the skulls on the screen talk during the game.



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Selecting a puzzle in Crosswords

A random puzzle is selected for you when you start Crosswords. You can choose another random puzzle, or choose from a list of puzzles.

To select a puzzle:

- ▶ To select a particular puzzle, click the Choose Puzzle button on the screen, then choose the puzzle you want to play. Puzzles are grouped in many different categories.
- ▶ To select a new random puzzle, click the New button on the screen.

Note:

- ◆ To specify which type of puzzles are selected when you choose a random puzzle, change the difficulty level in the Crosswords game settings.
- ◆ Puzzles you complete are shown in the Choose Puzzle dialog in gray. To clear the completed puzzles, click the Clear button.



How to play Crosswords

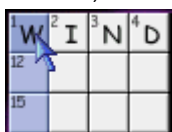
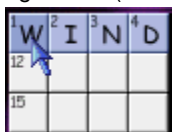
Try to solve all the clues in the puzzle. Answers fit across and down in the puzzle grid.

You can move around in the grid using the mouse, arrow keys, and tab keys.

To solve a clue:

- 1 Click the clue in the Across or Down clue list, or click the first square for the clue you want to solve. The clue word is selected in either the Across or Down direction.

To change from Across to Down, or from Down to Across, press the spacebar on your keyboard, or right-click (Ctrl+click on the Macintosh) the first square for the clue word.



- 2 Begin typing the answer to the clue.

You can press TAB to move to the next Across or Down clue in the puzzle, or click another clue in the clue list or in the puzzle.

Example:

To solve the clue for 13 Across, you could either click the clue (**Type of hoop**) in the clue list on the right, or you could click the box containing the 13.



If the last clue selected on the grid was a Down clue, then 4 Down would be selected, not 13 Across. You would need to press the spacebar on your keyboard to change directions, or right-click (Ctrl+Click on the Macintosh) the box containing the 13.

Notes:

- ♦ To select a word in the same direction as the current word, left-click it. Right-clicking a square always selects the word in a different direction than the current word.
- ♦ Using the spacebar to switch directions takes you to the first empty square in the newly selected word.
- ♦ You can have the puzzle indicate when you have typed a correct or incorrect answer to a clue by turning on Show Correct Letters in the Crosswords game settings.



Playing Crosswords head to head

You can play Crosswords competitively with another friend or family member on the same computer. This is called playing **head to head**.

Before you can play a head to head game, you must add a second player. You can do this from the main screen or in Crosswords (in Crosswords, you can't do this while you are playing; you can only add or remove players before you start a new puzzle or after you solve a puzzle).

To set up a head to head game:

- 1 Click the Players button on the Options menu in Crosswords or from the main screen.
- 2 Click the Add button in the empty player position, and select a human player to add.
- 3 Click OK.

To play head to head:

- 1 Start Crosswords with two players (see above).
- 2 You and the other player will take turns solving clues. You each have a certain amount of time for your turn. On your turn, type letters in the puzzle just as you would in the single player game.
- 3 When your time runs out, the puzzle is hidden, and you get 1 point for every correct letter you found. Incorrect letters are also removed from the puzzle. The turn is then passed to the other player.
- 4 The game ends when the puzzle is completed or when neither player finds any correct letters in his or her turn. The player who finds the most correct letters wins.

Note:

- ♦ The standard time limit is 30 seconds, but can be changed to 45 or 60 in the Crosswords game settings.
- ♦ You can only change game settings during a head to head game after a game has started (while the clock is running).



Crosswords action commands and shortcut keys

Action commands and shortcut keys for Crosswords are described below.

All of the action commands are found in menus, but these commands are also buttons on the game screen: Choose Puzzle, Solve Letter, Solve Word, Solve Puzzle, Clear Word, Clear Puzzle and Pause/Resume Timer.

Game menu

New	Selects a new random puzzle.
Choose Puzzle	Lets you choose a specific puzzle to play.
Save	Saves the current puzzle so that you can continue playing it later. The puzzle is saved in its current state.
Restore	Restores a saved puzzle so you can play it. The restored puzzle replaces any puzzle you are currently working on.
Print	Prints the current puzzle to your printer, so you can take it with you. The puzzle is printed in its current state, so any clues you have already solved are printed on the puzzle.

Actions menu

Solve Letter	Reveals the correct letter for the highlighted square. If the letter is already correct, the Solve Letter button isn't available.
Solve Word	Reveals all the correct letters for the highlighted word. If the word is already correct, the Solve Word button isn't available.
Solve Puzzle	Reveals all the words in the puzzle. You are asked to confirm that you really want to solve the puzzle.
Clear Word	Clears the currently selected word. (This might be useful if you think the word you typed is incorrect and you want to try to solve it again.)
Clear Puzzle	Clears the entire puzzle. You are asked to confirm that you really want to clear the puzzle.
Pause/Resume Timer	Pause Timer pauses the timer and hides the puzzle. This is useful if you are tracking your time and want to stop working on the puzzle to do something else. Resume Timer starts the timer again and reveals the puzzle.

Shortcut keys

Letters A-Z	Used to type letters in the puzzle.
Arrow keys	Moves from square to square in the puzzle. If you are at the end of a word, you are moved to the next word in the puzzle.
Tab	Moves to the next word in the puzzle.
Shift+Tab	Moves to the previous word in the puzzle.
Backspace	Erases the current letter and moves back one square in the puzzle.
Delete	Erases the current letter.
Spacebar	Switches the direction (from across to down or down to across) and moves to the first available square.



Crosswords strategy

Try these hints and tips to improve your Crosswords skill:

- ▶ Clues including blank words (such as **chicken** _____ **mein**) are often easiest to find. Try solving those clues first, especially if you are playing a timed game or a game against another person.
- ▶ Short words are sometimes harder to find, as they are “fit into” a crossword puzzle to make other longer clues work. First try words of medium length.
- ▶ Since you are not playing on paper, feel free to experiment. Try putting down a word you are not sure is correct to see if words in the other direction work. Erasing is easy!
- ▶ Remember that all squares have both an Across and Down clue. Try looking at the complementing clue for help.
- ▶ 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 the ending. This will often help you find the word that goes in the other direction.
- ▶ Turn on the Show Correct Letters setting in the Crosswords game settings to see your mistakes right away.




Crosswords game settings

You can change game settings for Crosswords, such as whether to show incorrect letters you type and which difficulty to use for new puzzles.

The Use Timer, Difficulty Levels, and Two Player Game Time settings can't be changed while you're playing. You can only change these settings before you start a new puzzle or after you solve a puzzle.

To change settings:

- ▶ Click Crosswords Settings on the Options menu.

Setting	Description
Show Correct Letters	Shows correct letters as black, and incorrect letters as red.
Lock Correct Letters	Doesn't let you type over correct letters. Show Correct Letters must be on to enable this option.
Show Help Given	Shows squares that you solved using Solve Letter or Solve Word feature with red corners, and shows squares where you mistyped letters while the Show Correct Letters feature was on with black corners.
Use Timer	Turns on an on-screen timer that keeps track of how long you've worked on a puzzle.
Difficulty Levels	<p>Sets the difficulty of puzzles that are randomly selected when you choose a new puzzle by clicking the New button on the screen or on the Game menu. Puzzle difficulty is based on the difficulty of words in the puzzle, and (sometimes) on the puzzle size.</p> <p>You can choose all levels of puzzles from the Choose Puzzle dialog box, regardless of this setting.</p>
Two Player Game Time	Sets how much time you have to solve clues in a two player game. You can set this to either 30, 45, or 60 seconds. The standard game time is 30 seconds. For more information on playing Crosswords with another person, click here: 
Environments	Sets which background picture is shown while you play the game.



Printing Crosswords

You can print a puzzle on your printer, so you can take it with you. The puzzle is printed in its current state, so any words you have already solved are printed on the puzzle.

To print a puzzle:

- ▶ Click Print on the Game menu, and then click OK.

Hint:

- ♦ You can use the Print feature to print puzzles **and** the puzzles' solutions. Just choose a puzzle, print it, and then solve it (by clicking the Solve Puzzle button) and print it again.



DoubleCross help

DoubleCross basics

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- [Scoring](#)
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How to play DoubleCross

DoubleCross can be played with two, three, or four players. You can play against human players or Hoyle computer characters. For help on adding and changing players, click here: [»](#)

To play, you make words on the grid and try to score as many points as you can to beat your opponents.

For complete rules on playing DoubleCross, click here: [»](#)

To play DoubleCross:

1 The frame around your player flashes when it's your turn. Make words on the board by moving tiles to the board. There are two ways to move a tile: you can drag a tile from your rack to the board, or click the tile and then the board.

2 There are two rules for playing a tile:

- ♦ The tile must be part of a word or partial word. A partial word is a word that can have letters added to it to make a complete word. If the tile doesn't make at least a partial word, then the tile is destroyed, your turn ends, and you lose points for the destroyed tile.

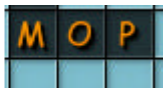


- ♦ The tile must extend from a stable tile. If you try to extend a tile from an unstable tile, it is returned to your rack.



3 You get points if you complete a word of three or more letters (or four or more letters, depending on your DoubleCross game settings).

You also get points for making any of your tiles stable. A tile is made stable when all the words it is part of are complete words. In the example below, both O and P are made stable when MOP is created.



Click here for more information on scoring: [»](#)

4 Playing on special spaces on the board can give you points or cause other events to happen. Click here to learn about special spaces in DoubleCross: [»](#)

5 Click the Pass button when you are done playing tiles. To get new tiles instead of playing, click the New Tiles button at the start of your turn; your turn is passed to the next player. (You can only click New Tiles if you haven't played any tiles yet this turn.)

6 When your turn ends, your rack is refilled, and the other players play their turns.

If another player makes any of your tiles stable on his or her turn, you receive points for those tiles.

7 The game is over when:

- ♦ There are no more tiles left (an indicator at the upper left corner of the screen shows how many tiles remain) and a player has no more tiles at the start of his or her turn.


OR

- ♦ No one plays a tile during his or her turn and the last player not to play chooses to end the game.

At the end of the game, points are deducted from each player for tiles in their hands and for their unstable tiles on the board. The player with the most points wins the game.

Notes and Tips:

- ♦ You have the ability to undo a move (pick tiles back up into your rack) if the tiles you placed did not complete a word and you didn't play on a special space. Click Undo on the Actions menu to undo your most recent play.
- ♦ You can play a directional bomb at the start of your turn and still get new letters.

- ♦ Sometimes while placing tiles to make a long word you might unintentionally form a complete word. Words are completed as soon as letters are placed on the board. Therefore, placing the tiles E, N, and D next to M to make the word MEND would first form the complete word MEN, then the complete word MEND. You can still play the word, you just get points for completing two words instead of one.
- ♦ Some partial words played by Hoyle computer players may not **seem** to make complete words—but the computer players always play fair! Some examples: the partial words RDH, THQ, and NDLO make the compound words BIRDHOUSE, EARTHQUAKE, and LANDLORD; the partial words AYU, GISL, and MAGO make the long words PICAYUNE, LEGISLATE, and DEMAGOGUE.
- ♦ Near the end of the game, you are penalized more for tiles in your hand than unstable tiles on the board; so when you see that the number of tiles remaining in the game (shown at the top of the screen) is low, consider trying to play as many tiles to the board as possible; others may use them in words and make them stable. For more strategy tips, click here: 
- ♦ You can change the special spaces on the board, minimum word length, time you have to play, and other settings in the DoubleCross game settings.



DoubleCross rules

Rules for placing tiles, making words, and playing on special spaces are described below.

Placing tiles

- ▶ Words can be made either across or down, crossword-style.
- ▶ All tiles you place must extend from one or more stable letters. You cannot place a tile that extends from an unstable tile.



- ▶ Each tile must be placed next to a letter on the board. Therefore, if you are adding letters to the front of a word, you must place the tiles backwards so that they extend from the word.

In the example below, to make RID, you must first place the letter I and then the letter R. You can't place the letter R on the board first, because it would not be next to another letter on the board.



Making words

- ▶ Each tile you place must be part of a word or partial word. A partial word is a word that can have letters added to it to make a complete word. If the tile doesn't make at least a partial word, then the tile is destroyed, your turn ends, and you lose points for the destroyed tile.

If you add a V to MAI, below, the V is destroyed, because MAIV is not a partial word (it can't be made into a complete word).



- ▶ A word must meet the minimum word length (usually three letters, but can be set to four letters) to be considered a legitimate complete word (otherwise its tiles will remain unstable). Words having fewer letters than the minimum are considered partial words (even if they form actual words).
- ▶ Tiles become stable when they make complete words. If a letter is still included in any partial words, it is unstable and can be destroyed by bombs and in other ways.

In the example below, T is unstable, even though it is part of the completed word RIOT, because it is also part of the partial word TA. When TA is completed, the T will become stable (like the O, which is part of the completed words RIOT and FROGS).

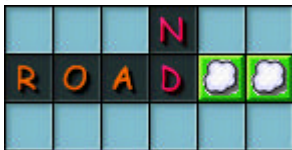


Making partial words

- ▶ You can make a partial word even if it is not possible to ever complete the word (for example, if the word is built near the edge of the board or if other tiles are in the way).
- ▶ Two different partial words can extend in two opposite directions from the same stable letter. In the example below, both OAD and DUE are partial words (ROAD and DUET, for example), but OADUE is not a partial word.



As soon as either of the words are completed, tiles on the other side of the stable letter are destroyed if they are no longer included in any partial words. In the example below, making ROAD will destroy both unstable tiles on the other side, since they aren't used in other words. (If U or E was used in a partial word, it would not be destroyed.)

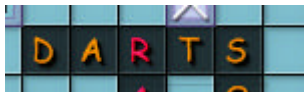


- ▶ If a tile is placed next to a series of letters, all letters up to the first stable letter (and all adjacent stable letters) are required to be part of a word, but letters on the other side do not need to be included. In the example below, although the blue T is placed next to a long string of letters, only TH is required to be a word or partial word. The letters A, T, and E are ignored.



- ▶ Even though not all adjacent letters are required to be a word or partial word, if a word **is** created, it is made stable.

In the example below, only RTS is required to be a word or partial word. However, because DARTS is a complete word, it is made stable.



Rules for playing on special spaces

- ▶ For a special space you play upon to take effect, you must make a legal play on it. For example, if you don't make at least a partial word when placing a tile on a bonus point space, you won't get the bonus points. (Your tile is destroyed, you lose your turn, and the bonus point space remains on the board.)

Letters aren't made stable until after any special spaces they are placed on take effect. Therefore, playing on a colored bomb might destroy a tile before it has a chance to become stable.

- ▶ After a bomb destroys tiles, any unstable orphaned tiles are destroyed, and points are deducted from the tiles' owner(s) score(s) for each blown up tile.

Sometimes, when tiles are destroyed, other tiles can be made stable. If the destruction of a tile causes another unstable tile to no longer be part of any partial words, it will become stable. The exception is if the tile is in the "line of fire" of the bomb's explosion, in which case it will be destroyed even if the explosion of a previous tile would cause it to be made stable.

Note that the player who owns the tile will get appropriate points for it being made stable. Note, too, that it is possible to form a word by blowing up a tile. In this case, the player who placed the bomb gets the points for the word.



DoubleCross scoring

DoubleCross scoring is listed below. Note that plays made by other players can affect your score, and plays you make can give points to other players.

Completing a word	+1 point per letter in word
For each tile made stable in a completed word	+1 point times letters in word
Playing on a colored bomb	+8 points
Playing on your own colored bomb	+16 points
Picking up a directional bomb*	+2 points
Picking up a multi-directional bomb*	+4 points
Having a letter blown up (by bombs or illegal plays)	-4 points
Having tiles left in rack at game end	-4 points per tile
Having unstable tiles left on board at game end	-1 point per tile

* You get points for bombs even if you don't have room in your tray for more bombs.

Scoring Example:



In this example, the yellow player, Madeline, makes the word STEM by adding the tiles E and M to the red tiles S and T. Madeline gets 12 points total: 4 points for making a four letter word, and 4 points for each of her letters that was made stable (E and M).

However, the red player, Matthew, also gets 4 points for this play, because his unstable tile S was made stable by Madeline's play.



Special spaces in DoubleCross

DoubleCross has five different types of special spaces that have different effects on the game. All of these spaces are optional and can be turned on and off in the DoubleCross game settings.

You must make a legal play for a special space to be activated. (Note that you do not have to complete a word, however.) If you make an illegal play, the space is left on the board.

Bonus point spaces



Bonus point spaces give you bonus points when you play on them. Each space will start out as +5 points. When you play a tile on one of these spaces you immediately get the number of points shown on the space, and the value of each bonus point space remaining on the board is increased.

Mystery spaces



Mystery spaces do unpredictable things. You never know what might happen when you place a tile on a mystery space. The only way to find out is to try it!

Colored bombs



Colored bombs are placed in the corners of the game board. There is at least one colored bomb with each player's color in any game.

If you play on a colored bomb that's a different color from your color, all of the unstable tiles of the same color as the bomb are destroyed. Any unstable orphaned tiles are also destroyed, and the tiles' owner or owners lose points for those tiles.

If you play on your own colored bomb, the bomb is considered defused and will not go off, but you will get points for defusing it.

Directional bombs



A directional bomb can be used to destroy all unstable tiles in its path (indicated by its arrows). Tiles are destroyed regardless of color.

There are three types of directional bombs: north-south bombs, east-west bombs, and north-south-east-west bombs.



The north-south bomb can be placed in any square of the board to destroy unstable tiles in the same column as that square.



The east-west bomb can be placed in any square of the board to destroy unstable tiles in the same row as that square.



The north-south-east-west bomb can be placed in any square of the board to destroy unstable tiles in the same row and column as that square.

Directional bombs are different from bonus point spaces and colored bombs in that they don't go off immediately. When you play on a directional bomb space, it is moved to your rack, and you get points for picking up the bomb (you get 4 points for a north-south-east-west bomb, and 2 points for the other directional bombs). If you already have two bombs, you don't get any more, but you still get points for playing a tile on a bomb.

After a bomb destroys tiles, any unstable orphaned tiles are then destroyed, and points are deducted from the tiles' owner(s) score(s) for each blown up tile.

Note on playing Colored and Directional bombs: Sometimes, when tiles are destroyed, other tiles can be made stable. If the destruction of a tile causes another unstable tile to no longer be part of any partial words, it will become stable. The exception is if the tile is in the "line of fire" of the bomb's explosion, in which case it will be destroyed even if the explosion of a previous tile would cause it to be made stable.

Note that the player who owns the tile will get appropriate points for it being made stable. Note, too, that it is possible to form a word by blowing up a tile. In this case, the player who placed the bomb gets the points for the word.

Blocking spaces

Blocking spaces are spaces on the grid where no tile can be placed. These spaces are dispersed randomly on the grid.



DoubleCross action commands and shortcut keys

Action commands and shortcut keys for DoubleCross are described below.
All of the action commands are found in menus, but these commands are also buttons on the game screen: Pass, Get New Letters, and Pause/Resume.

Game menu

New	Starts a new game.
Save	Saves the current game so you can continue playing it later. The puzzle is saved in its current state.
Restore	Restores a saved game so you can play it. The restored game will replace any game you are currently playing.

Actions menu

Pass	Passes your turn to the next player. You can pass at any time.
Get New Letters	Replaces all your letter tiles with brand new tiles and passes your turn to the next player. You can only get new letters if you have not played any letters yet during this turn.
Undo	Undoes the last tile you played on the current turn, if placing that tile did not complete a word or stabilize any letters and the tile wasn't played on a special space.
Pause/Resume	Pause pauses the game and hides the game board. Resume starts the game again and reveals the game board.

Shortcut keys

P	Passes your turn (see Action menu above).
G	Gets new letters instead of playing (see Action menu above).
U	Undoes the last tile you played (see Action menu above).




DoubleCross strategy

Try these hints and tips to improve your DoubleCross game:

- ▶ Make the biggest possible words, using the fewest unstable tiles of your opponents.
- ▶ It's important to get to the bonus point spaces, mystery spaces, and bomb spaces before your opponents do. Bonus point spaces are a great way to get points, and you don't have to make a complete word to get the bonus points!
- ▶ Make as many complete words as possible when you play tiles; unstable tiles can cost you points in the future.
- ▶ When playing on another player's colored bomb, note that the bomb may orphan some of your unstable letters, destroying them. Know the consequences before playing on a colored bomb.
- ▶ When placing a directional bomb, maximize your opponent's destruction, but minimize your own.
- ▶ Holding on to directional bombs until you need to clear tiles off the board can give you an important edge. Note that playing a directional bomb will cause remaining letters to stabilize if they make a complete word.
- ▶ The distribution of tiles in DoubleCross (including tiles in the starting word) is as follows: A=10, B=3, C=3, D=5, E=13, F=2, G=4, H=3, I=10, J=1, K=2, L=4, M=4, N=6, O=9, P=3, Q=1, R=7, S=6, T=7, U=4, V=2, W=2, X=1, Y=3, Z=1.



DoubleCross game settings

You can change a number of game settings for DoubleCross. Most of the settings affect the special spaces used on the DoubleCross game board. To learn more about special spaces, click here:  Other settings such as Time Limit for Turn and Minimum Word Size affect the game difficulty. Only the Verbose Descriptions setting can be changed while you're playing. All the other settings can only be changed before you start a new game or at the end of a game.

To change settings:

- ▶ Click DoubleCross Settings on the Options menu.

Setting	Description
Include Colored Bombs	Places colored bombs on the game board. When you play on a colored bomb, all unstable tiles of the same color as that bomb are destroyed, unless you play on your own colored bomb (which defuses it).
Include Directional Bombs	Places directional bombs on the game board. When you place a tile on a directional bomb, the bomb is moved to your rack. You can play a directional bomb at any time during your turn by placing it on the board. All unstable tiles in the path of the bomb (indicated by the arrows) are destroyed, even your own.
Include Blocking Spaces	Places blocking spaces on the game board. Tiles cannot be placed on these spaces.
Include Bonus Point Spaces	Places bonus point spaces on the game board. When you play on one of these spaces, you get the indicated value. Bonus point spaces increase in value throughout the game.
Include Mystery Spaces	Places mystery spaces on the game board. You never know what might happen when you place a tile on a mystery space. The only way to find out is to try it!
Time Limit for Turn	Sets the time you are allowed for your turn. When time runs out, the turn is passed to the next player. You can set the time limit to 30 seconds, 45 seconds, 60 seconds, or Unlimited. The timer is shown at the top of the screen.
Minimum Word Size	<p>Sets the minimum size a word needs to be for it to be considered a word (and for its tiles to stabilize). The minimum word size appears at the top of the screen.</p> <p>Example: If the minimum word size is three letters, the word BAT would become stable. If the minimum word size is four letters, BAT would not become stable, but adding an H to BAT to make BATH (a four-letter word) would make the word stable.</p> <p>For a more challenging game, set the minimum word size to four letters.</p>
Verbose Descriptions	Describes every play in the game in the DoubleCross status area at the upper-right corner of the screen. Turn this off to only display critical messages in this area.



Changing players in DoubleCross

DoubleCross can be played with two, three, or four players. You must set the number of players before you start a game.

To change players and player settings:

- ▶ Click Players on the Options menu, or click a player's picture.
- ♦ To add another player to the game, click **Add**. You are asked whether you want to add a real person. Answer "No" to add a computer character.
- ♦ To replace a player with a different person or computer character, click **Replace**. Again, you are asked whether you want to replace the player with a real person. Answer "No" to replace the player with a computer character.
- ♦ To remove a player, click **Clear**.
- ♦ To change a player's settings, click **Settings**.

You can change several settings in DoubleCross:

- ♦ You can set each player's game color (the color used for the player's tiles and score area).
- ♦ You can set computer characters' skill level to Beginner, Intermediate, or Expert.
- ♦ You can change human players' faces to standard or Face Maker faces.



DoubleCross glossary

colored bomb

A bomb that blows up all unstable tiles of that color, unless played on by the player of the same color, in which case it is defused (does not go off).



directional bomb



The **north-south** bomb can be placed in any square of the board to destroy unstable tiles in the same column as that square.



The **east-west** bomb can be placed in any square of the board to destroy unstable tiles in the same row as that square.



The **north-south-east-west** bomb can be placed in any square of the board to destroy unstable tiles in the same row and column as that square.

multi-directional bomb



(Also called the **north-south-east-west** bomb). Can be placed in any square of the board to destroy unstable tiles in the same row and column as that square.

orphaned tiles

Tiles that are no longer connected to other letters are orphaned. If these tiles are unstable when they are orphaned, they are destroyed. Otherwise, they stay on the board, and you can place tiles extending from them.

partial word

A partial word is a word that can have letters added to it to make a complete word. CAU is a partial word, because it could make CAUSE or CAUTION. OLL is a partial word, because it could make ROLL or POLL.

If you are playing a game with a four-letter minimum word size, complete three-letter words are still considered partial words. Both CAT and BIN would be considered partial words in a game with four-letter minimum word size.

stable and unstable tiles

A tile is **unstable** if any of the words it is part of are not complete words. An unstable tile has a colored background:



A tile becomes **stable** when it is placed on the board and all the words it is part of are complete words. Once a tile is made stable, it cannot become unstable, even if it is used as part of a partial word. A stable tile has a black background:



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How to play Enigma

In Enigma, you try to decode the scrambled phrase by swapping pairs of letters until you get the original phrase. You can choose to play using proverbs, quotes, or both. When you play using quotes, the name of the person who said the quote is scrambled underneath the quote.





The graph on the screen shows how many times letters are used in the puzzle. This can help you identify where the most common letters might be.



For instance, if X is very frequently used in the puzzle but E is not, then you might want to swap X for E, as E is a much more common letter in sentences.

To play Enigma:

- 1 Choose two letters you want to try to swap. Both letters **do not** have to be in the puzzle. If both letters are in the puzzle, they are highlighted in different colors. In the example below, H and J are being swapped:

- 2 Click the Swap button on the screen. The letters are swapped to their new locations, and the on screen graph is updated showing the frequency of the new letters.

- 3 When you solve the puzzle, all the puzzle letters appear in green.

Notes and Tips:

- ♦ To undo a recent swap, click the Undo button on the screen.
- ♦ To show correct letters when they are in place, change the Show Correct Letters option in the Enigma game settings.
- ♦ Use the on-screen graph to look for letters that are very frequent in the puzzle but are not frequent in most sentences (such as J), and swap them with common letters, such as vowels.
- ♦ For strategy information, click here: [»](#)
- ♦ You can change the Enigma game to a different look in the Enigma game settings.

Enigma action commands and shortcut keys

Action commands and shortcut keys for Enigma are described below.
All of the action commands are found in menus, but these commands are also buttons on the game screen: New, Swap Letters, Undo, Rescramble, and Pause/Resume Timer.

Game menu

New	Shows a new puzzle.
Save	Saves the current puzzle so that you can continue playing it later. The puzzle is saved in its current state.
Restore	Restores a saved puzzle so you can play it. The restored puzzle will replace any puzzle you are currently working on.

Actions menu

Swap Letters	Swaps the two currently selected letters. The letters you select do not both have to be in the puzzle.
Solve Letter	Solves the letter you've currently selected, replacing it with the correct letter at every place the letter is found in the puzzle. If you don't have a letter in the puzzle selected, this command is unavailable.
Solve Puzzle	Solves the entire Enigma puzzle.
Rescramble	Rescrambles the puzzle, switching all the letters around. Note that solved letters are scrambled, also.
Undo	Undoes the last action you performed (swapping letters, solving letters, and so on).
Pause/Resume Timer	Pause Timer pauses the timer and hides the puzzle. This is useful if you are tracking your time and need to stop working on the puzzle to do something else. Resume Timer starts the timer again and reveals the puzzle.

Shortcut keys

Letters A-Z	Used to type letters in the game (instead of selecting them with the mouse).
Enter	Swaps the two currently selected letters.
Ctrl+Z	Undoes the last action you performed (see Undo, above).



Enigma strategy

Try these hints and tips to improve your Enigma game.

- ▶ Most phrases contain the words THE and AND. Try to find these words first.
- ▶ One letter words are always A or I. A capital letter in the middle of a phrase is always I.
- ▶ Some common two letter words to look for are OF, ON, TO, IN, IT, IS, BE, and NO.
- ▶ Usually, you will want to swap the letters Q and Z with other letters. It's often best to swap them with letters not in the puzzle, and get them out of the way.
- ▶ Remember that you can swap letters with letters not in the puzzle.
- ▶ Apostrophes can be very helpful. XX'X is usually IT'S, XXX'X is usually CAN'T, DON'T, or WON'T; XXX'XX is YOU'RE, YOU'VE, or SHE'LL. X'XX is I'VE, and X'X is I'M.
- ▶ Some words common to proverbs: IF, ALL, IS, ARE, NOT, YOU, AND, BUT, and ONE.
- ▶ Before you swap two letters, make sure you don't think that one of the letters is in the right place.
- ▶ Most of the quotes are from well-known people. Don't forget to look at the name of the person who said the quote, as well as the puzzle itself; finding out the name usually gives you a lot of the letters in the quote.
- ▶ Examining where in the phrase a word falls can be helpful. Sentences often start with THE, for instance, but never end with it. The words AND, BUT, and OR are common in the middle of a phrase (and after a comma).
- ▶ The most frequent letters in English language sentences are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z. Try swapping less frequent letters with more frequent ones.



Enigma game settings

You can change game settings for Enigma such as the puzzle difficulty and whether correct letters are shown.

The Vowels Stay Vowels, Use Timer, Puzzle Types, and Difficulty Levels settings can't be changed while you're playing. You can only change these settings before you start a new puzzle or after you solve a puzzle.

To change settings:

- ▶ Click Enigma Settings on the Options menu.

Setting	Description
Show Correct Letters	Displays correct letters in green wherever they appear in the puzzle. Turn this on to make puzzles easier.
Vowels Stay Vowels	When creating a new puzzle, always uses vowels to represent vowels in the puzzle. Using this setting makes puzzles easier.
Use Timer	Turns on an on-screen timer that keeps track of how long you have worked on a puzzle.
Puzzle Types	Sets the type of puzzles that are shown. Choose between quotes, proverbs, and a combination of the two.
Difficulty Levels	Sets the difficulty of the quotes and proverbs that are used for puzzles. Choose Easy to get short or familiar quotes and proverbs, choose Hard to get longer or less familiar quotes and proverbs.
Environments	Sets the environment to use for Enigma; you can choose Mechanical or Mystical.



Hangman help

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How to play Hangman

You can play Hangman on the computer just as you would play it on paper. A mystery word or phrase is shown as blanks on the screen. Commas, apostrophes, and other punctuation are shown if they are used in the puzzle.



You try to solve the puzzle by guessing one letter at a time. If you don't solve the puzzle before you run out of misses, you are hung.

There are four different versions of Hangman in Hoyle Word Games. In all four versions, the basic game is played similarly, but the game rules and how you win differ.

Click the options below to find out how to play the different variations of Hangman:



Classic Hangman – the basic game



Hangman Challenge – a harder game, based on categories



Head to Head Hangman – a two player game; requires two people at your computer



Hangman Showdown – a fun game show version, played with three human or computer players

In addition to the different versions of the game, the first three games (Classic Hangman, Hangman Challenge, and Head to Head Hangman) let you choose a different hangman environment to play in. The environment affects how the mystery word or phrase and other elements on your screen (such as the number of misses) appear. You can change your hangman environment in the Hangman game settings.



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 can select the puzzle type and difficulty in the game settings. You can specify which type of puzzles you want: puzzles based on categories, words, or proverbs.

- ♦ Choosing **Categories** gives you puzzles on a certain subject, such as SPIDERS. The category name is shown above the puzzle.
- ♦ Choosing **Words** gives you random words.
- ♦ Choosing **Proverbs** gives you proverbs, such as “People in glass houses shouldn’t throw stones.”

To play Classic Hangman:

- 1 Guess a letter by clicking one of the letters on the screen or typing it on your keyboard.
- 2 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).
- 3 If you solve the puzzle, you win.
If you miss too many letters, you are hung, and the game ends.

To start a new puzzle, click the New button, or click New on the Game menu.

Note:

- ♦ The number of misses you have and whether letters are crossed off as they are guessed can be set in the Hangman game settings.
- ♦ If you get stumped, you can solve a puzzle by clicking Solve on the Actions menu.



Hangman Challenge

This game is played like Classic Hangman, only you always guess puzzles from a specific category, such as SPIDERS, and you have to solve as many puzzles as you can with only one Hangman! (In other words, you have no more misses.) Your hangman has 13 misses before it is hung.

A random category is chosen for you, and only words from that category are shown. The category is shown above the puzzle.

To play Hangman Challenge:

- 1 Guess a letter by clicking one of the letters on the screen or typing it on your keyboard.
- 2 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).
- 3 If you solve the puzzle, you get one point, and you get a new puzzle from the same category.
If you miss 13 times, you are hung, and the game ends.

To start a new game of Hangman Challenge, click the New button, or click New on the Game menu.

Note:

- ♦ Whether letters are crossed off as they are guessed can be set in the Hangman game settings.



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 for guessing another player's puzzle. Whoever gets the most points (after playing a certain number of puzzles) wins.

To play Head to Head Hangman:

- 1 One player is asked to type a word or phrase for the other player to guess. That player makes a puzzle, and clicks OK. The puzzle appears on the screen.
- 2 The guessing player guesses a letter in the puzzle by clicking one of the letters on the screen or typing it on the keyboard.
- 3 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).
- 4 The player continues to guess until the puzzle is solved or the player is hung.
If the puzzle is solved, the guessing player gets 1 point.
If the puzzle is not solved, the other player gets 1 point.
- 5 The player who just played now makes a puzzle for the other player.
- 6 The game continues until all the puzzles are played. The player with the most points at the end of the game wins.

Note:

- ♦ The number of games you play before the game ends, the number of misses you have, and whether letters are crossed off as they are guessed can be set in the Hangman game settings.



Hangman Showdown

In this game, three players compete to guess the same puzzles and get the most points. You can play against humans, computer characters, or both.

Each game consists of a certain number of puzzles, or rounds. There are three different types of rounds: categories, proverbs, and random words.

- ♦ In a **Category** round, you get a puzzle on a certain subject, such as SPIDERS. The category name is shown above the puzzle.
- ♦ In a **Proverb** round, you get a proverb, such as “People in glass houses shouldn’t throw stones.”
- ♦ In a **Word** round, you get a random word.

Your hangman has four pieces. Getting hung costs you all the points you have accumulated in the current round (but you keep points from earlier rounds).

To play Hangman Showdown:

- 1 When a round begins, a new puzzle appears on the screen.
- 2 On your turn, you try to guess a letter in the puzzle by clicking one of the letters on the screen, or typing it on the keyboard.
Letters are worth points based on how common they are: ACDEHILNORST=10 points, BFGKMPUVWY=30 points, and JQXZ=50 points.

- 3 If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle, and you get the letter’s point value for each place it is found in the puzzle.
If the letter is not in the puzzle, a piece is added to your hangman (and a light on your podium lights up).



Getting four hangman pieces will hang you, and you will lose all the points you’ve earned in the round. But you get a new hangman right away, and you can continue to play in the round to try to get points. Some letters and tiles in the puzzle have special bonuses. See the section below for details.

- 4 The play passes to the next player, who tries to guess another letter in the puzzle.
- 5 When the puzzle is solved, any points earned by players in that round get added to their total score, and the next round begins.
- 6 The game continues until all the rounds are finished. The player with the most points at the end of the game wins.

Special bonuses in Hangman Showdown

Some letters or spaces in the puzzle are special.



Guessing or revealing these letters can cause one of the following things to happen:

- ♦ You get 30 points immediately.
- ♦ You get double the point value of the letter you guessed.
- ♦ You get an extra guess this turn.
- ♦ You lose your next turn.
- ♦ You get a chance to try to solve the entire puzzle.

If you get it right, you get 100 points. If you get it wrong, you miss your next turn. (You can choose not to solve the puzzle.)

Note:

- ♦ The number of rounds you play can be set in the Hangman game settings.



Hangman action commands and shortcut keys

Action commands and shortcut keys for Hangman are described below.
These action commands can be found as buttons on the appropriate game screen: New and Next Round.

Game menu

New	Shows a new puzzle.
Save	Saves the current puzzle, so you can continue playing it later. The puzzle is saved in its current state.
Restore	Restores a saved puzzle, so you can play it. The restored puzzle will replace any puzzle you are currently working on.

Actions menu

Solve (Classic only)	Solves the current hidden word. Use this if you are stumped.
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Shortcut keys

Letters A-Z	Used to type letters in the game (instead of selecting them with the mouse).
Enter	Starts a new game (Classic Hangman, Hangman Challenge, and Head to Head Hangman) or starts the next round (Hangman Showdown).



Hangman strategy

Try these hints and tips to improve your play in Hangman.

All Games

- ▶ 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.
- ▶ Always try to identify the vowels in a puzzle first; they go a long way towards 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, NOT, YOU, AND, BUT, and ONE.

Hangman Showdown

- ▶ Guessing easy letters before your opponents do is a good tactic only if there are a lot of those letters in the puzzle. However, guessing more obscure letters is a better way to get points.
- ▶ When your hangman is “healthy,” you can take more risky guesses. However, be very conservative when you have a lot of points and your hangman is almost hung—stick to vowels and common letters such as R, S, T, and N.
- ▶ If you lose all your points, and the round’s almost over, it’s a good time to try the riskiest guesses, such as K, V, and J, because they’ll get you the most points.



Hangman game settings

You can change game settings for Hangman, such as the puzzle difficulty and the number of misses you get. The settings will vary according to which Hangman version you are playing.

The Number of Misses, Puzzle Types, Number of Puzzles, and Number of Rounds settings can't be changed while you're playing. You can only change these settings before you start a new game or at the end of a game.

To change settings:

- ▶ Click Hangman Settings on the Options menu.

Setting	Description
Allow Same Letter Guessing	(Classic Hangman, Hangman Challenge, and Head to Head Hangman) Sets whether guessed letters are shown on screen. Turn this on to make puzzles more difficult.
Number of Misses	(Classic Hangman and Head to Head Hangman only) Sets how many times you can miss letters before getting hung.
Puzzle Types	(Classic Hangman only) Sets whether you are given words, proverbs, or puzzles based on a category.
Number of Puzzles	(Head to Head Hangman) Sets how many puzzles you must solve before the game ends.
Number of Rounds	(Hangman Showdown) Sets how many rounds are played in a game.
Environments	(All versions except Hangman Showdown) Sets the type of environment you will play Hangman in. Each environment uses a different scene to show letters, the quote, the number of misses, and how "hanging" is shown.



Speedy Racer help

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How to play Speedy Racer

Speedy Racer is a game of typing accuracy where you try to type letters and words in progressively harder levels.

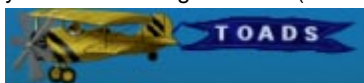
There are two different versions of Speedy Racer:

In **Save the Pigs**, you try to protect the three little pigs from the big bad wolf by keeping him from destroying their houses. If you protect the pigs long enough, you'll save them from the wolf.

In **Pirate Attack**, you command a ship under siege by pirate ships. Try to sink the enemy pirate ships by firing cannons at them. The pirate ships also fire at you!

How to play Save the Pigs:

- 1 Click the Start button on the mailbox to start the game. Letters and words are dropped from the sky by the big bad wolf.
- 2 Type the letters and words before they hit the houses. If you successfully type a letter or word, you get 2 points for each letter you typed. Typing an incorrect letter deducts 1 point from your score.
- 3 If a letter or word hits the ground in front of one of the little pigs' houses, that house will be damaged. The straw house can take two hits before it is destroyed, the stick house can take four hits, and the brick house can take six hits. Items must hit a house to do damage.
- 4 Occasionally, a plane will fly overhead. Type the letter or word on the plane's banner to partially repair your most damaged house (restoring 1 point of damage).



- 5 If you type enough items successfully, you advance to the next level. If a house is destroyed at any point, the pig or pigs in it run to the nearest house that is still standing.
- 6 If you protect the pigs long enough, you save them! However, if all the houses are destroyed, the pigs have to run away.

How to play Pirate Attack:

- 1 Click the Start button on the parchment to start the game. Letters and words appear in the sky.
- 2 Type the letters and words before they disappear. If you successfully type a letter or word, you get 2 points for each letter you typed. Typing an incorrect letter deducts 1 point from your score.
- 3 Typing an item successfully fires a shot at the pirate ship. Typing unsuccessfully allows the pirate ship to shoot at you. Not all shots will hit the ships! How successful your shots and the pirates' shots are depends on the Speedy Racer game settings.
- 4 You get points by sinking ships. Damage to each ship is shown on the ship's damage indicator.



When the pirates' damage indicator runs out, the ship is sunk, and you receive a point bounty (as well as any of the pirate booty that might happen to be on board). (A pirate ship is sunk after 80 successful shots.) A new pirate ship replaces the ship that sank.

If your ship is sunk, the game ends. (Your ship is sunk after 12 successful shots.)

- 5 A blinking letter or word will appear occasionally. Type the letter or word to repair 1 point of your ship's damage. (Missing this item does not damage your ship.)
- 6 If you type enough items successfully, you advance to the next level.

Notes:

- ♦ A level of the game may include all letters, all words, or a combination of both.
- ♦ You can only save the game between levels; to save, click the Save button on the dialog box that appears in between levels.
- ♦ If you are in the middle of typing a word and want to switch to another word, press the spacebar to clear the current word, and then type the new word.
- ♦ Occasionally in Save the Pigs a word on the screen splits and can attack more than one house! Watch out for these crafty words.
- ♦ You can choose the game difficulty and starting level in the Speedy Racer game settings.

Speedy Racer action commands and shortcut keys

Action commands and shortcut keys for Speedy Racer are described below.
These commands also can be found on the game screen: New/Start and Pause/Resume Timer.

Actions

New/Start	Starts a new game of Speedy Racer.
Save	Saves the current game, so you can continue playing it later. The game is saved in its current state.
Restore	Restores a saved game, so you can play it. The restored game will replace any game you are currently playing.
Pause/Resume Timer	Pause Timer pauses the game. Resume Timer starts the game again.

Shortcut keys

Letters A-Z	Used to type letters in the game.
Spacebar/Return/Backspace	Clears the current word you are typing, so you can type another word.



Speedy Racer strategy

Try these hints and tips to do well in Speedy Racer:

Save the Pigs:

- ▶ In later rounds of Save the Pigs, ignore items that aren't going to save the houses. You can see which direction items are headed.
- ▶ If several houses are close to being damaged, always save the brick house, because it is the most durable.
- ▶ Take care of items that come down fast first, and leave slower items for later. Items come in waves, so finishing a slow item might cause a faster item to come down.
- ▶ The items on the plane's banner partially fix your most damaged house, but be sure none of your houses are damaged while you're trying to type bonus items.

Pirate Attack:

- ▶ Items that appear faster disappear faster, so watch the speed of the items that come in, and take care of the faster items first.
- ▶ The blinking items fix some of the damage to your ship, but be sure your ship is not damaged while you're trying to type bonus items.



Speedy Racer game settings

You can change two game settings for Speedy Racer: the starting level (to let you start at a higher level) and the difficulty, which controls how well you do in the game. Game settings for Save the Pigs and Pirate Attack are set separately.

The settings for Speedy Racer can't be changed while you're playing. You can only change these settings before you start a new game or after you finish a game.

To change settings:

- ▶ Click Speedy Racer Settings on the Options menu.

Setting	Description
Difficulty Levels	<p>Sets the difficulty of the game.</p> <p>For Save the Pigs, this controls how many levels you must complete to save the pigs. If the difficulty is Easy, you save the pigs in 5 levels. If the difficulty is Medium, you save the pigs in 10 levels. If the difficulty is Hard, you must complete 20 levels to save the pigs.</p> <p>For Pirate Attack, this controls how accurate your shots are. If the difficulty is Easy, all of your shots will hit the enemy's ships, but only some of the enemy's shots will hit your ship. If the difficulty is Medium, both you and the enemy will miss about the same amount of the time. If the difficulty is Hard, you will miss more than the enemy will.</p>
Starting Level	<p>Sets which level the game starts on. Initially, this is set to 1. You can change it to a higher level to start at that level in the game.</p> <p>The level you can select depends on the current game difficulty. If you set the game difficulty to Easy, you can not change the starting level. If you set the difficulty to Medium, you can start at levels 1 through 5. If you set the difficulty to Hard, you can start at levels 1 through 10.</p>



Word Searches help

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- [Playing Word Searches with another person](#)
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- [Printing Word Searches](#)
- [Creating your own word lists for Word Searches](#)


Selecting a puzzle in Word Searches

A random puzzle is selected for you when you start Word Searches. You can choose another random puzzle, or choose from a categorized list of puzzles.

To select a puzzle:

- ▶ To select a particular puzzle, click the Choose button on the screen. Choose a category, and then choose a puzzle within that category.
- ▶ To select a new random puzzle, click the New button on the screen.

Notes:

- ◆ Each time you play, a random set of words is chosen from the word list and the puzzle is scrambled. You can play your favorite puzzles again and again!
- ◆ You can make your own word lists for Word Searches; word lists you create appear in the **Word Lists (custom)** category. Click here to find out how to create word lists: .



How to play Word Searches

In Word Searches, you try to find all the words hidden in the grid. The words you need to find are listed on the right side of the screen.

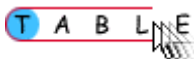
Words can be found across, down, diagonally, and backwards in the puzzle.



When you find a word, you circle it using your mouse. Words you find are automatically crossed off in the list. You win when you find all the words in the list.

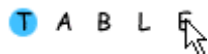
To circle a word:

- Click the first letter in the word. Holding down your mouse button, drag the mouse to the last letter, and then release it.



OR

Click the first and last letter of the word.



Notes and Tips:

- ◆ If you are stumped on the current word, click Find Word, and the word will be circled for you.
- ◆ To narrow down your search, turn on the Show First Letter feature in the Word Searches 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.
- ◆ To quickly move to a different word in the word list, type the first letter of that word.
- ◆ Other game settings can make the puzzle easier or harder:
 - ◆ To make the puzzle easier, you can turn off Use Backwards Words and Use Diagonal Words, or you can decrease the grid size and the number of words used in the puzzle.
 - ◆ To make the puzzle harder, you can hide the word list or increase the grid size and the number of words used in the puzzle.



Playing Word Searches head to head

You can play Word Searches competitively with another friend or family member on the same computer. Before you can play a head to head game, you must add a second player. You can do this from the main screen or in Word Searches (in Word Searches, you can't do this while you are playing; you can only add or remove players before you start a new puzzle or after you solve a puzzle).

To set up a game for head-to-head play:

- 1 Click the Players button on the Options menu in Word Searches or from the Main Screen.
- 2 Click the Add button in the second player position, and select a human player to add.
- 3 Click OK.

To play head to head:

- 1 Start Word Searches with two players added (see above).
- 2 You and the other player take turns finding words in the word list. You each have a certain amount of time for your turn. On your turn, circle a word just as you would in the single player game.
- 3 When you find a word, you score a point, and the turn is passed to the other player. If you can't find a word in the time limit, your turn is passed to the other player.
- 4 The game ends when the puzzle is completed or when neither player can find a word in his or her turn. The player who finds the most words wins.

Note:

- ♦ The standard time limit is 30 seconds but can be changed to 45 or 60 seconds in the Word Searches game settings.
- ♦ You can only change game settings during a head to head game after a game has started. You can change the settings anytime before a word is circled.




Word Searches action commands and shortcut keys

Action commands and shortcut keys for Word Searches are listed below.

All of the action commands are found in menus, but these commands also can be found on the game screen: New, Choose Puzzle, Scramble Puzzle, Clear Puzzle, Find Word, Solve Puzzle, and Pause/Resume Timer.

Game menu

New	Selects a new random puzzle.
Choose Puzzle	Lets you choose a puzzle from a list arranged by category.
Create Word List	Lets you create your own word lists for Word Searches. Click here to find out more: 
Delete Word List	Lets you remove word lists you created.
Save	Saves the current puzzle, so you can continue playing it later. The puzzle is saved in its current state.
Restore	Restores a saved puzzle, so you can play it. The restored puzzle will replace any puzzle you are currently working on.
Print	Prints the current puzzle to your printer, so you can take it with you. The puzzle is printed in its current state, so any words you have already found are circled on the puzzle and crossed off in the list.

Actions menu

Scramble Puzzle	Rearranges all the letters in the puzzle. Any words you have found remain circled.
Clear Puzzle	Clears the entire puzzle, and removes any words you've found. You are asked to confirm that you really want to clear the puzzle.
Find Word	Circles the current word (the word selected in the word list) in the puzzle. If the current word is already found, the Find Word button isn't available.
Solve Puzzle	Circles all the words in the puzzle. You are asked to confirm that you really want to solve the puzzle.
Pause/Resume Timer	Pause Timer pauses the timer (if active) and hides the puzzle grid. This is useful if you are tracking your time and want to stop working on the puzzle to do something else. Resume Timer starts the timer again and reveals the puzzle.

Shortcut keys

Letters A-Z	Moves to the first word in the word list that starts with that letter.
Arrow keys (up and down)	Moves up and down through the word list one word at a time.

Notes and Tips:

- ♦ After you solve a puzzle, you can play the same puzzle again by clicking Clear and then Scramble.
- ♦ During a two player game, most actions are unavailable.



Word Searches strategy

Try the following hints and tips to improve your Word Searches skill:

- ▶ When you are just starting a puzzle, look for longer words. They are often easiest to find.
- ▶ Looking for words across and down is easier than diagonal words. Try quickly scanning each line with your eyes.
- ▶ Look for patterns in the grid; if you see common consonants and vowels together, they might make a word.
- ▶ Try to look for the rarest letter in a 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) may be easier to find, because you can look for clusters of the same letters.
- ▶ 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.




Word Searches game settings

You can change a number of game settings for Word Searches. Many of the settings affect game difficulty, such as Show Word List, Show First Letter, Allow Backwards/Diagonal Words, Width, Height, and Number of Words.

The Allow Backwards Words, Allow Diagonal Words, Use Timer, Number of Words, Use Square Grid, Width & Height, and Two Player Game Time settings can't be changed while you're playing. You can only change these settings before you start a new puzzle or after you solve a puzzle.

To change settings:

- ▶ Click Word Searches Settings on the Options menu.

Setting	Description
Show Word List	Shows the word list. Turn this off to hide the word list; this makes the puzzle much more difficult.
Show First Letter	Highlights the first letter of the current word in the word list within the grid in every place it is found. This can make the puzzle much easier to solve, as it narrows down the possible locations for each word. To use a different first letter, type that letter or click a word that starts with that letter.
Allow Backwards Words	Puts words in the puzzle backwards. Turn off this setting to make puzzles easier.
Allow Diagonal Words	Puts words in the puzzle diagonally. Turn off this setting to make puzzles easier.
Use Timer	Turns on an on-screen timer that keeps track of how long you've worked on a puzzle.
Number of Words	Sets how many words are fit into the grid. Move the slider towards "More" to fit more words in the puzzle, and move the slider towards "Fewer" to fit less words in the puzzle. (Having fewer words means the puzzle will take less time to finish.)
Use Square Grid	Restricts the word searches grid to be a square. If you turn this setting off, you can make rectangular puzzles.
Width & Height	Sets the width and height of the word searches grid (from 5 by 5 to 21 by 21). (Smaller grids tend to use less words and usually are easier to solve.) This only takes effect if you have not started a puzzle; otherwise, it affects the next puzzle you choose.
Two Player Game Time	Specifies how much time you have to find a word in a two player game. You can set this to 30, 45, or 60 seconds. The standard game time is 30 seconds. For more information on playing with another person, click  here:
Environments	Sets which background picture is shown while you play the game.

Tip:

- ♦ Hiding the word list may make a puzzle too difficult to play unless you use a smaller grid size or reduce the number of words.



Printing Word Searches

You can print a puzzle on your printer, so you can take it with you. The puzzle is printed in its current state, so any words you have already found are circled and crossed off in the list.

To print a puzzle:

- ▶ Click Print on the Game menu, and click OK to print.

Tip:

- ◆ You can use the Print feature to print puzzles and puzzle solutions. Select a puzzle, print it, and then solve it (by clicking the Solve Puzzle button) and print it again.



Creating your own word lists for Word Searches

You can create your own word lists for Word Searches so you can play puzzles using those words. Some ideas for word lists you could make: your hobbies, the names of friends or family members, your favorite foods, cities you have lived in, spelling lists for your kids, pets you have had, your favorite sports figures.

In addition, you can make word lists based on word lists that are already in Word Games.

Words in your word list must be from 3-21 letters.

To create your own word list:

- 1 In Word Searches, click Create New Word List on the Game menu.
- 2 To add a word to your list, type it in the Add New Word box, and click the Add button.
- 3 To copy a word from an existing word list, select the group, list, and word you want from the Group, List, and Word boxes at the right of the dialog box. Then, click the Add button. Or click the Add All button to copy all the words in the selected list to your new list.
- 4 Click Save when you are done adding words.
- 5 Type a name for your list, and click OK.

Lists you make appear in the **Word Lists (custom)** category.

To play a puzzle with a word list you created:

- 1 In Word Searches, click the Choose button, or click Choose Puzzle on the Game menu.
- 2 In the Select a Category box, select the Word Lists (Custom) category.
- 3 In the Select a Puzzle box, select the puzzle you want.

Note:

- ♦ Puzzles you create also may appear in Hangman games that use categories.



Word Yacht help

Word Yacht basics

- [How to play Word Yacht](#)
- [Word Yacht categories](#)
- [Word Yacht scoring](#)
- [Action commands and shortcut keys](#)
- [Strategy](#)

Customizing Word Yacht

- [Game settings](#)
- [Changing players in Word Yacht](#)

How to play Word Yacht

Word Yacht can be played with one, two, three or four players. You can play against human players or Hoyle computer characters. For help on adding and changing players, click here: [»»](#)

To play, you roll 10 lettered dice. You have two minutes to make words from those dice. At the end of your turn, you try to use some or all of your words to complete specific word categories (such as a **Straight** or a **Slam**).

To learn about Word Yacht categories, click here: [»»](#)

To learn about Word Yacht scoring, click here: [»»](#)

When all of the categories on each player's card are filled out, then the game is over, and the player with the highest score wins.

To play Word Yacht:

- 1 The dice cup rotates when it's your turn. Roll the dice by clicking on your dice cup or pressing the spacebar.
- 2 Make words from the dice by typing letters or clicking the dice to move them to the word area. While typing, you can press Backspace to remove the last letter you typed, or click on a letter to remove it. In addition, you can press Escape or click the Clear button to clear the entire word you just typed.
- 3 Press Enter or click the Enter button to add words to your word list. You can make words until the timer runs out or until you have found all the words you need to score a certain category. (Because some categories have several levels of words that give you points, usually you will want to find as many words as you can!)

Rules for making words:

- ♦ Each die can be used only once in each word.
 - ♦ Words must be at least three letters long.
 - ♦ You can use both a singular word and its plural (CAT and CATS).
 - ♦ Words must be recognized by Hoyle Word Games to be added to your word list. Some proper nouns, foreign words, and objectionable words will not be recognized.
- 4 As you make words, the points you could get in each category are shown (as well as the levels you have achieved, shown next to the categories). You can place your cursor over a category name to see a description of the category.

Click the points area next to a category to score points in that category. Be sure to select the category carefully; once you choose it, you can't change it later. If you choose zero in a category, you won't have another chance to complete that category during this game.
 - 5 After you pick a category, the turn moves to the next player. (If you are playing solo, your next turn starts.)

Notes and Tips:

- ♦ You can scroll through the word list to see the words you've already added.
- ♦ You can click a word in a word list to look up that word in the dictionary. You can use this to easily look up unfamiliar words made by other players.
- ♦ You can view other players' scoring information. To see a player's scorecard while anyone in the game is actively playing, click the little scorecard next to the player and hold down the mouse. If no one is actively playing (in other words, before you or another human player rolls the dice), you can click any player's little scorecard once to see that player's last-played scorecard, dice, and word list.
- ♦ Usually, words you type are cleared; you can set Word Yacht to leave the last word you typed in the work area. For more information on this setting, see the Word Yacht game settings.
- ♦ In addition, you can set whether the dice return to the same positions after you finish with them. Turn off the Return Dice to Original Positions option in the game settings to effectively scramble the dice. This may make it easier for you to find words.
- ♦ As you add words, the area on the right of the screen counts the number of words of certain lengths you have made and identifies the best Starter word (this is the letter that starts more of your words than any other).
- ♦ You start with the easiest level of scorecard. For more of a challenge, change to the Intermediate or Expert scorecard. To learn how to change scorecards, click here: [»»](#)



Word Yacht categories

The categories you see in Word Yacht, and how many points they can give you, depend on the level of scorecard you choose to play with. Initially, all players are set to use the Beginner scorecard. To find out how to change scorecards, click here: [»»](#)

The Word Yacht categories, and what you need to do to complete them, are described below.

To find out how many points you can get for scoring a category, place your cursor over the category name on the scorecard.

Basic Categories (Beginner scorecard)

3 letters	Find at least three or more three-letter words
4 letters	Find two or more four-letter words
5 or more letters	Find at least one word of five or more letters

Basic Categories (Intermediate and Expert scorecards)

3 & 4 letters	Find three- and four-letter words (at least five words for Intermediate, at least ten words for Expert)
5 & 6 letters	Find five- and six-letter words (at least three words for Intermediate, at least six words for Expert)
7 or more letters	Find words of seven or more letters (at least one word for Intermediate, at least two words for Expert)

Other Categories

Straight	<p>Find a series of words spelled with consecutive numbers of letters. You can have a three-word straight, a four-word straight, or a five-word straight.</p> <p>You have a three-word straight if you have a three-, four-, and five-letter word, a four-, five-, and six-letter word, or a five-, six-, and seven+ letter word.</p> <p>Examples of three-word straights: DIN, DINE, and ENTER; RAID, DINAR, and RANCID; RANTS, STRAND, and TRANSFER</p> <p>You have a four-word straight if you have a three-, four-, five-, and six-letter word, or a four-, five-, six-, and seven+ letter word.</p> <p>Examples of four-word straights: DIN, DINE, ENTER, and ENTERS; RAID, DINAR, RANCID, and CINDERS.</p> <p>You have the much more rare five-word straight if you have a three-letter word, a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.</p> <p>Example of a five-word straight: DIN, DINE, ENTER, ENTERS; and ENTERED</p>
Starter	<p>Find several words that start with the same letter (for example, BUY, BUG, and BAR all start with B). On the Beginner scorecard, you need to make at least three words; for Intermediate, you need five words; for Expert, you need ten words.</p>
Slam	<p>Use all of your letters at least once. When you use a letter, the die color for that letter changes from red to black to help you keep track of which letters you've used.</p> <p>If you have several dice with the same letter, you must use that letter at least once for each time it appears on the dice. In the example below, both E and R are found on two dice, and are each used at least two times in the Slam words.</p> <p>Example of a Slam using the letters DEEFINRRTZ: ZEN, DIRE, DIET, FRIEND</p>
Scorer	<p>Score varying points for each word you make. Point values depend on your scorecard difficulty.</p>
Yacht	<p>Make a lot of words (of any length) on your turn. On the Beginner scorecard, you need to make at least 15 words; for Intermediate, you need at least 30 words; for Expert, you need at least 40 words.</p>

Bonuses

In addition to the Word Yacht categories, you can get bonus points for making long words. (You do not have to get the bonuses to complete your scorecard.)

On the Beginner scorecard, words with seven or more letters give you extra bonus points. On the Intermediate and Expert scorecards, words with eight or more letters give you extra bonus points.



Word Yacht scoring

Many of the Word Yacht categories require you to achieve a certain level before you can score points. For instance, in the Beginner scorecard, a minimum of three words are required to complete the three-letter word category, but getting five or ten words gives you additional points beyond the minimum. Getting words in between the different word levels doesn't help—getting four words will still give you the points for three words, for example.

As soon as you achieve one of the goals, the scorecard changes to show that it has been achieved. The points you can achieve for the different categories are shown below. If there are three different word levels you can achieve for a category, the three different possible point values are shown.

Note: The Slam, Scorer and Yacht categories do not have different word levels. Slam is worth 20 on every scorecard, the points for Scorer vary per scorecard, and a Yacht is always worth 75.

Beginner scorecard

Category	Words	Points
3 letters	[3] [5] [10]	(15) (30) (45)
4 letters	[2] [4] [6]	(15) (30) (45)
5 or more letters	[1] [2] [3]	(30) (50) (70)
Straight	[3] [4] [5]	(25) (50) (75)
Starter	[3] [5] [10]	(15) (30) (45)
Slam	--	20
Scorer	--	varies*
Yacht	[15]	75
<i>Bonus (7+ letters)</i>		50 per word

Intermediate scorecard

Category	Words	Points
3 & 4 letters	[5] [10] [15]	(15) (30) (45)
5 & 6 letters	[3] [6] [9]	(15) (30) (45)
7 or more letters	[1] [2] [3]	(30) (50) (70)
Straight	[3] [4] [5]	(10) (25) (50)
Starter	[5] [10] [15]	(15) (30) (45)
Slam	--	20
Scorer	--	varies*
Yacht	[30]	75
<i>Bonus (8+ letters)</i>		50 per word

Expert scorecard

Category	Words	Points
3 & 4 letters	[10] [15] [20]	(15) (30) (45)
5 & 6 letters	[6] [9] [12]	(15) (30) (45)
7 or more letters	[2] [3] [4]	(30) (50) (70)
Straight	[3] [4] [5]	(10) (25) (50)
Starter	[10] [15] [20]	(15) (30) (45)
Slam	--	20
Scorer	--	varies*
Yacht	[40]	75
<i>Bonus (8+ letters)</i>		50 per word

* For Scorer, you score points for all words you make. For the Beginner scorecard, three- and four-letter words are worth 1 point, five-letter words are worth 2 points, and words with six or more letters are worth 3 points. For the Intermediate and Expert scorecards, three- and four-letter words are worth 1 point, five- and six-letter words are worth 2 points, and words with seven or more letters are worth 3 points.

Note:

- ♦ You can get information about point levels while you are playing by using the pop-up help: place your cursor over the category on the scorecard that you want information about.



Changing your scorecard in Word Yacht

You can change how easy or how difficult it is to complete categories (and score points) in Word Yacht by changing your scorecard. You can only change your scorecard before a game.

There are three different scorecards in Word Yacht. All players are initially set to use the Beginner scorecard.

- ♦ The **Beginner** scorecard is recommended for people who are learning how to play Word Yacht, word game novices, and younger players.
- ♦ The **Intermediate** scorecard is recommended for people who have some skill with word games.
- ♦ The **Expert** scorecard is recommended for true word finding pros!

The Word Yacht scorecards are designed so that players of different levels can play Word Yacht together and still have a competitive game. Therefore, a player with the Beginner scorecard should be able to beat a player using the Expert scorecard.

If you find you are consistently getting the highest scores possible on a Beginner or Intermediate scorecard, consider changing to the Intermediate or Expert scorecard.

To change the Word Yacht scorecard for yourself or others:

- 1 Click Players on the Options menu, or click the picture for any player in the game.
- 2 Click the Settings button next to the player whose scorecard you want to change.
- 3 Select the Scorecard level for that player.



Word Yacht action commands and shortcut keys

Action commands and shortcut keys for Word Yacht are listed below.

All of the action commands are found in menus, but these commands also can be found on the game screen: Roll Dice, Clear, Add Word to List, and Pause/Resume Timer.

Game menu

New	Starts a new game.
Save	Saves the current game, so you can continue playing it later. The game is saved with current players and settings.
Restore	Restores a saved game so you can play it. The restored game replaces any game you are currently playing.

Actions menu

Roll Dice	Rolls the dice when it's your turn. (You can do this by clicking the dice cup on the screen or pressing the spacebar.)
Clear	Clears the word you just typed.
Add Word to List	Adds a word to the word list.
Pause/Resume Timer	Pause Timer pauses the timer and hides the dice. Resume Timer starts the game again and shows the dice.

Shortcut keys

Letters A-Z	Used to type words.
Spacebar	Rolls the dice when it's your turn.
Enter	Adds a word to the word list.
Backspace	Removes the previous letter.
Esc	Clears the word you just typed.



Word Yacht strategy

Try these hints and tips to improve your Word Yacht game.

- ▶ Be sure to make plural versions of any words you find, and make singular versions of any plural words.
- ▶ If possible, pick the category you are going to attempt before you roll or as soon as you see your dice. Some rolls are best for longer words, such as those with S or ED or RE, and some are best for making a lot of short words.
- ▶ If you can, save the Slam category (where you have to use all of your dice) for when you have a bad roll and can't make many words.
- ▶ If you have letters that make a prefix or suffix such as RE or ED, try typing those letters to move them to the work area, so you can examine the letters that are left and try to make a long word using the prefix or suffix.
- ▶ Although the Scorer is a useful fallback category, try to use the Scorer category when it gives you a lot of points.
- ▶ When trying for a Yacht, concentrate on making shorter words. When trying for a Scorer, concentrate on making longer words.
- ▶ Bonuses can help you win at Word Yacht, and you get them even if you can't fill a category. If you have great letters, look for the longest words possible.
- ▶ When trying for a Starter word, check the key at the right side of the screen to see which letter is best to use. Note that S is not usually a good starter letter (unless you have two S's), because it is better used to end words starting with another letter.



Word Yacht game settings

You can change several game settings for Word Yacht, including the method you use to add words to the word list and how dice are moved to and from the work area.

To change settings:

- ▶ Click Word Yacht Settings on the Options menu.

Setting	Description
Clear Word After Entering	<p>Clears the word you just typed automatically after you add a word to the word list.</p> <p>Turn this setting off to leave the last word you typed in the word area, so you can add letters to it and make other words.</p> <p>For example, if KIT was the last word you typed, you might want it to remain there so that you could type KITE. And you could then quickly make KITTEN by removing the E, and then typing the T, E, and N.</p> <p>Regardless of the setting used, you can press the Esc key on your keyboard (or click the Clear button) to clear the whole word area.</p>
Return Dice to Original Positions	<p>Returns the dice you used to the same positions they were in before you typed them. Uncheck this setting to have the dice return to random positions.</p> <p>Unchecking this setting may make it easier to find words, because the dice are scrambled each time you make a word.</p>
Show Popup Help	<p>Shows a description of each item on the scorecard when you place your cursor over the scorecard.</p>

Note:

- ♦ To change the game difficulty for Word Yacht, you need to change the settings for the individual players in the Players dialog box. Click here for more information on changing players: >>



Changing players in Word Yacht

Word Yacht can be played with one, two, three, or four players. You can only add and remove players (or change the players' scorecard levels) before a game is started.

To change players and player settings:

- ▶ Click Players on the Options menu, or click a player's picture.
- ◆ To add another player to the game, click **Add**. You are asked whether you want to add a real person. Answer "No" to add a computer character.
- ◆ To replace a player with a different person or computer character, click **Replace**. Again, you are asked whether you want to replace the player with a real person. Answer "No" to replace the player with a computer character.
- ◆ To remove a player, click **Clear**.
- ◆ To change the settings for a real person or computer character, click **Settings**.
You can change two settings in Word Yacht:
 - ◆ You can change each player's scorecard level to Beginner, Intermediate, or Expert.
 - ◆ You can change human players' faces to standard or Face Maker faces.

