MASTERWORD

The aim is to guess hidden words correctly. For each word the
player has a maximum of ten attempts. For each attempt the computer
will report how many letters have been guessed correctly, (a) the <u>right</u>
letter in the <u>right</u> position and (b) the <u>right</u> letter but in the <u>wrong</u>
position. Using this information you can begin to work out the mystery
word.

You can play against the computer or against another player or
players. You can choose how many letters (up to 6) are to make up the
mystery word, and you can choose whether to play against the clock.
(You can also turn the sound on or off, but this does not affect the
game.) If you play against the computer it will enter a mystery word
with the number of letters you have chosen. If you play against another
player, or players you and your opponent can take turns at entering your
own mystery word.

You can also decide your own method of scoring. To begin with we
suggest you attempt to guess, say, five three letter words. Then see
how many you managed to guess, how many attempts per word, and how much
time was taken. As your skill increases, you will probably wish to
concentrate on longer words.

Another variation is for each player alternately to attempt to
guess words, starting with three letters and increasing by one letter
each turn. The time feature becomes important if players are closely
matched. Really close finishes may be decided by seconds!

Starting the game

When the program has loaded you will see the Challenge Screen. Do
not enter anything at this stage but press ENTER (or RETURN on
the Commodore 64) for the Option Screen which allows you to select:

Challenger	Play against computer or another player
Letters	The number of letters you wish to have in your mystery word
Timer	Do you want to time each attempt?
Sound	Sound, or no sound?

Press ENTER (or RETURN) to cycle through the options on each
line.

Press SPACE to make a choice and move to the next line. Then
press SPACE to return to the Challenge Screen.

After 'PLAYER' type the name of the person who is to guess the
word. If you make a typing error press DELETE .

Press SPACE to move to 'CHALLENGER' if the mystery word is
then to be provided by another player. This player types his or her
name then presses SPACE to move to bottom line. For each dot type
in a letter of the mystery word. Press SPACE to play the game.

If the 'Player' is playing against the computer, the computer will
automatically enter the mystery word and proceed to the game.

Playing the game

The Player has to guess the mystery word. Type the first guess (same number of letters as there are dots), then press SPACE . If you make a mistake or change your mind, you can alter your guess by using DELETE to delete letters, but only before you have pressed SPACE .

                  shows the number of correct letters in the correct position.

                  shows the number of correct letters in the wrong position.

Continue with another attempt until the computer tells you that you have the correct word or until you have made the maximum of ten attempts.

Press SPACE to move to the Score Sheet which records the number of attempts taken for each word, whether it was guessed correctly, and the time taken (if Timer feature is selected). Press SPACE to return to the Challenge Screen.

To give up in he middle of guessing a word press 1.

When you have returned to the Challenge Screen type in a new name for 'Player' or 'Challenger' (typing over the old name), or press SPACE to confirm, or ENTER (or RETURN) to move to the Option Screen to choose new feature.

Games to stretch the mind