

Christina's Words

Vers 6.3

User Manual

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Christina's Words

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Christina's Words

About the Program

This manual has been updated to cover program version 6.3.

Christina's Words is a word-search program. In addition to giving you the thrill and satisfaction of finding hidden words, the program will keep track of your high games, and your average. You score based on the length of the word: the longer the word, the more points you earn.

Like everything I write, I wrote Christina's Words because I had a strong desire for a program like this.

My wife (Christina, of course) and I play this game often. This way, we can stay on top of any bugs that crop up, and I am in tune with any developments that need to be made. Besides, I felt that it would be a terrible shame not to share this program with the world (hence the documentation).

I have not wasted a lot of time putting in all kinds of little features and functions that very few people, if anybody, will ever use. That results in bloatware. This program is small and fast.

I will entertain ideas for enhancements, bug reports, suggestions, comments, etc. Please contact me at ChristinasWords@davidgrund.com. Technical support is available for free via e-mail, but please look for the answers in this User Manual first.

Disclaimer

This SOFTWARE PRODUCT is free to use, and to install on as many computers as you would like.

This SOFTWARE PRODUCT is provided by THE PROVIDER "as is" and "with all faults." THE PROVIDER makes no representations or warranties of any kind concerning the safety, suitability, lack of viruses, inaccuracies, typographical errors, or other harmful components of this SOFTWARE PRODUCT. There are inherent dangers in the use of any software, and you are solely responsible for determining whether this SOFTWARE PRODUCT is compatible with your equipment and other software installed on your equipment. You are also solely responsible for the protection of your equipment and backup of your data, and THE PROVIDER will not be liable for any damages you may suffer in connection with using, modifying, or distributing this SOFTWARE PRODUCT.

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Program Installation

Christina's Words is manually installed.

- 1) Create a folder for the sole use of Christina's Words.
- 2) Copy the distribution file, CW63.ZIP into that folder.
- 3) Unzip that file using your favorite unzipping program.
- 4) After all of the files are expanded, **MOVE** CW63.ZIP somewhere for safe keeping, out of that directory.
- 5) Create a Windows shortcut to the program, with no command line parameters. Put this shortcut with all of your other Windows applications. This is the one you will use to call the program up on demand.

The program does not use the Windows Registry, and there are no DLL's to install. If you wish to uninstall (sob), simply delete the directory and its contents, and the uninstall is clean and complete.

When viewing this manual, a certain amount of Windows knowledge on the part of the user is assumed. For example, it is assumed that the user knows that if the "b" is underlined on a button, he/she can press Alt-B instead of clicking that button.

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Program Operation

You start the program by clicking on the shortcut that you established in the installation steps described above.

When the program starts, it will look for a file called playernames.txt. This is a text file that contains the names of all of the players of the program. In the beginning, or course, it will not exist. If it does not exist, the program will display a dialogue box, asking for the name of the player:



Note that there is a limited amount of space for the name of the player on the screen, so you will not want to add a long name.

After adding a player to the Player Names file, a new game for that player will begin.

If there is more than one player name in the Players Names file, then the program will ask you which player would like to play:



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Main Screen

After you choose a name, the program will randomly choose letters, and fill up the main player board, or main screen. It will also check the player's scores file, and display those values.



Playing the Game

The object of the game is to score as many points as you can.

To play the game, you select adjoining letters, in any direction. The minimum number of letters that a word can contain is three; the maximum is ten. After you select all of the letters, you press the "Submit Word" button if you want the program to accept the word, or "Clear the Board" button if you wish not to use what was selected (like when you make a data entry error).

You are allowed ten turns.

You are allowed to quit any game, without penalty, until the third word is scored. If you quit a game after that, the score will be counted toward your average.

Read on for a description of each field and button on the board.

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Menu Bar: Game

This will allow you to choose a new game, or quit the existing one. Note that if you quit a game that is in progress, regardless of which of the two options you choose, the score will still count on your statistics.

Menu Bar: Players

This will allow you to pick an existing player for the game, or add a new player.

Menu Bar: Sounds

There are three choices here: Status, On, and Off. Status will tell you whether sounds will be played or not. On turns them on, and Off turns them off.

Menu Bar: Stat Board

This will show you a board containing statistics, like your average before this game, your average over the last ten games, your average over the last 30 days, number of games played, your high game and date played, and your low game and date played.

Menu Bar: Screen Snapshot

This will take a picture of the screen, and save it as a .png file. You may wish to use this to prove to a friend that you scored an especially high score.

Menu Bar: About

This option will tell you what the current version is (which you can see in the title bar anyway). At a later date, this may contain more information.

Player name

This is the name of the player that was chosen earlier.

games

This is the number of games of Christina's Words that you have played per the existing scores file.

High game

This is the highest game score attained in Christina's Words per the existing scores file.

Average

This is the average score of the games of Christina's Words that you have played per the existing scores file.

Low game

This is the lowest game score attained in Christina's Words per the existing scores file.

Accepted Words

This is a list of the words that you chose, and were accepted, during this game. See *Word Lists and Scoring*, described later.

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Selected word

This is the word that you selected from the grid.

Triple

If you wish to score this word at *triple* the regular value, press this button before you submit the word.

Double

If you wish to score this word at *double* the regular value, press this button before you submit the word.

Submit Word

Click this button when you have selected the entire word, and are ready for the program to accept and score it. See *Word Lists and Scoring*, below.

Clear the Board

Click this button when you have made an error, and you want to clear all of your selections (chosen letters) since the last word.

Score

This is your total game score so far.

Quit

Of course, this button will quit the program.

Until the third word is chosen, you are allowed to quit a game with no penalty. You may have chosen a board to play that was not as good as you thought it might be, and find that you didn't want to waste your time with it after all.

After the third word is chosen, the game will have considered that you liked the board enough to continue playing it. If you quit a game that is in progress, the score will still count on your statistics.

After the last turn, the program displays a really informative and fun board, containing your high game score, averages, etc, as follows.

Yellow box

This is a quicker way to start a new game, with touch-screen computers in mind.

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Word Lists and Scoring

The program is distributed with a number of word lists; one for each number of letters in a word. When you ask the program to submit a word, it will look for that word in the word list associated with the number of letters in the word. In other words, if the word is four letters long, the program will look for it in the four-letter word list.

If the program finds the word in the list, it will score it. If it does not find the word in the list, you will have a chance to tell the program to accept it anyway.

Word scores are calculated using the square of the number of letters of the word. The table shows the number of points scored for each word length.

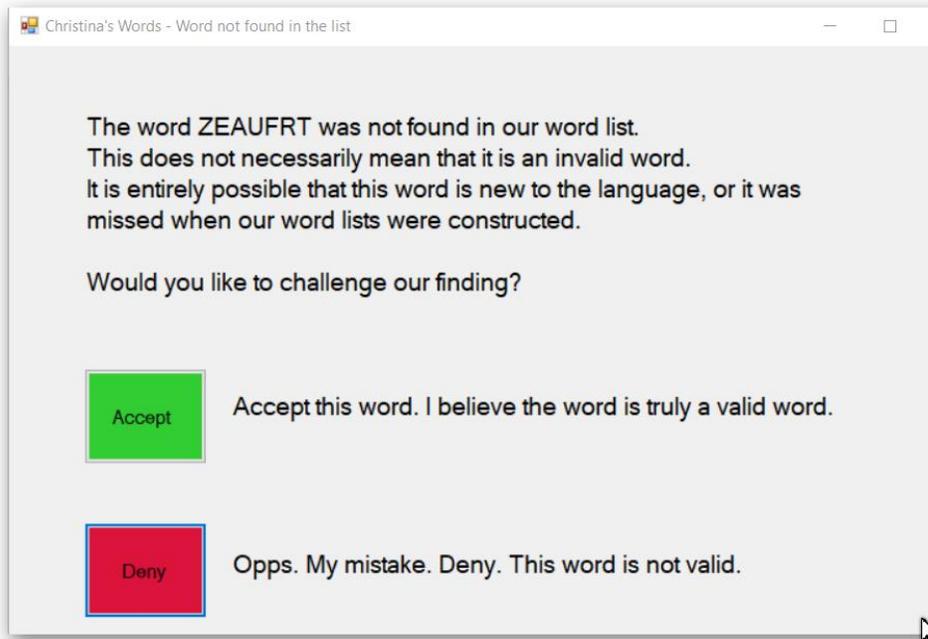
# of letters	Single Word Score	Double Word Score	Triple Word Score
3	9	18	27
4	16	32	48
5	25	50	75
6	36	72	108
7	49	98	147
8	64	128	192
9	81	162	243
10	100	200	300

The word lists are not a complete and exhaustive list of every word in the English language. That would take the staff of a dictionary published to accomplish. However, I have done the best job I can in creating these word lists.

No slang words or Proper Nouns (people's names) are permitted. After that, consult a good dictionary for the final authority on whether a word is acceptable.

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If the program complains that the word you selected is NOT in the word list, you will see a screen, like the following:



If you have determined that the word is indeed valid, then choose the *Accept* button, and the program will accept and use the word, as if it found it in its word list. Note, however, that this does not add the word to the permanent word list, and if you come across the same word in the future, the same thing will happen. If you want the word to be included in future versions of Christina's Words, please send an e-mail to ChristinasWords@davidgrund.com, and I will include it in a future version.

If you have determined that the word is NOT valid, choose the *Deny* button, and you will be penalized accordingly.

The highest possible score that can theoretically be achieved is **1300**.

Hints and Tips

After you start a game, scan the board, looking for patterns that will help you achieve a high score. If you don't like what you see, choose a new board (new game). Once you play the third word, you no longer have this option, and must play it through.

Look for letter combinations that will score the most words, like ING, TION, and ERS.