



SCRABBLE[®]

FOUR-PURPOSE GAME

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FIRST THINGS FIRST

The ReadMe File

The *SCRABBLE® Online* CD-ROM game has a ReadMe file where you can view both the End-User License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print. To view this file, double-click on it in the *SCRABBLE Online* game directory found on your hard drive (usually C:\Program Files\Atari\Scrabble Online). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Scrabble Online, and then on the ReadMe file.

In-Game Help System

This manual complements the in-game Help system, which you can access by clicking on the HELP button in the Main Menu or in the Menu Bar at the top of the game screen. The Help system also includes a glossary of *SCRABBLE* game terms.

System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® II 400 MHz or faster
Memory:	128 MB RAM
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed
Video:	4 MB Windows® 98/98SE/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/98SE/Me/2000/XP-compatible sound card*
DirectX®:	DirectX version 9.0 (included) or higher
Multiplayer:	For online play via GameSpy: 56 Kbps connection or faster and Internet access. For LAN play: Ethernet card and LAN with TCP/IP protocols For Voice Chat: Headset with microphone

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/98SE/Me/2000/XP.
2. Insert the *SCRABBLE Online* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *SCRABBLE Online* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Scrabble Online/game to start the game.

Note: You must have the *SCRABBLE Online* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *SCRABBLE Online* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click “Yes” to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

SAVING AND LOADING

A game in progress (except for LAN or GameSpy games) may be saved. When you click on SAVE (from the Main Menu on the Menu Bar), a grid listing dates and names of saved games appears. Click on OKAY to save your game using the default name, or click on the default name and type in a new name. You can click on an old saved game to write over it.

Note: It is not necessary to save a finished game in order for the *SCRABBLE Online* game to “remember” it. All games completed under a given Player Profile are stored in memory and thus can be reviewed with the Analyze Your Play feature. You need to save a game only if you have not finished it and wish to return to it later.

To Load a saved game, highlight the game you wish to load and then click on OKAY.

WELCOME TO THE SCRABBLE® ONLINE GAME

Now there's always a *SCRABBLE* game to play! With the *SCRABBLE Online* game, you can meet players of all levels for spellbinding online tournament games. Sharpen your skills with solo play, Email matches and Mini-Games... then join the growing *SCRABBLE* game community, day or night!

MAIN MENU

The Main Menu screen appears when you start the *SCRABBLE Online* game. Placing the cursor over some of the menu choices reveals further choices.

The Main Menu choices are also available from the Menu Bar that appears at the top of the screen during gameplay. The Main Menu offers the following choices:

Start New Game – Start a new Standard *SCRABBLE* game (1-4 players at the same computer). **Note:** Any time you use Start New Game, you must go through the Player Login. If you just want to start a new match with the current players and Game Preferences from within an existing game, click on the Restart Game button.

Play Online – Choose LAN, GameSpy or Email play (see pages 34-39 for details).

SCRABBLE Mini-Games – Choose one of four Mini-Games (see pages 22-27 for details).

Personal Trainer – Improve your *SCRABBLE* game skills with challenging activities (see pages 27-29 for details).

Options – Adjust Audio Options, customize Styles, manage Custom Dictionaries, set up Voice Chat, and view Player Records and Credits. See **Options** on pages 19-20 for details.

Resume Last Game – Return to the last game you were playing in the current gaming session.

Load Game – Load a saved game in progress.



Help – Get assistance with all aspects of the game.

Minimize – Minimize your *SCRABBLE Online* game so that you can keep it running while working on other applications from your desktop.

Quit Game – Exit the *SCRABBLE Online* game.

PLAYER LOGIN

Whenever you start a *SCRABBLE* game of any kind, or go to the Mini-Games or Personal Trainer menus, you must log in so that game statistics are stored under the correct name/Player Profile.

Click on the left and right arrows to scroll through all available Player Profiles, each with a different name. Each Profile stores ratings and number of wins. You may create as many individual Profiles as you wish.

Click on an existing Profile to select it. That player name will appear in the Name Box above the Player Profiles.

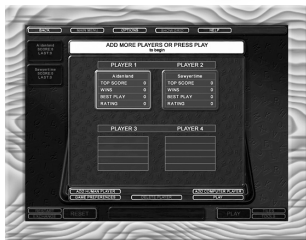
Add New Player – Select this choice when you wish to create a new Player Profile. The cursor appears in the Name Box. Type a new name and then click on OKAY.

Delete Player – Delete the Player Profile that is currently highlighted and showing in the Name Box.

Player Options – Select this to choose player-specific options (see more under Options on page 19).

Okay – Click on this to confirm the player name in the Name Box. The first player to log in is Player #1, the second player is Player #2, etc.

After you select Okay, an “Add More Players or Press Play” window opens. If you are playing solo, without even using a computer opponent, click on PLAY now. If you wish to add more players, computer or human, you may now do so.



Add Human Player – If you select this, you are returned to the previous dialogue box. You may now select an existing Profile for Player #2 or create a new one. Repeat these steps for Player #3 and Player #4, if using three or four players.

Add Computer Player – After you click on this, you must choose the difficulty level of your computer opponent. Maven is the name of the game’s AI (Artificial Intelligence) system. You may choose one of 12 preset challenge levels or “Custom.” The Custom choice allows you to manually set the numerical rating of your Maven opponent. (See Player Ratings on page 33.) The numerical ratings for the preset Maven choices are as follows: 2,100 Deity; 2,000 World Champion; 1,850 Master; 1,700 Pro; 1,550 Expert; 1,400 Hotshot; 1,250 Veteran; 1,100 Competitor; 950 Tourney Player; 800 Casual Player; 650 Apprentice; 500 Beginner.

Click on OKAY to assign Maven as the next player in order.

Note: You can have up to three Maven opponents, each playing at its own level of expertise. You can also play with a mix of human players and Maven players.

Game Preferences – Set global preferences for the game, including Auto Challenge or use of Timers. These choices affect all players. If you do not choose Game Preferences, the game starts with default settings.

Note: Once a game has begun, you cannot change the Game Preferences.

Play – When you have selected or created all of the players desired (from 1 to 4), click on PLAY to start the game.

STANDARD SCRABBLE GAME

The Standard *SCRABBLE* game is a single-player or multiplayer game that is played on a single computer.

This can be played with 1-4 players, using any combination of human and computer players. If more than one human player is playing, the “hot seat” method is used. That is, the player whose turn it is sits at the keyboard and operates the game. There are no special keys assigned to each player. Each player uses the same commands and keys when it is his or her turn.

To Start a New Game:

The first step is the Player Login (see page 6). You must first create or select a Player Profile.

See **SCRABBLE Game Rules (General)** on pages 11-14 if you wish to learn or review the general rules for playing the *SCRABBLE* game. The *SCRABBLE Online* game follows the same rules as the classic board game, adapted slightly for the computer.

To learn more about how to physically play the game and use the game's interface, see **Game Screen** below, **Basic Game Mechanics** (pages 9-11) and/or **Game Buttons** (pages 14-17).

To learn more about the horizontal Menu Bar at the top of the game screen, see **Menu Bar** on pages 19-20.

GAME SCREEN

The *SCRABBLE Online* Main Game Screen consists of:

1. The horizontal **Menu Bar** at the top of the screen.
2. The **Player Display(s)** to the left of the Game Board. These contain running information about each player, including name, current score, last word score, and time remaining (if Timer mode is enabled) for the player taking a turn.
3. The **Game Board**. In the Standard *SCRABBLE* game, this consists of empty squares for placing tiles and a text box at the bottom of the board that displays turn-based game information, such as the current point value of the word being formed.
4. The **Game Buttons**. In the Standard *SCRABBLE* game, these buttons are SHUFFLE/TAKE BACK, PASS/PLAY, RESTART, EXCHANGE, TILES, TOOLS and (in certain situations) CHALLENGE. See pages 14-17 for more about the **Game Buttons**.
5. The **Tile Rack**. This contains the player's current letter tiles. There are usually seven letter tiles in the rack at the start of a turn, but toward the end of the game, there may be fewer tiles.



BASIC GAME MECHANICS

To learn about the general rules and scoring of the game, see **SCRABBLE Game Rules (General)** on pages 11-14. The following section describes the mechanics of the computer version of the game; it does not offer a comprehensive look at the game rules.

Picking or drawing new letter tiles for your rack can be done in two ways:

“Manually” – In default mode, players select the tiles manually. To select a tile, click on any of the face-down tiles in the Tile Selection Screen. The Tile Selection Screen opens automatically when it is a player's turn to pick new tiles. The player selects one to seven tiles, depending upon how many are needed to replenish his or her rack.

Auto Pick – When you enable Auto Pick from the Player Options menu (see **Options** on pages 19-20), the game automatically and randomly selects your new tiles for you from the available Tile Pool. You can also activate Auto Pick from the Tile Selection Screen. Once Auto Pick is enabled for a player, that player no longer sees the Tile Selection Screen.

Letter tiles may be placed on the board in two ways:

Drag and Drop – Click on a tile in your rack and drag it to an empty square on the board. Click a second time to release the tile into the highlighted square. Tiles may be returned to the rack in the same manner.

Typing – First, click on the square where you wish to begin a word. Clicking **once** makes a **right-facing arrow** appear (for horizontal words). Clicking **twice** makes a **down-facing arrow** appear (for vertical words). You can only type a word that uses the letters currently in your rack. As you type each letter, the corresponding tile disappears from your rack and appears on the board. Press Enter on your keyboard to play the word. Press Backspace on your keyboard to “erase” a letter.

When you have formed a word on the board that you wish to play, click on PLAY or press Enter on your keyboard.



If you are playing solo or against only computer opponents or if Auto Challenge is enabled, Maven checks to see if your word is acceptable. If the word is unacceptable, the tiles you placed on this turn are returned to your rack. You score no points on this turn.

If Auto Challenge is not enabled, then your word **is counted**, whether or not it is acceptable. You receive full point value for this “word” unless an opponent CHALLENGES the word successfully (see more below).

If you cannot play or do not wish to play a word on your turn, you have two options:

Pass – Click on PASS. Your turn is forfeited, and play passes to the next player. You score no points for this turn.

Exchange Tiles – Click on EXCHANGE and select whichever tiles you wish to exchange (from one to seven), then click on DONE. New tiles are selected and play passes to the next player. You score no points for this turn.

Use the SHUFFLE buttons to rearrange tiles in your rack. Changing the order of tiles can help you see new word possibilities.

Click on TAKE BACK to take back all tiles placed thus far on this turn. Until you click on PLAY, you can always take back all tiles you have placed on the board. Tiles taken back simply return to your rack.

To Challenge an opponent’s last play, click on the red CHALLENGE button at the right of the game board when your turn has begun. Maven checks the opponent’s word for validity (using the *SCRABBLE OWL* — Official Word List).

If the opponent’s word is found to be **unacceptable**, then you win the challenge. The opponent’s tiles are automatically removed from the board and returned to his or her rack. The points for that “word” are subtracted from the opponent’s score. If the word is found to be **acceptable**, you lose the challenge and lose your turn (provided you have checked Challenge Penalty in Game Preferences).

Note: The Challenge Button never appears when you are playing alone or with computer players OR if Auto Challenge is enabled.

Blank Tiles can be used as any letter. Place the blank tile in the square where you wish to use it, and then select the letter that you wish to use in its place. The chosen letter appears on the board in red. Until you click on PLAY, you can remove the blank tile and use it again in a different location or as a different letter. Once a blank has been successfully PLAYED, it represents the selected letter for the rest of the game. **Note:** To use a blank tile while typing, type the letter you wish to use for the blank.

SCRABBLE GAME RULES (GENERAL)

There are 100 letter tiles in the Tile Pool, including two blank tiles. For information about letter distribution within the 100 tiles (and other tile info), click on TILES at the bottom of the game board (see **Tiles** on pages 15-16).

All words labeled as a part of speech (including those listed as being of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, and words requiring a hyphen or an apostrophe.

Play order is based on the order in which players log in (the player who logged in first goes first).

Gameplay

1. The first player combines two or more of his or her letters to form a word and places it on the board to read either across or down with one letter on the center square. Diagonal words are not allowed.
2. Complete your turn by clicking on PLAY (or pressing Enter on your keyboard). Then draw as many new letters as you played in that turn (see **Basic Game Mechanics** on pages 9-11) or let the game Auto Pick new tiles for you.
3. The second player, and then each player in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, the letters touch other letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.

4. New words may be formed by:

Adding one or more letters to a word or letters already on the board.

Placing a word at a right angle to a word already on the board. The new word must use one of the letters already on the board or must add a letter to the pre-existing word. (See Turns 2, 3 and 4 under **Scoring Examples** on page 14.)

Placing a complete word parallel to a word already played so that adjacent letters also form complete words. (See Turn 5 under **Scoring Examples** on page 14.)

5. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must select the letter that it represents. It remains that letter for the rest of the game.
6. You may use a turn to exchange all, some, or none of the letters in your rack. To do this, click on EXCHANGE, and then click on the tiles you wish to exchange (up to all 7), and then click on DONE. This ends your turn.
7. Any play may be challenged by the next player (unless Auto Challenge is enabled; see **Game Preferences** on pages 20-21). If the play challenged is unacceptable, the challenged player takes back his or her tiles and loses those points. If the play challenged is acceptable, the challenger loses his or her turn. All words made in one play are challenged simultaneously. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any challenge. See **Game Screen** on page 8 for more details.
8. The game ends when all letters have been drawn and one player uses his or her last letter; or when all players *pass* three times in a row.

Scoring

1. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
3. **Premium Letter Squares:** A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

4. **Premium Word Squares:** The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Premiums for double or triple letter values, if any, are calculated before doubling or tripling the word score.

If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (four times the letter count), or tripled and then re-tripled (nine times the letter count).

Note: The center square is a pink square, which doubles the score for the first word.

1. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
2. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself has no score value.
3. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word. (See Turns 3, 4 and 5 under **Scoring Examples** on page 14.)
4. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after totaling your score for the turn.
5. **Unplayed Letters:** When the game ends, each player's score is reduced by the sum of his or her **unplayed letters**. In addition, if a player has used all of his or her letters, the sum of the other players' unplayed letters is added to that player's score.
6. The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplayed letters wins.

Note: The game ends automatically if all players make three consecutive turns in which zero points are scored (Pass, Exchange Tiles, unacceptable word or two blank tiles).

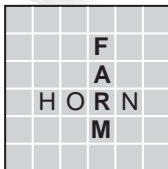
The above rules are for the Standard *SCRABBLE* game. See **Tournament Rules** (pages 32-33) and **Game Preferences** (pages 20-21) for rule and gameplay variations.

Scoring Examples

In the following examples, the words added on five successive turns are shown in bold type. The scores shown are the correct scores if the letter R is placed on the center square. In Turn 1, count HORN: in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE; in Turn 5, BIT, PI and AT.



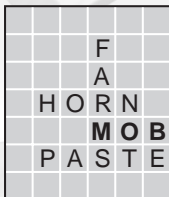
Turn 1: Score = 14



Turn 2: Score = 9



Turn 3: Score = 25



Turn 4: Score = 16



Turn 5: Score = 16

GAME BUTTONS

In the Standard *SCRABBLE* game, the following buttons appear:

SHUFFLE/TAKE BACK button – this button toggles between SHUFFLE and TAKE BACK. Until you have placed a tile on the board, the button appears in the SHUFFLE state. Once a letter tile has been placed on the board, the button becomes the TAKE BACK button.

Use the SHUFFLE button to randomly rearrange the order of your tiles in order to help you see new word possibilities. (For more purposeful ordering of tiles, see **TILES** button, below.)

The TAKE BACK button removes tiles placed on the board and returns them to the rack. TAKE BACK remains active until you click on PLAY or return all tiles to the rack.

PASS/PLAY button— this button toggles between PASS and PLAY. Until the player has placed some tiles on the board, the button remains PASS. Clicking on PASS allows you to forfeit a turn without penalty or scoring.

Once any tile has been placed on the board, the PASS button becomes the PLAY button. Once any number of tiles has been placed on the board in a legally acceptable formation (the word itself might be unacceptable), the PLAY button becomes active. Click on PLAY when you wish to register your acceptable formation of letters as a word play.

If you return your tiles to the rack, the button becomes PASS again.

RESTART button – This button restarts the present game, with all of the present players and preferences. (To start a New Game with a change of players or preferences, go to the Main Menu and select Start New Game.)

EXCHANGE button – At any time before clicking on PLAY, you may exchange some, or all, of your letter tiles for new ones. Once you have clicked on the EXCHANGE button, click on those tiles you wish to exchange, and then click on DONE (or CANCEL if you click on a tile by mistake or change your mind about exchanging).

CHALLENGE button – This button appears only when (a) you can legally make a challenge and (b) Auto Challenge is disabled in Game Preferences. Click to CHALLENGE a word that the previous player has played.

TILES button – The TILES button opens a small submenu with the following two choices:

Tile Count – A small chart shows the quantity of each letter, plus blank tiles, that are present in the starting 100-tile Tile Pool. Click on the TILES REMAINING button to display, alongside the original number, the quantity of each tile **currently remaining** in the Tile Pool.

Rack Order – The Rack Order menu offers these choices: 1) **Alphabetical** (tiles are arranged on the rack in alphabetical order), 2) **Ascending value** (tiles are arranged in order of ascending point value), 3) **Descending value** (tiles are arranged in order of descending point value) and 4) **Vowels first** (tiles are arranged with vowels first, in the order A, E, I, O, U, and then the consonants in alphabetical order). Whenever you receive new tiles, they are ordered as chosen above.

TOOLS button – The TOOLS button opens a submenu with the following six choices:

Hints – Hints of increasing specificity are offered each time NEXT HINT is clicked on. A DONE button closes the Hint interface. If you click ahead to the final Hint, the NEXT HINT button becomes a PERFORM HINT button. When you click on this, the word suggested in the Hint is actually placed on the board, using your tiles. You still must click on PLAY in order to play this word

Suggestions – Maven offers a list of all possible word plays, along with each play's point value and the Leave (letters) that will remain. To "try out" a suggestion, click on PLACE. The suggested word is placed on the board. DONE closes the Suggestions interface. If you PLACE a suggested word on the board, you can still change your mind; it will not register as a word play until you click on PLAY.

Game Recap – This tool allows you to review the present game. It lists each turn, by player in consecutive order, giving the player's name, the word(s) played and the points scored. If you don't remember how a certain word combo was formed, for example, you can use the Game Recap to go back and review.

Define Last Word – This opens the Definition window, which displays the word most recently played and its dictionary definition.

Dictionary – This opens the Dictionary window. Type in any word, and then click on DEFINE. The definition (from the OSPD 3 – Official *SCRABBLE* Players Dictionary, 3rd Edition) appears. If no definition appears, then either you have misspelled the word or it is not included in the OSPD, and thus it is not acceptable. Click on CLEAR to type in a new word. Click on DONE to close the window.

Note: The OSPD contains only words of eight letters or fewer. Acceptable words longer than eight letters **may be played** in the game, but **definitions are not offered**.

Word Lister – The Word Lister helps you see what kinds of words you might possibly create using your present rack. It offers various lists of words that can be built using your current letters, sometimes in combination with other letters. See page 18 for details on the eight Word List menu choices. Each of the **Word Lister** activities has its own interface. Although each differs from the others slightly, here are the common features of the Word Lister:

Rack – Your current rack is displayed in the Rack space. You may change some or all of these letters by clicking on the space and typing. You can see which words your rack would produce, for example, if you exchanged two As and drew an E and an N.

Other – Some of the Word Lister interfaces have a space for "Other." This allows you to type in additional letters for further refining/expanding your word lists. There might be an E in a good spot on the board, for example, so you might want to list words that include E in addition to your rack letters. You can type in more than one letter in the Other space.

Length – You can set limits for the length of words in your lists by adjusting the minimum and maximum lengths. By default, the minimum is two letters and the maximum is 15.

List – Generates your list once you have set or accepted all of the parameters.

Done – Closes the Word Lister.

Save – Generates a simple text file that is saved onto your hard drive in a "Word List" folder (look on your hard drive under Program Files\Atari\Scrabble Online). You will be able to choose a name for the file. Saved word lists are for serious *SCRABBLE* game players who want to use their lists as off-line study guides.

Back – Returns you to the Word Lister Menu.

For specific variations on Game Buttons for the Mini-Games, please see **Mini-Games Menu** on pages 22-27. For specific online variations, please see the **Email *SCRABBLE* Game, LAN Play or GameSpy *SCRABBLE* Game** sections later in this manual.

WORD LISTER ACTIVITIES

Anagrams – Lets you see any and all anagrams (words that can be formed using the same letters as another word) that can be made using your present rack. You can also type in prefixes or suffixes. When you do this, the Word Lister generates anagrams that begin or end with these letters/letter groups. (A prefix/suffix can be any starting or ending letter group.)

Stem Words – Shows you all possible Bingos that can be made using your present seven letters plus an additional letter. Often, no Bingos can be made in this way.

Hook Words – In the Word space, type in any word you presently see on the board (or any word at all). Maven determines if any words can be made from this word by adding one letter from your rack.

JQXZ – Lets you see what words can be made from your current rack by adding the rare and high-scoring letters J, Q, X or Z.

Vowel Dump – Generates a list of vowel-intensive words using your current rack.

Consonant Dump – Generates a list of consonant-intensive words using your current rack.

Diagram – Allows you to custom-build all sorts of word possibilities. The symbol “?” represents any potential single letter from your rack. The symbol “*” represents any potential string of letters from your rack. By typing letters of your choice into the blank space and inserting either ? or * wherever you choose, you can see which words could be formed by the fixed letters in combination with the potential letters. For example, if your rack is OXOSHDR and you type **E*N**, you will get the words EN, EON, ERN and EXON. These are all the words that begin with E and end with N, and contain some, all or none of your rack letters in between. With the same rack, if you type **E?N**, you will get only EON and ERN, because only words with a single letter between E and N are listed.

Q without U – This is a short, non-interactive list of all of the English words that can be made using the letter Q with no U.

MENU BAR

The Menu Bar at the top of the screen has the following choices:

- **Back** – 1) Takes you back to the Main Menu screen if you are playing the SCRABBLE game; 2) takes you back to the Mini-Games Menu if you are playing one of the Mini-Games, or 3) takes you back to the Personal Trainer Menu if you are in one of the Personal Trainer activities. It also allows you to “back up” one step during certain multi-step actions.
- **Main Menu** – Duplicates most of the choices found in the Main Menu screen, but also includes SAVE and PAUSE. **Note:** PAUSE temporarily stops the game timers when Timer mode is enabled. It does not work during official online Tournament games.
- **Options** – Offers the following choices:

Special Effects – Check ON or OFF. When checked, Special Effects are enabled in the game. These include special animations for game events such as Double Word, Triple Letter, etc.

Audio Options – Move the slider bars to adjust **Sound FX Volume**, **Music Volume** and **Voice Chat Volume**. **Song Titles** lets you peruse the list of available songs and select those you wish to hear during gameplay. **Random Play Order** sets the songs to play in random order. **Enable Voice Chat** must be checked to use that feature in online play.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Game Preferences – Set global preferences for the game (these affect all players). See pages 20-21 for details.

Player Options – These options affect individual players only.

Auto Pick Tiles – When this is checked, the game automatically replenishes the player’s rack after each turn. When this is not checked, the player “hand selects” tiles by clicking on them.

Use Common Words in Hints – When this is checked, word hints use only common words, not rare or obscure words.

Custom Dictionaries – Create or Modify a Custom Dictionary (see **Custom Dictionaries** on pages 29-30).

Customize – Custom-design the look of your game by choosing your favorite board type, board angle, tiles and backgrounds. You can even add your *own* backgrounds (see Customize in the Help system for more information).

Set Up Voice Chat – Enable live voice chat over the Internet with your opponent(s). You will need to connect a headset with a microphone.

Player Records – Go the Player Records screens and view all players' standings (including Mini-Games).

Credits – See a list of the people who helped to make this game possible.

- **Show/Hide Grid** – Toggles the grid overlay, which shows the naming system for empty squares.
- **Help** – Access the in-game Help system.

GAME PREFERENCES

There are many ways to customize gameplay in the *SCRABBLE Online* game. All of the choices listed under Game Preferences affect all players for the duration of the game. These choices must be made before the game starts. For choices that affect only the individual player, see **Player Options** in the **Options** menu (pages 19-20).

Click next to a choice to enable it and click again to disable it. Not all choices are available at all times (certain choices may preclude others). **Note:** In default mode, some choices are enabled and others are not.

Show Maven's Tiles – Reveals the computer player's rack of tiles when you compete against a computer player.

Hints – Enables the Hint system (see **Tools** on page 16). **Note:** Hints are not allowed in Tournament games.

Word Help – Enables Suggestions, Dictionary, Word Lister and Define functions in the Tools menu.

Word Definition after Challenge – When this choice is checked, the program automatically displays the definition of any word that has been challenged and found to be acceptable.

Timer Penalty – The Timer Penalty is chosen by default if Timers are enabled. (In Tournament games the time penalty cannot be disabled.) The Timer Penalty subtracts 10 points from a player's final score for every minute of Overtime Play (or fraction thereof) that a player uses. Overtime Play occurs when a player's game timer has expired.

Timers – In a timed game, each player has a set amount of time in which to complete the game. The timer starts as soon as the player's turn begins and continues until PLAY is clicked on. If any player does not finish the game within the total time limit allotted, that player goes into Overtime Play. Generally, Overtime Play incurs the Timer Penalty (above), but that penalty may be disabled, if desired. The default time allotted to players is 25 minutes, as in live *SCRABBLE* game clubs and Tournament play. However, times can be customized (see below).

Challenge Penalty – When this choice is checked, a player who unsuccessfully challenges another player's word loses a turn.

Auto Challenge – All "phonies" or unacceptable words are automatically disallowed by Maven. No player challenges occur.

No-Penalty Scoring – Tournament Rules use a slightly different scoring method from regular games. If you have tiles left at the end of a game, you do not have the value of those tiles subtracted from your score. But if you "play out" (end the game by playing all of your tiles), you are awarded double the value of your opponent's remaining tiles.

Custom Dictionaries – Enable/Disable Custom Dictionaries you have created (see Custom Dictionaries on pages 29-30).

Set Custom Time – Change the time limit for all players or set individual time limits for each player. Expert players often like to play 10-minute, 5-minute or even 3-minute games! Setting different times for each player is an easy way to "handicap," for example, a seasoned player who is playing with a beginner, or a parent who is playing with a child. The stronger player is given less time in which to complete the game.

MINI-GAMES MENU

The *SCRABBLE Online* game offers four fun and challenging Mini-Games in the *SCRABBLE* game tradition: **Best Play**, **SCRABBLE Blitz**, **LinkLetter** and **Diction or Fiction**.

High scores for the Mini-Games can be found in Player Records.

SCRABBLE Blitz

SCRABBLE Blitz is an exciting “solitaire” variation in which you compete against the clock to get the highest score possible.

There are three preset difficulty levels, plus a Custom Time mode.

The three preset difficulty levels have the same gameplay, with a few small variations:

The game allots you a certain amount of time in which to make each word play (Easy, 30 seconds; Medium, 20 seconds; Hard, 10 seconds).

A sound warns you when your time is nearly up (Easy, you are given a long warning time; Medium, a medium warning time; Hard, a short warning time).

If you fail to make a play within the allotted turn period, some of your tiles are exchanged and you lose some points (Easy, lose three randomly chosen tiles and three points; Medium, lose five tiles and five points; Hard, lose all seven tiles and seven points).

The clock then resets to the allotted time period for your next turn.

If you do make a word play within the allotted time, you score the points for that word and keep any leftover time you have on the clock. When the clock resets for the next turn, it adds any leftover time onto the turn time.

The game ends when all 100 tiles are used.



Best Play

The Best Play game puts you in the middle of a *SCRABBLE* game “in progress” and challenges you to make the best possible play with the word or rack you are given. Each time you make the Best Play, you go on to a new round. Try to advance as many times as possible and beat your highest score.

Note: Advancing is not easy! Only exceptional players will be able to advance multiple times.

Gameplay is simple. Just look at your rack and try to find the best place on the board to make the word play. If you get it right, you’ll move on to the next round. If you are wrong, the game ends.

Words may be formed by using the drag and drop method or by typing (see **Game Screen** on page 8).

Click on GIVE UP to see the Best Play. When you give up, the game ends. You retain any points you may have scored in previous rounds.

Choose from one of three options when the game starts:

Regular Best Play – You are always given seven letters in your rack. You must use these letters to find the best possible word AND the best possible placement for that word on the board. All seven tiles are NOT necessarily used.

Word Placement – In this variation, a whole word is placed on your rack. You must make the best possible play with this complete word (without rearranging the letters).

Best Bingo – This is similar to the Regular option, except a Bingo is always possible. The Bingo must be played in the best possible location.

LinkLetter

LinkLetter is an exciting game in which you “link” adjacent tiles together to form words. Timed Bonuses and Hazards add to the challenge. The goal is to keep playing until you can form no more words, or no more words are possible.

Controls:

Left-click on tile = select tile

Left-click on selected tile = de-select tile

Right-click = de-select **all** tiles

PLAY = submit highlighted series of letter tiles as a word play

SHUFFLE = shuffle tiles on game board (penalty incurred)

GIVE UP = stop game

To Form a Word – Click on any letter tile to start. That tile will be selected (highlighted) and will be the first letter in your word.

Click on any tile **adjacent** to the first tile to continue forming a word. Arrows appear over the tiles to show the sequence of letters you have selected.

Form words of any length (up to a maximum of 15 letters) by continuing to click on adjacent letters in this manner. Finding longer words and words with Bonuses and high-valued letters is desirable.

The Text Box at the bottom of the game board shows your word-in-progress.

When you have linked together at least two tiles and wish to submit this as a word, click on PLAY. If the word is acceptable by *SCRABBLE* game rules, you are awarded the *SCRABBLE* point value for that word.

The Chain – Watch the chain at the bottom of the board. A level of gameplay is finished when a complete chain is formed. A new level then begins. High-scoring words build the chain more quickly than low-scoring words.

When a new level begins, the game board is reset. New letter tiles are put in place and a new set of bonuses appears. (Holes remain permanently in place, however. See more on **Holes** below.)

Bonuses – At the start of each round, several colored bonuses may be distributed on the game board. Bonuses score as follows: Pink, Double Word Score; Red, Triple Word Score; Light Blue, Double Letter Score; Dark Blue, Triple Letter Score.

As in a regular *SCRABBLE* game, if both letter and word bonuses are present in the same word, the letter bonuses are calculated first, then the word value is doubled or tripled. It is possible to score Double Doubles and Triple Triples. In LinkLetter, new combinations, such as Triple Doubles or Double Triple Doubles, can potentially occur. These can score BIG points.

Hazards – These appear from time to time. The tile appears to be “heating up.” If a Hazard occurs, you must use that letter in a word over the course of the next six turns. The Hazard tile “heats up” more with each turn and finally “melts” if it has not been used in a word. More hazards will appear if you take too many turns to finish a level.

Holes – When a Hazard tile “melts,” it creates a permanent “hole” in the game board — an empty square that remains through the rest of the game, and can no longer be filled by a tile. Bonuses disappear, and hazards appear, at a faster rate as the game goes on. Eventually, there may be so many holes in the board that it becomes impossible to form new words, and the game ends.

Shuffling – When you’re in a jam and can’t find any words, try shuffling the tiles. There is a price to pay for shuffling, though — it costs you a turn and at least one extra Hazard appears.

Level Bonuses – The game awards bonuses for finishing the level in as few plays as possible. Each level starts with the maximum bonus, which is reduced with each turn you take. After several turns, the bonus becomes zero.

Diction or Fiction

Diction or Fiction is for real word lovers. It is a simple, fast-moving mini-game that tests your knowledge of obscure, funny, strange, tricky and rare words. Though the game is mainly for fun, it also helps true *SCRABBLE* game aficionados build their obscure-word capacity — a must if one plans to play in tournaments at a competitive level. All of the real words used in Diction or Fiction are officially acceptable words.

The object is to keep playing as long as you can and rack up the highest score possible. Play is simple and proceeds in two phases:

Phase 1 — Two words are shown on the board, either horizontally or vertically. One is a phony, the other a real word. Click on the **real word**. If you choose **correctly**, you are awarded 25 points, and one letter tile appears in your rack. If you choose **incorrectly** (and have no FREE tiles — see below), the game ends. The object is to keep guessing correctly until your rack is filled with seven letters.

For some random word pairs, there is a timed challenge too. If you click on the correct word while the “FREE” tile meter is still showing (to the right of the board), you earn that FREE tile. A FREE tile allows you one wrong guess without ending the game (you get a free turn). The more FREE tiles you collect, the more wrong answers you can give without ending the game. **Note:** You’ll have to guess quickly to earn FREE tiles.

You start the game with two FREE tiles. Earned FREE tiles appear in the top row of the game board. They are “spent” automatically in the case of a wrong answer.

When and if your rack attains seven letters, Phase 2 of the game kicks in:

Phase 2 — Seven empty squares are highlighted on the board, accompanied by one or more pre-placed letter tiles. A definition appears in the Definition window. Using your seven letter tiles in the seven empty squares provided on the board, you must form the Mystery Word suggested by the definition. The pre-placed tiles help you figure out the answer. Mystery Words are always at least eight letters long.

Use the SHUFFLE/TAKE BACK and PLAY buttons as you would in the regular *SCRABBLE* game. (See **Game Buttons** on pages 14-15.)

A Bonus Timer ticks down during Phase 2. It’s an incentive for you to solve the mystery word quickly. A base score of 100 is awarded for the correct solution, but the faster you answer, the more bonus points are added to the 100. Once the Bonus Timer has expired, you can only earn the base 100 points.

Solving the Mystery Word enables you to go on to the next round. Phase 1 resumes. Play continues until you either answer incorrectly (**and** have no **free** tiles remaining) or fail to solve a Mystery Word.

PERSONAL TRAINER MENU

The Personal Trainer offers the serious player several mental “workouts” to build “*SCRABBLE* game muscles.” **Note:** For a list of helpful tips for better gameplay, see the in-game Help file.

Analyze Your Play Trainer

In the Analyze Your Play feature, Professor Maven reviews your past gameplay to give you helpful insight. Analyze Your Play has two modes: **Analyze Overall Play** and individual **Game Review**.

The default mode is **Analyze Overall Play**. Professor Maven’s analysis of your overall tendencies as a player appears in the text window. This information is based on all of the games you have played under the selected Player Profile.

Click on NEXT to see the next block of text. Click on PREV to go back to the previous block of text.

When you are in Analyze Overall Play mode, you can also scroll through the final board of all of your past games. Click on the large arrows at the bottom of the screen to scroll through all of your past games.

An information window in the upper part of the screen displays specific information about that game: the date, the winner, the score, opponents’ scores, etc.

You can analyze any of these previous games in detail by clicking on REVIEW GAME. This initiates the second mode of Analyze Your Play.

The second mode of Analyze Your Play is **Game Review** mode. This mode allows you to review any past game on a play-by-play basis. When you initiate Game Review mode, the REVIEW GAME button changes to a DONE REVIEW button.

Turn #1 of the selected game is displayed on the board. Professor Maven's analysis of this turn appears in the text window.

Click on the right arrow at the bottom of the screen to proceed through the game, one turn at a time (click on the left arrow to go back one turn). At each new turn, the information in the text window changes. Click on DONE REVIEW at any time to return to default mode (Analyze Overall Play).

Note: The rack is non-interactive in Game Review mode.

For the rest of the Trainers, the following applies:

- You can **drag and drop** tiles onto the allotted squares and then click on PLAY, or **type** the word and press Enter on your keyboard (the faster method).
- If the word you play is acceptable, it appears on the Word List and is tallied as a correct answer.
- Double-click on any word in the Word List to see its definition.
- Use the left and right arrows, if necessary, to scroll through the Word List.
- The information window in the upper left part of the screen displays the number of possible words, as well as the amount you have scored thus far.

2-Letter Words Trainer – Practice your knowledge of acceptable two-letter words. Form all possible two-letter words with the rack you are given.

3-Letter Words Trainer – Practice your knowledge of acceptable three-letter words. Form all possible three-letter words with the rack you are given.

Word Beginnings Trainer – Practice forming words around a fixed beginning. One or more letters are pre-placed on the board. Using the rack you are given, try to form all possible words that begin with this letter or group of letters.

Word Endings Trainer – This is identical to the Word Beginnings Trainer, except that you must try to form all possible words that end with a letter or group of letters.

Anagrams Trainer – Practice forming anagrams by finding all possible words that can be made from the letters on your rack.

Hook Words Trainer – This trainer activity lets you practice using Hook Words (a word that can be made into a new word with the addition of one letter), an important skill for serious *SCRABBLE* game players. Try to create every possible new word that can be made by adding one letter to the beginning or end of the Hook Word shown on the board. You can **drag and drop** the **blank tile** onto the board, select the letter you wish to play, then click on PLAY, or **type** the letter and press Enter on your keyboard (the faster method). See **Blank Tiles** on page 11 for more information. **Note:** Press the letter key once to place the letter before the hook word, or twice to place it after the hook word.

CUSTOM DICTIONARIES

Create your own Custom Dictionaries — lists of words that are not normally acceptable in the *SCRABBLE* game but that you choose to designate as acceptable — and then continue to add to them as time goes on. It can be fun for groups or families to include special and unique words in their *SCRABBLE* game play. For example, a group of science teachers who play together could create a Custom Dictionary that includes a list of specialized scientific terms.

See page 30 for the *SCRABBLE Online* game policy on **Profane and Offensive Language**.

From the Main Menu, choose **Options**, then choose **Custom Dictionaries**.

To **Create** a Custom Dictionary:

- Type a name for your Custom Dictionary in the space provided.
- Press Enter on your keyboard. A Custom Dictionary file has now been created with your chosen name. This file now appears in the Custom Dictionary List.

To **Add to** a Custom Dictionary:

- Select the desired Custom Dictionary from the scrolling list of dictionary names. The Word List (a scrolling list of all the words contained in that Custom Dictionary) now opens.
- Type in the new word you wish to add.
- Click on ADD WORD. The new word is now added to your Custom Dictionary.

To **Delete from** a Custom Dictionary:

- Select the desired Custom Dictionary. The selected dictionary's Word List now opens.
- Click on the word you wish to delete. (Hold down Ctrl on your keyboard to select multiple words.) That word is now highlighted.
- Click on REMOVE WORD. The word or words are now deleted from your Custom Dictionary.

To **Delete an entire** Custom Dictionary:

- Select the Custom Dictionary.
- Click on DELETE DICTIONARY.

To **Import or Export** a Custom Dictionary:

- Copy a Custom Dictionary file (a text file) directly to or from the directory structure of the game.
- From your hard drive, go to Program Files\Atari\Scrabble Online\Custom Dictionaries.

To **Enable** a Custom Dictionary (that is, select it for use in the present game):

- Select Game Preferences when starting a game.
- Check the Custom Dictionaries box, then select the Custom Dictionary you wish to enable, and then click on OKAY. **Note:** Custom Dictionaries cannot be used in online games.

Profane and Offensive Language

The *SCRABBLE Online* game is a family-friendly experience. Parents can feel comfortable allowing their children to play the game unsupervised. To ensure this, we have included only the "school" version of the *SCRABBLE OWL* (Official Word List) in the game. Profane and offensive words are not permitted.

For players who object to the expurgated (school version) OWL — some feel it to be too constrictive and don't wish to give up extra scoring opportunities — we suggest using the Custom Dictionaries feature. All words that have been expurgated from the OWL can be added back into the game by entering them into a Custom Dictionary and then enabling that Custom Dictionary in the game.

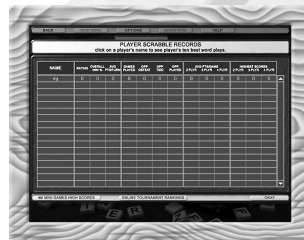
The list of OWL expurgated words is available on some *SCRABBLE* game-centered web sites.

PLAYER RECORDS

Player Ratings are calculated in the traditional *SCRABBLE* game style. Ratings range from a low of 400 to a potential high of 2,100. Click on TOURNAMENT or NON-TOURNAMENT to see records in both Tournament (GameSpy only) and non-Tournament play.

Click on a player's name to see that player's top ten word plays of all time.

Click on MINI-GAMES HIGH SCORES to go to that screen. **Note:** The *SCRABBLE* Blitz mini-game maintains high scores only for the Easy, Medium and Hard modes. Click on Online Tournament Rankings to go to the *SCRABBLE Online* rankings site.



TIMERS

When Timers are used in the game, each player is allotted a set amount of time in which to complete the game. The standard time limit in club and Tournament *SCRABBLE* games is 25 minutes.

To enable Timer mode, select Game Preferences when starting a game, and check the Timers option. If you play in online Tournament games, Timers are automatically enabled.

Your timer starts ticking the moment your opponent clicks on PLAY to end his or her turn. It continues to tick until **you** click on PLAY.

The PAUSE choice on the drop-down Main Menu in the Menu Bar allows you to pause the timer for emergencies, such as bathroom breaks (no cheating!). In Tournament games, you are not allowed to PAUSE.

After your allotted time expires for the entire game, you enter Overtime Play. At the end of the game (if Timer Penalty is enabled) your score is reduced by 10 points for every minute of Overtime Play (or fraction thereof) that has accumulated on your timer.

Using timers and the timer penalty can make a game quicker and more exciting. It's also a good way to balance a seasoned player against a less skilled player. By giving the seasoned player less time, you "handicap" that player and reduce some of the advantage that player has. To custom-set players' timers, go to the Options choice in the Main Menu or Menu Bar. Select Game Preferences, then select Set Custom Time.

TOURNAMENT RULES

When you're playing in an online Tournament match (GameSpy), you play by Tournament Rules.

There are a few elements that differentiate Tournament rules from Standard *SCRABBLE* game rules. Most of these elements can be toggled on/off individually.

Specifically, the following rules/features mark Tournament play:

- Only **two players** compete, as opposed to up to four in Standard play.
- Timers are used. **25 minutes** is the standard allotted time for each player in Tournament play.
- The **Timer Penalty** is imposed. Once a player has used up the allotted 25 minutes, he or she begins Overtime Play. At the end of the game, a player who has used Overtime Play is assessed a penalty. 10 points are subtracted from the player's score for every minute (or fraction thereof) of Overtime Play used.
- **Auto Challenge** is disabled in Tournament play between two human players. Players are allowed to bluff. Any word suspected of being unacceptable must be challenged by the other player. Otherwise the word stands. (When a computer player is used, Auto Challenge is enabled, even in Tournament play.)
- The **Challenge Penalty** is imposed. If you challenge an opponent's word and that word is found by Maven to be acceptable, then you lose a turn. If you challenge an opponent's word and that word is found to be unacceptable, then your opponent loses the points for that word (thus effectively losing that turn). Tiles for unacceptable words are returned to the opponent's rack.

- The **Hold** rule is employed. Players have 20 seconds in which they may opt to Challenge a word that the opponent has just played OR to Hold while they further think about it. The player's timer ticks during this 20 seconds. If the player opts to Hold, the timer continues to tick, BUT the opponent is prevented from drawing new tiles. The player has an indefinite amount of time in which to decide whether or not to challenge the word (of course, the timer continues to tick). After one minute of Hold, the opponent may draw new tiles, BUT these are returned to the Tile Pool if the player challenges successfully. The Hold rule is disabled by default.
- **No-Penalty Scoring** is used (see page 21).

Player Ratings

In live National *SCRABBLE* Association (NSA)-sponsored *SCRABBLE* game Tournaments, players are assigned numerical ratings according to their performance in Tournament matches.

The *SCRABBLE Online* game uses a sophisticated formula for determining player ratings, which generally range from a low of 400 to a high of 2,100. The same formula is applied for online games as for "hot seat" games (all players using the same computer). Even if you play alone against the computer regularly, you are assigned a rating.

In the world of Tournament *SCRABBLE* games, ratings are very important. They determine which opponents you face, which Division you play in, and how much prize money you can win. Ratings are also a point of pride. Great players work constantly at getting their ratings up. A player with a rating over 1,400 is a force to be reckoned with. Players in the 2,000 range generally can be beaten by only by a handful of other players in the world. (But on a given day, you never know!)

Only the NSA can assign a player an "official" rating. Ratings assigned by the *SCRABBLE Online* game are "unofficial."

LAN PLAY

From the Main Menu, click on PLAY ONLINE, then on PLAY ON LAN. The Player Login screen appears. Log in as you would for any *SCRABBLE Online* game. A new screen appears: "Press Create or Choose LAN or Internet."

To Create (Host) a LAN or Internet Game:

Click on CREATE. Other players will now "see" you on the LAN or can join your game by typing in your IP address on their computers.

A new screen will appear. This screen displays all player profiles in order as players join. You will be seen as the Host. When all of the other players have appeared in their slots and clicked on READY, click on PLAY and the game begins.

To Join an Internet Game:

Click on FIND INTERNET GAME. The list area and IP address box highlight. If you do not see your Host on the list, type in the Host's IP address. When the Host appears on the list, click on the Host name, then click on JOIN.

A new screen will appear. This screen displays all Player Profiles in order as players join. The Host will appear in the first player slot. You will appear in the second, third or fourth slot. Click on READY. Now just wait for the Host to initiate the game. The Host always has the first turn.

To Join a LAN Game:

Click on FIND LAN GAME. Look for your Host in the list area. When the Host appears on the list, click on the Host name, then click on JOIN.

A new screen will appear. This screen displays all Player Profiles in order as players join. The Host will appear in the first player slot. You will appear in the second, third or fourth slot. Click on READY. Now just wait for the Host to initiate the game. The Host always has the first turn.

Note: To activate Text Chat during a game, press the tilde (~) on your keyboard. Press it again to minimize. To activate Voice Chat, choose Options from the Menu Bar, then Audio Options/Enable Voice Chat (See Chat in the Help system for details).

EMAIL SCRABBLE GAME

This is a great feature of the *SCRABBLE Online* game that lets you play a remote game with up to three other players by email. It's easy to use.

All players must have the *SCRABBLE Online* game installed on their computers. Every player must have also email access, an active email address and a working email program.

1. Player #1 initiates a game by choosing Play Online/Play By Email from the Main Menu.
2. The Email *SCRABBLE* game login screen opens (WELCOME TO EMAIL *SCRABBLE*). Player #1 enters the following information:
 - a. Name.
 - b. Email address.
 - c. Game name (in case you are playing more than one email game simultaneously).Click on OKAY.
3. A new screen opens: PLEASE ENTER EMAIL ADDRESSES OF YOUR OPPONENTS. Click on ADD PLAYER. A small dialogue box opens.
 - a. Type in the player's email address or use the Address List option to find a stored address. (To enter a new player in the Address List, click on NEW in the Address List dialogue box, then click on ADD. To import an address list, see Step 10 on page 36.
 - b. Follow the same steps for the other players. Click on ADD PLAYER. Type in their email addresses or select them from the stored list of addresses.
4. Set Game Preferences, if desired. Then click on PLAY.
5. You will see the *SCRABBLE* game board. Take your turn as you would in a Standard *SCRABBLE* game. When you click on PLAY, the Email Options Interface opens. Here you can type a message to go along with your turn, if desired, then click on SEND. Your *SCRABBLE* game turn is now automatically emailed to the other players. Select one of the following methods to send a turn:
 - a. MAPI – Check the box to use this method.
 - b. SMTP – Enter your outgoing mail server address, then check the box. If you do not know your outgoing mail server address, you can find it in your email program, usually in your mail accounts

information, under Servers. The address for the outgoing mail server often takes the form of SMTP:*email domain name*. For example, if your email address ends in @xyzzzzzz.net, your outgoing mail SMTP might be SMTP.xyzzzzzz.net. Your Internet Service Provider (ISP) also has this information.

- c. Save to File – If you check this option, your email will not be sent automatically. The file created for your turn will be saved on your hard drive. You will be given an opportunity to name this file and will be told where it has been saved (Atari\Scrabble Online\Save\Attachments). You can now create an email whenever you wish, and manually attach this file as your turn.
6. **If you are not the first player, this is where you enter the game.** You will receive a *SCRABBLE* game email in your normal email program. When you open the email you will see any message the previous player may have written. You will also notice a file attachment. When you open the attachment, your *SCRABBLE Online* game automatically opens. (The first time you open a game file, you may need to associate it with the *SCRABBLE Online* game, found here: Program Files\Atari\Scrabble Online\scrabbleo. See “associate” in Windows® Help for details.) The screen shows the names of the other players and the tiles played by the previous players. You take your turn as you would in a Standard *SCRABBLE* game. When you click on PLAY, the program emails your turn to the next player.
7. The FORFEIT button appears in place of the RESTART button. It allows you to forfeit a game. In a three- or four-player game, the other players may continue the game without you.
8. If you have trouble sending an email turn, you can repeat the above steps for starting a game. Before making a first move, open Email Options from the Menu Bar, Then click on Re-send Last Turn.
9. To change an email address of an opponent in the middle of a game, open Email Options and click on Change Email Address.
10. You can import an address list from popular programs such as Outlook Express. First you must export the list from your email program into the *SCRABBLE Online* game directory. For example, in Outlook Express, go to File/Export/Address List. Choose “Text File (Comma Separated Values)” from the list in the dialog box, then click on Export. Now browse to Program Files\Atari\Scrabble Online\Save. Give the address file a name, then click on SAVE. Follow the rest of the on-screen instructions (on the Select Fields list, be sure to check Name and Email Address). The next time you start a new Email game, you can choose the Import option when adding a player. Double-click on Save in the list that appears, then select the address list you wish to Import, and then click on OK.

GAMESPY SCRABBLE GAME

GameSpy Arcade is a free online player-matching service. Use it to set up Multiplayer games over the Internet with your friends and anybody else who is searching for an opponent. Compete in an online Tournament against players near and far.

GameSpy Arcade is an independent gaming service run by GameSpy. Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Children under the age of 13 should check with their parents or guardian before registering.

GameSpy Arcade System Requirements

GameSpy Arcade:	Version 1.1 (included) or higher
Internet Connection:	14.4 Kbps or higher (56 Kbps for <i>SCRABBLE Online</i>)
Internet Service Provider (ISP)	

Note: Firewall protection can cause problems with Internet gameplay. See the ReadMe file for information on disabling firewall protection or keeping ports open.

GameSpy Arcade Installation

To install GameSpy Arcade:

1. Install the game as instructed (see Setup and Installation on page 4).
2. After the game is installed, you are prompted to install GameSpy Arcade.
3. Follow the on-screen installation instructions. (If you choose not to install at this time, you can do it later by double-clicking on the Arcade\Install\SCRABBLEO file in the root directory of the game CD-ROM. Or use the Add/Remove Programs function in Windows®.)
4. GameSpy Arcade automatically launches after it is installed.
5. When GameSpy Arcade is launched, it locates the *SCRABBLE Online* game on your system.
6. Register your information and log in to GameSpy Arcade.
7. Find the *SCRABBLE Online* game under **My Games**. If you don't see it, scan for games in the file menu.

Launch GameSpy Arcade and Go to the *SCRABBLE Online* Game Room: Click on the GameSpy Arcade link in your Start menu. When the software starts, you'll see a list of games and more along the left-hand side. Click on the *SCRABBLE Online* game button on the left to enter the *SCRABBLE Online* game room.

Find or Start a *SCRABBLE Online* Game Server: Once you're in the *SCRABBLE Online* game room you can meet or greet other players, find servers or create your own server. The top half of the application lists all of the available servers, including the number of people playing and your connection speed (measured by "ping" — the lower your ping, the better). Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a Game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players. When you're ready to play, click on the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade fires up the *SCRABBLE Online* game and the fun begins!

Problems? If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with the *SCRABBLE Online* game, consult the support pages located at <http://www.gamespyarcade.com/support> or use the email form located at <http://support.gamespy.com>.

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Tournament vs. Non-Tournament Play

On GameSpy, you will have the choice to play either a Tournament or a Non-Tournament game. Tournament games are played by Tournament Rules (see Tournament Rules, pages 32-33). Only two players play in a Tournament game. Results are recorded and tallied against other players' results in a ladders-style system. A Non-Tournament game is a "friendly" game that does not necessarily use Tournament Rules. Up to four players can play. Results are not recorded and displayed on GameSpy.

To see Tournament Rankings and other interesting player information, go to the live Online Tournament Rankings web site by choosing Program Files\Atari\Scrabble Online\Online Tournament Rankings, or (from within the game) by clicking on Online Tournament Rankings from the Player Records screen.

Alternate Method:

Once you have installed GameSpy Arcade, you can also start a GameSpy game directly from within the *SCRABBLE Online* game itself.

1. Choose Play Online/GameSpy from the Main Menu.
2. A dialogue box appears. Enter your email address and password (GameSpy uses this info to find your player records.)
3. Another dialogue box appears. Choose your Nickname (Nick) — you may have more than one.
4. You are now in the GameSpy lobby. You can now create (host) or join a game.

To Create (Host) a Game:

- a. Create a Room Name first by placing the cursor in the Room Name space and typing over the default name (or game will use default name).
- b. Click on CREATE.
- c. A new screen will appear. This screen displays all Player Profiles in order as players join. You will be seen as the Host. When all of the other player names have appeared in their slots and they all display READY status, click on PLAY and the game begins.

To Join a Game:

- a. Click on the Room in the Room List that you wish to join.
- b. Click on JOIN.
- c. A new screen will appear. This screen displays all Player Profiles in order as players join. The Host will appear in the first player slot. You will appear in the second, third or fourth slot. Click on READY. Now just wait for the Host to initiate the game. The Host always has the first turn.

For information about Chat, see the Note on page 34.

Note: For complete and up-to-date instructions on online play (Email, LAN, GameSpy), it is strongly recommended that you review the ReadMe file found on your hard drive (see **The ReadMe File** on page 3). Important new information may be contained there.

CREDITS

Atari

Constantine Hantzopoulos
Senior Producer

Tara Greco
Senior Brand Manager

Hudson Piehl
Executive Producer

Paul Hellier
Director of Technology

Tom Nichols
Director of Marketing

Steve Martin
Director of Creative Services

Liz Mackney
Director of Editorial & Documentation Services

Kristine Meier
Art Director

Melissa Caccavaro
Senior Graphic Artist

Randi Kravitz
Documentation Specialist

Norm Schragar
Copywriter

Michael Gilmartin
Director of Publishing Support

Bill Carroll
Chuck Nunez
Q.A. Managers

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Piers Sutton
Lead Tester

Erick Lenfers
Assistant Lead Tester

Carrie Greenler
Brian Dawson
Sean McLaren
Jon Pasamonte
Testers

Ken Moodie
Betatest Administrator
Dave Strang
Manager, Engineering Services and Compatibility Lab

Chris McQuinn
Senior Compatibility Analyst

Scotte Kramer
Compatibility Test Lead

Randy Buchholz
Patricia Cody
Mark Florentino
Cuong Vu
Compatibility Analysts

Ken Edwards
Engineering Services Specialist

Dan Burkhead
Eugene Lai
Engineering Services Technicians

Jon Nelson
Director, Global Web Services

Scott Lynch
Producer, Online

Gerald "Monkey" Burns
Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

Sarah Horton
Online Marketing Manager

Todd Curtis
Vice President, Operations

Eddie Pritchard
Director of Manufacturing

Lisa Leon
Lead Senior Buyer

Gardnor Wong
Senior Buyer

Tara Moretti
Buyer
Janet Sieler
Materials Planner
Nichole Mackey
Process Planner

Special Thanks

Stacy Hendrickson
Elizabeth Stringer
Stacey Clement
Jennifer Baum
Brian Sheppard
Dan DeOreo
Patti Roakes
Rachel Hoagland
Ellen Guilfoyle
Michelle Aubin
Matt Siden
Lisa Mattiss
James Daly
Jon Chmura
Henrik Strandberg
Bill Levay
Bob Welch
Jim Boone
Alex Ahlund
Chris Munson
Mark Flitman
Ken Allen
Rocco Scandizzo
Mike Maynard
Matt Sughrue
Katharine Daugherty
National SCRABBLE Association
All our friends and families

Boston Animation

Dale DeSharone
Executive Producer
Andy Wolfendon
Writer/Designer/Producer
Andy Kazlitan
Lead Programmer
Alexander Chayka
Art Production Manager
Dmitriy Kukushkin
Stanislav Spivakov
Sergey Evtushenko
Andrey Galinovsky
Programmers
Yaroslav Loginskiy
Alexander Komiahov
Natasha Khan
Yuriy Kholodilov
Backgrounds Artists
Alexander Shmigun
3D Animator Lead
Valeriy Gorban
3D Animator
Yuriy Kholodilov
Special FX Specialist
Igor Zavada
Music Composer/SFX Designer
Alexander Chayka
Yuriy Kholodilov
Alexey Luchko
Oleg Masukevich
Concept Artists
Alexander Latenko
IT Manager
Olga Chebotar
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