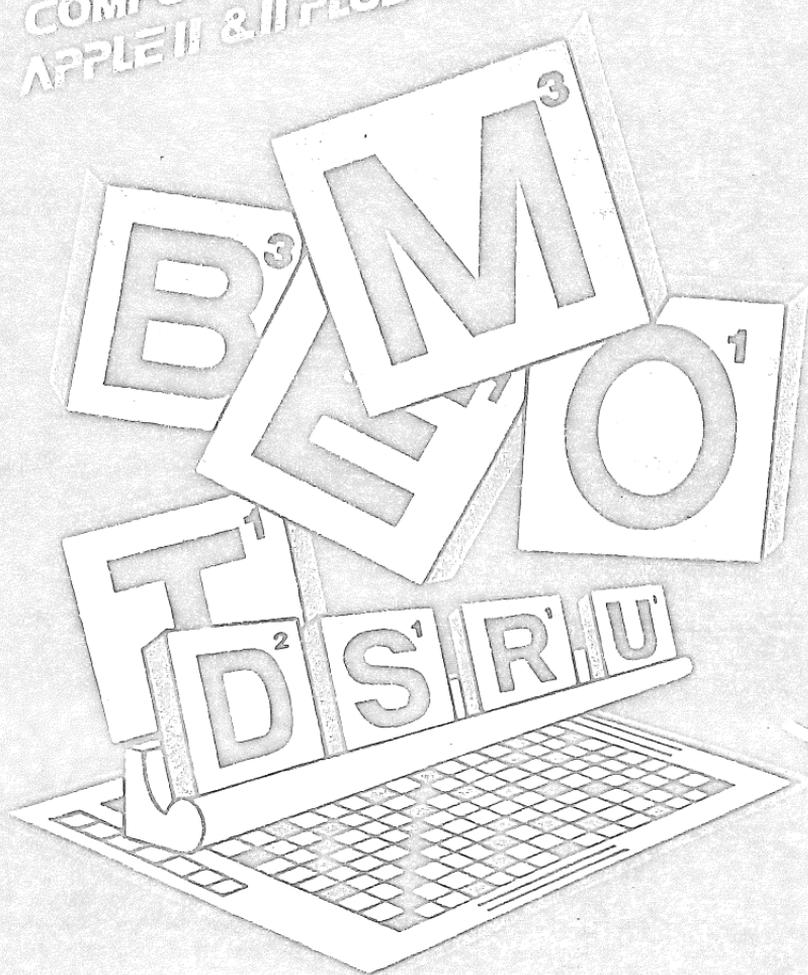


PERSONAL SOFTWARE™

BRAND CROSSWORD GAME
COMPUTER OPPONENT PROGRAM
APPLE II & II PLUS APPLESOFT 48K



"MONTY™ plays the SCRABBLE® Brand Crossword Game" is a computer opponent program designed to be used along with your Selchow & Righter game. You will need the board and all of the equipment that comes with the game to use this computer opponent program. MONTY™ provides a new dimension in microcomputer software. Thousands of computer enthusiasts have come to know MONTY™ as simply another player, a bright, entertaining guest who provides real excitement for many of their favorite board games.

A recent interview with MONTY™ revealed some important points you will want to know before accepting his challenge to the SCRABBLE® Brand Crossword Game.

Q MONTY™, what have you been doing since your famous competition with the U.S. MONOPOLY® champion?

M I felt I needed to improve my vocabulary, so I've taken up SCRABBLE®.

Q Have you made much progress?

M So far I've learned more than 54,000 words, and I was really surprised to discover how many words there are that I had never heard of before. My vocabulary now contains a veritable myriad of abstruse locutions.

Q Amazing! I imagine you are hard to beat.

M So I've been told. This is why I let people choose a SKILL LEVEL when they play with me. I play quickly at the lower levels, but it can take me several minutes to think of the best play at the top. It's only at the highest level that I use my full potential.

Q Do you play according to the official rules?

M Indubitably. I'm just like any other player.

Q But, do you select your own tiles?

M Actually, there are two ways we can play. *You* can draw my tiles and tell me what they are (some people use this option just to experiment with my vocabulary). Or, I can draw the tiles for everyone. This is how most people play because they know the tiles are chosen by chance. When we play this way, all the tiles should be turned face up, instead of down, at the start of the game. ... reveal what tiles have been selected for you, just press the SPACE BAR or one of the game control buttons. Your letters will be colorfully camouflaged so that the other players won't accidentally see them while they're looking away from the screen. As soon as you release the game control button, your letters will disappear. If you use the SPACE BAR to reveal your tiles, pressing it a *second* time will make the letters disappear. Pick the tiles

out of the box (remember, they're all face up) and place them in your rack.

Q How do we tell you our play?

M After you've placed the tiles on the game board, you'll type in the main word you've just formed. For example, if you've just formed APPLES by playing the letter S, type the entire word APPLES, and then press RETURN. Next, press A or D for across or down. At this point a simulated game board will appear with your word flashing. Use the 8 keys shown in Figure 1 to position the word properly by moving it in the direction indicated by the arrows.

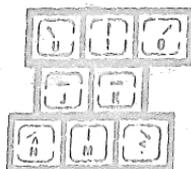


Figure 1 Word-moving Keys

Q What about BLANK TILES?

M Blanks are always indicated by an asterisk (*), whether you're drawing or playing a blank. After you've typed in a word using a blank (*) you'll be asked what letter it represents.

Q How do we know what *your* plays are, MONTY™?

M First, I'll let you know what tiles I'm using, so you can take them out of the box. Then I'll show you how I've positioned my word, so you can place the tiles on the board for me.

Q That sounds simple. Do you keep score for everyone?

M Yes, the scores for each word are automatically computed and displayed. In addition, you can check the running totals between turns by using option 4 on the menu.

Q How does CHALLENGING work?

M I always ask if there is any challenge at the end of each play. We will be playing according to the most recent rules regarding challenging. This means that if the challenged word is found to be a legal word, then the person challenging it loses his next turn. I will keep track of who lost his turn during a challenge. (By the way, don't be surprised if I challenge your word.)

Q How does the game end, MONTY™?

M The game will end automatically as soon as one of the players has used all of his tiles and no more are available. However, if no one, including me, can think of a play using the tiles he has left, just choose menu option 7 to end the game.

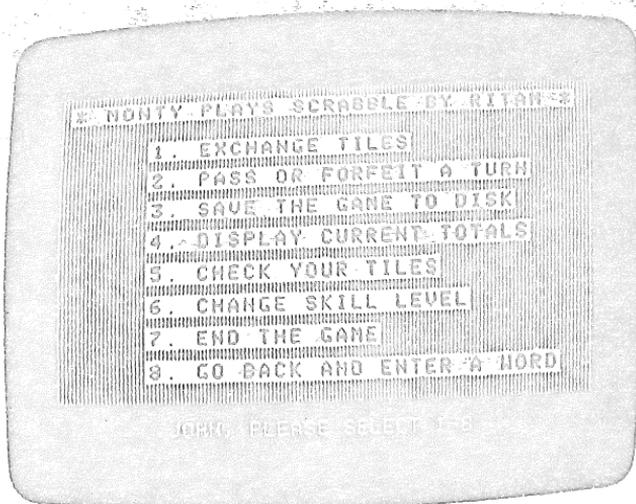
- Q** Any closing words, MONTY™?
- M** I hope I have cogently elucidated the salient points of the game. I look forward to many enjoyable hours with fellow SCRABBLE® enthusiasts all over the world.

END OF INTERVIEW

ADDITIONAL POINTS

Here are a few additional points you will need to know for interacting with MONTY™:

1. When you see the question "WHAT IS YOUR WORD?", you can either enter your word or use MENU OPTIONS. If you wish to see the menu before selecting your option, press the RETURN key. Or, to select a particular option without viewing the menu, just press the number of the option you desire.



2. Normally, you will respond to the messages READY and OK by pressing either the SPACE BAR or RETURN key. READY appears when there is nothing that could be corrected from the previous message—it means, "Are you ready to continue?" OK allows you to recover from a mistake in answering a question. Pressing the N key when OK appears means that you wish to go back and correct your answer.
3. Pressing the ESC (escape) key while the program is loading bypasses the introductory graphics and music.

4. **IMPORTANT**—Be sure to use a blank diskette for the game-save feature, because any previous information saved on that diskette will be lost. Only one game can be saved per diskette.
5. Although MONTY™ has a huge vocabulary, he may on rare occasions make a mistake. It is recommended that you use an unabridged dictionary or the *Official SCRABBLE® Players Dictionary* to resolve any questions concerning the validity of a word.

SPECIAL OPTIONS

MONTY™ PLAYING BY HIMSELF

Enter MONTY when asked WHO IS TO MONTY'S LEFT? You will then be able to select his skill level. MONTY™ will begin to play, randomly selecting his tiles on each turn. While he is thinking, his current tiles and the total number of points he has accumulated thus far will be shown.

If you would like to change MONTY™'s skill level, press the SPACE BAR while the score for a play is displayed on the screen.

To freeze the board on which MONTY™ displays his play, press any key after the board has been created. You will have about 3 seconds to do this. To continue the game, press any key.

When MONTY™ has made all possible plays, the final board will appear with a number of beeps letting you know he is done. Press any key to see his total score.

SWITCHING TILES WITH MONTY™

Another way to experiment with MONTY™'s playing (and to hone your own skills) is to switch tiles with MONTY™. You can do this very simply: Select menu option 5 (check your tiles). When it says TO SEE YOUR TILES PRESS BUTTON OR SPACE BAR, instead, press CTRL S (for switch). Your tiles will automatically be switched with MONTY™'s.

SYSTEM REQUIREMENTS

"MONTY™ plays the SCRABBLE® Brand Crossword Game" is written in 6502 assembly language and Applesoft BASIC. To use it, you will need:

- A 48K Apple II Plus; or
- A 48K Apple II with an Applesoft BASIC firmware card; or
- A 48K Apple II with the Apple Language System

plus:

- A disk drive with 16-sector PROMS (DOS 3.3)

PROGRAM LOADING INSTRUCTIONS

Apple II Plus or Apple II with Applesoft BASIC firmware card:

1. Insert the diskette in Drive #1.
2. Load the disk in the usual manner.
3. A flashing `LOADING` message will appear.
4. The program will run automatically once loading is completed.
5. Be sure to leave the diskette in the drive for the duration of the game, since this is a disk interactive program.

Apple II with Apple Language System:

1. Insert your DOS 3.3 System Master diskette into Drive #1 and turn on the power to your Apple.
2. When the prompt appears (`>`) remove the System Master and insert your game program disk. Now type PR#6. (If your disk controller card is in some slot other than 6, type the number of that slot.) Follow the instructions from step 3 in the loading procedure above.

ADDENDUM FOR VERSION 2.0

Version 2.0 has been approved and endorsed by the Selchow & Righter Co., the makers of the SCRABBLE Brand Crossword Game. This version of the program does not require you to have the "real" board and tiles in order to play SCRABBLE with MONTY. All the premium squares are shown on the screen, and the point values of all the tiles can be seen with the press of one key. In addition, MONTY's strategy has been improved considerably in version 2.0.

The following new options should be noted:

1. To see your tiles when it's your turn, press SPACE BAR.
2. If a "blank" has been played and you're not sure what letter it represents, press SHIFT * to see the letter. Pressing SHIFT * again turns it back into a "blank".
3. To see the point values of the tiles, press V. Press any other key but SPACE BAR to erase the display of values and continue with your play.
4. To see the menu, press ESC (escape). If you know which option you desire, you can skip the menu and go directly to that option by pressing the appropriate number.
5. When you've decided on your play, press RETURN. The board will disappear and your word will be requested. To see the board again, just press RETURN again.
6. When it's MONTY's turn, if you're in a hurry, you can ask him for his best play so far by pressing ESC (escape).
7. If you desire to rearrange your tiles while studying them before your move, press R. Then type them in according to the new order desired.

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