

My Word!

TUTORIAL

and

Reference Manual

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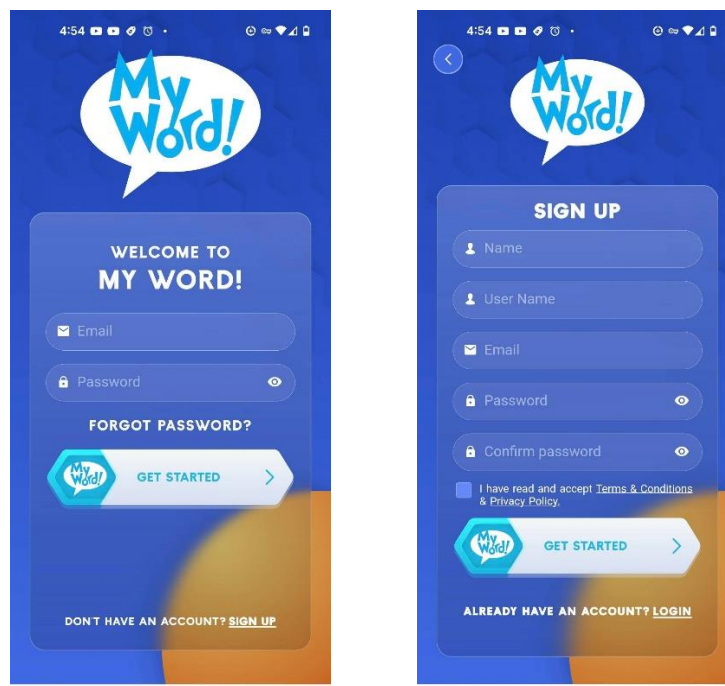
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My Word! is a word-guessing game that you can play by yourself, against an AI, or with other people. No matter what version you play, the game proceeds by a series of guesses coupled with logical reasoning. In a SOLO game, it's just you trying to guess a word that's been selected by the AI. In a two-player game, each player is on a race to determine which letters make up the SECRET WORD of their competitor. The first one to guess the word gets the victory – except the other player can try to tie with their last guess!

First things first

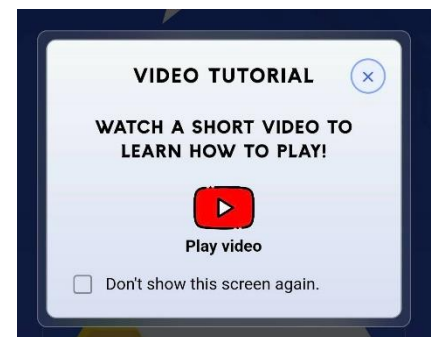
When you first log on, you'll be prompted to sign in but first you'll have to sign up for an account. Click the link at the bottom of the first screen and you'll see the sign-up screen.



Now you can go back (click the little arrow in the upper left) and sign in! If you ever forget your password, just click on “FORGOT PASSWORD?”

Once you're logged in, you will be asked if you want to watch a video to see how the game is played. You can check the box to hide the screen.

You'll then be brought to the home screen for options!



Settings



Before we venture into the game itself, let's talk about the settings. Click on the GEAR icon in the upper right corner and you'll see the Settings page (at right).

Here you can turn both the music and the **SFX** on or off and adjust the phone volume. You'll also see these two options:

WORD OF THE DAY

My Word! was designed to be fun and addictive, but it's also designed to be a vocabulary-building tool! If this option is on, when you first log on each day, you'll get a new definition.

WORD DEFINITION

When this option is on, during two-person play (whether with a friend, a stranger, or BobBot), you can touch any

word that the opponent offers as a guess (we assume that you know the words *you're* entering as guesses) and get a definition! There are 5,800+ 5-letter words in the Dictionary. If you want to see some way-out words, play against BobBot, because the AI can use any word in the Dictionary as a guess (e.g. IGIGI, ABAYA – great words for testing "I"s, "G"s and "A"s!)

OTHER ITEMS

Scrolling further down the Settings screen, you'll see your Stats for all games played and links for Changing your Password and Deleting your Account, links for the Terms & Conditions and Privacy Policy documents, and a link for information about MY WORD!, including a link to the YouTube MY WORD! Video webpage.

Now we can play!

What follows is a breakdown of the different versions.

Click on **NEW GAME** and begin!





Single Player (SOLO)

First, you'll choose the level of difficulty. EASY words are everyday words that most everybody will know. MEDIUM words might be a little less common, but they're still used frequently. HARD words can still be guessed, but you may not be acquainted with them. Once you choose the level, the AI will pick a word with **no repeating letters** from the 5,700-word dictionary of 5-letter words. For example, it might pick GRAPE. It will never, however, choose a word like TREAT, because there are duplicate letters: two "T"s. (NOTE: I say "never" but I could have made an error in compiling the Dictionary. If you find a word that you think is mislabeled or isn't included, let me know at the email address at the end of this Tutorial.) SEE **Rules and Strategies** (separate doc) for more information about word selection.

When you begin, you'll see this screen:



You start by dragging letters from the Alphabet below up to the hexagonal MY GUESS tiles. Once you've assembled a word, a blue arrow will appear to the right; click on it to begin.



You will see your guess and a number in the window below. The number indicates the number of letters in your guess that are in the Secret Word. Each word you guess will return a number. You make deductions based on these guesses and the accompanying numbers.



A couple things to note:

1) Although the Secret Word contains NO duplicate letters, your GUESSES can! This is the beauty of the game, because *every instance of the letter must be counted*. In the example

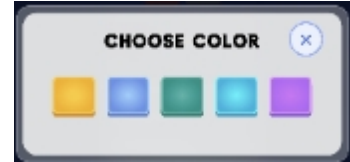
at right, CHART returned a "1". Testing for "T" and "A", I guessed the word TATTY, and the AI returned a "3". This means that it *has to be* the "T", because it counts *every* "T". (If it were the "A" OR the "Y", it would say "1"; if it were the "A" AND the "Y", it would have returned a "2".)

So, I can eliminate "A" and "Y" from the Alphabet by turning them **RED (by tapping them twice)** and I can turn "T" to **GREEN (by tapping it once)** to signify that it is in the Secret Word. I can also turn the "C", "H", and "R" **RED** because there is only one letter in CHART and it's the "T". To do this, simply touch the letter **once** to turn it **GREEN** and tap it **twice** to turn it **RED**. Now I can go on to guess another word.

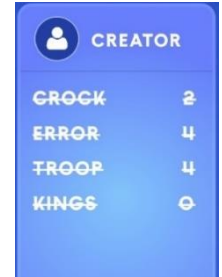
2) A ZERO is a great thing in this game, because it means no letters in your GUESS word are in the Secret Word. You can eliminate every letter in the word and turn them all **RED**.

3) There are a number of tools in the game to help you keep things straight:

- a) A *long press* on any letter will bring up a palette of five colors that you can assign to that letter, enabling you to distinguish between letter possibilities from different words. (For more on the palette, watch the Alphabet Tools video or click [here](#).)



- b) When you no longer need to refer to a word in your guess list because you've concluded that every letter in it is either in the word or not (e.g. when you get a ZERO), you can tap the word and it will be struck-through so you can ignore it when making deductions.



- 4) You can save a game for later by pressing the PAUSE icon in the lower right corner .



NOTE: If you leave the app in the middle of a game (to answer a call or respond to a text, for example), **you *must* pause the game first or you will lose your progress!**

Below is a game in progress. I've purposely chosen words to show off the color palette:



After my second and third guesses, I eliminated the "L", the "I", and the "G" in LIGHT, so I turned the "H" and the "T" to YELLOW/ORANGE, since one of them has to be in the Secret Word, but I don't know which one! The same is true after eliminating "R" from ERROR -- it ← has to be either the "E" or the "O", so I changed them both to DARK GREEN.

PAPAL eliminated the "L", so I turned the "P" and "A" to BLUE. (See screenshot at left.)

After PEPPY returned a ZERO, I can now eliminate every letter in that word and strike-through it. That means it's the "A" in PAPAL that is in the Secret Word.

This leads to a domino effect with the other choices:

Since the "E" is out, the "O" in ERROR is in. I switch it to BRIGHT GREEN to signify it's in the Secret Word.

It's the "A" in BREAD, too, so I turn the other letters RED.

It's the "S" in SILLY, since the "Y's out.

I strike out those words since I won't need to refer to them again.



I still don't know whether it's the "H" or the "T" in LIGHT yet, though, so I leave them YELLOW.

Now my screen looks like the one at right on the previous page.



Two-Player Games

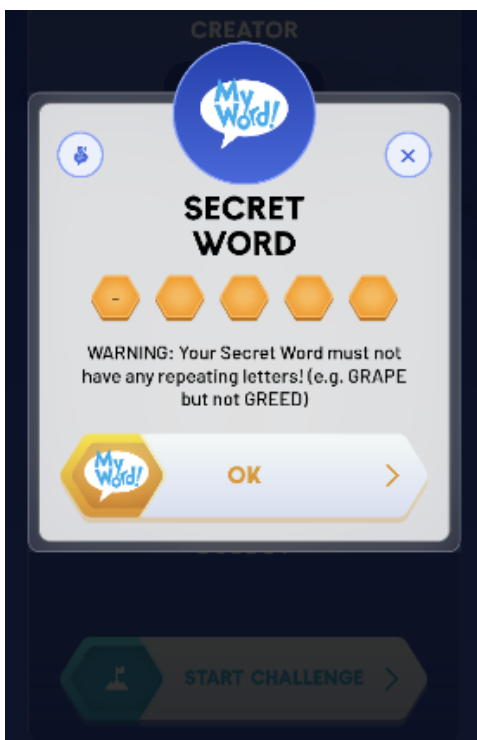


There are three ways to play – You can play against a FRIEND, against a STRANGER, or against BobBot, the AI. No matter how you play, it will be competitive! You are in a race to see who can guess the other's Secret Word first.

If you're playing with a **FRIEND**, you can invite them by **sending them an invitation** or **connecting via Bluetooth** ("share" option). If you decide to make a new friend by playing with a **STRANGER**, you will be randomly assigned a player who has comparable WIN/LOSS stats to you. If you play with **BobBot**, you will choose the level of play, EASY, MEDIUM, or HARD, which signifies the *word* difficulty: familiar (EASY) versus less common (MEDIUM) or words not in everyday use (HARD). (The algorithm for BobBot's play doesn't adjust by level.)

(NOTE: TUTORIAL Screen shots may be cropped to save space! :)

When sending an invitation, the recipient has 10 minutes to respond. You will be notified if and when the player joins the game. Click on **START CHALLENGE** to begin!




Each person thinks of a 5-letter word, *with no repeating letters* (for example, "DRIPS"). The player enters it via a pop-up keyboard in the five blank hexagonal tiles on the SECRET WORD screen.

NOTE: Proper nouns are not permitted (e.g. PARIS, KAREN). For other restrictions on words, see the RULES & STRATEGIES doc.)

If the word is in our dictionary, you're good to go and you'll get the "READY" screen! If not, we'll let you know and you can try another. OR ...

If you can't think of a word, don't worry – we'll provide one for you!

Just click on the  icon in the upper left corner.

You'll see a screen like this one (at right) with four choices.



When both players have entered their words and clicked on the START CHALLENGE button, the game randomly assigns the first turn to one of the players. (Except when playing against BobBot; then the human player will always go first.) Let's take you through a game, step-by-step!

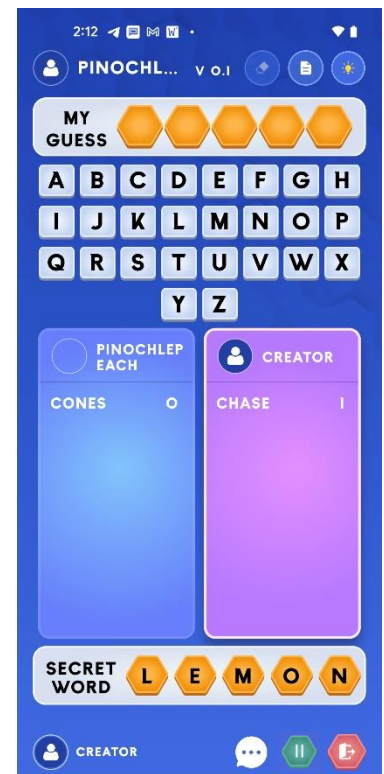
Round One

What you'll see next is the game board. Everything will be blank except for your SECRET WORD at the bottom (The screen shots below show both CREATOR's and PINOCHLEPEACH's screen views). The ALPHABET will be how you keep track of which letters you determine are in or are not in your opponent's Secret Word – or which letters you think *might* be.

The first player enters a 5-letter word as a guess by dragging the ALPHABET tiles to form a word in the MY GUESS hexagonal tiles at the top. The game computer will check to make sure it's a word and then return a number, telling how many letters in the guess are in the second player's SECRET WORD.



Let's take a look at how this works in game play, using two players and what they will see. On the left is PLAYER CREATOR and on the right is player PINOCHLEPEACH. (NOTE: The colors, blue for CREATOR and purple for PINOCHLEPEACH, are for reference and clarity only in this sample game. In game play, the player will always be blue, on the left, and the opponent will always be purple, on the right.) CREATOR goes first, trying to guess PINOCHLEPEACH's word, LEMON. (1) She uses CHASE as her first guess and drags each of the letters in CHASE to the MY GUESS tiles and presses the BLUE ARROW button to the right/that appears after all five letters are entered. (2) This word will appear automatically on PINOCHLEPEACH's screen, under "CREATOR". (3) The game computer compares CREATOR's guess to PINOCHLEPEACH's SECRET WORD and counts



the occurrences of each letter in his word LEMON that are also in CREATOR's guess CHASE. (4) The only letter in both words is ONE "A", so "1" automatically appears next to CHASE on both CREATOR's and PINOCHLEPEACH's screens.

Now it's PINOCHLEPEACH's turn to guess. (1) He drags each of the letters in CONES to the MY GUESS tiles and presses the BLUE ARROW button to the right. (2) CONES appears automatically on CREATOR's screen, under "PINOCHLEPEACH". (3) The game computer compares the guess to CREATOR's SECRET WORD and counts the occurrences of each letter in her word BRAID that are also in PINOCHLEPEACH's

guess CONES. (4) There are none! The game computer automatically places a "0" next to PINOCHLEPEACH's second guess.

A ZERO is very helpful to PINOCHLEPEACH, because this means that, since those letters are not in CREATOR's Secret Word, he can eliminate all of them – the "C", the "O", the "N", the "E", and the "S" -- from his alphabet.

LESSON: We like ZEROES!! 😊

He uses the **Alphabet Tools** (see *Single Player Game* above, or Appendix) to modify his alphabet.

At the end of the first round of guessing, the screens will look like this:



CREATOR's SCREEN



PINOCHLEPEACH's SCREEN

Round Two

VERY IMPORTANT: Although SECRET WORDS cannot have duplicate letters (for example, the SECRET WORD cannot have two "A"s (as in AREAS) or three "R"s (as in ERRORS)), the GUESS WORDS *can*.

So CREATOR knows that one of the letters from CHASE is in PINOCHLEPEACH's word, but not which one. She can guess a word that will help to eliminate the letters that aren't, so she enters SASSY as her next guess and presses the BLUE ARROW button.

PINOCHLEPEACH sees the guess appear on his screen and realizes there are NO letters shared between SASSY and LEMON. The game computer automatically places a "0" next to CREATOR's second guess.



Lucky **CREATOR**! She can now eliminate ALL of those letters from her alphabet and does so by touching “S”, “A”, and “Y” twice each in her Alphabet.

PINOCHLEPEACH guesses another word with all-new letters, **FIGHT**. The AI returns a “1”.

At the end of the second round of guessing, the screens will look like this:

CREATOR



We'll do one more round for practice.

Round Three

CREATOR chooses **NONNY** as her next guess, types it in, and presses the BLUE ARROW button.

PINOCHLEPEACH sees the guess appear on his screen and this time there are FOUR letters shared between **NONNY** and **LEMON** (the three “N”s and the “O”).

CREATOR realizes, since the “Y” was eliminated in **SASSY**, the letters must be the “N” and the “O” or the “Y”. She uses the **Alphabet Tools** to change them to green.

Wow, two letters in **PINOCHLEPEACH**'s Secret Word!

CREATOR's screen now looks like this:

PINOCHLEPEACH





PINOCHLEPEACH, curious as to the meaning of **NONNY**, touches the word in the **CREATOR**'s list and, lo, and behold, up pops a definition!

All the words in the Dictionary are defined and the definitions accessible whenever an opponent uses a word you don't know!



Satisfied, **PINOCHLEPEACH** enters his next guess, **TEETH**, which returns a "0", so he eliminates "T", "E", and "H" from his Alphabet. His screen now looks like the one at left.

And that's how the game is played!

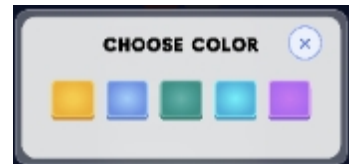
You continue until one of you guesses the other's Secret Word. If you guess it first, and you were the first player to enter a guess, your opponent will have one chance to guess *your* word. If they don't, you win; if they do, it's a tie!

NOTE: Statistics for all your games played are stored in *Settings*.

ALPHABET TOOLS

The **Alphabet Tools** uses colors to track your progress: Press a letter once and the letter tile will turn **GREEN** – this signifies that you are certain a letter is in your opponent’s Secret Word; press the letter again and it will turn **RED** – this means you’ve eliminated that letter from your opponent’s Secret Word. **NOTE:** When you are given a *HINT* that eliminates letters, you will have to change the letters *manually* to **RED**.

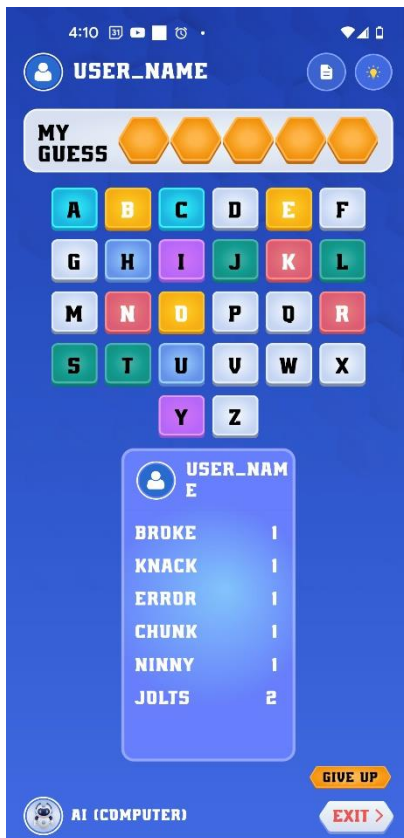
Additional **Alphabet Tools** palette: If you *long press* on any letter, a five-color palette will come up, enabling you to distinguish between letter possibilities from different words.



These allow you to show that you’ve narrowed down possibilities to include certain letters, even when you don’t know which ones.

Although you likely won’t use all four colors every game (or even *ever* – some find just one enough), below is a sample, intentionally created to show off the feature. Note that **N**, **K**, and **R** are eliminated

because of the “1” returned for NINNY, KNACK, and ERROR:



GUESS	Possible letters
BROKE	B, E, O
KNACK	A, C
ERROR	E, O
CHUNK	H, U
NINNY	I, Y
JOLTS	J, L, S, T (and O)

HINTS

During a game, you can click on the **HINT** icon  in the upper right corner (yes, it's a light bulb) for ... a hint!

Click on the icon again to hide the hint.

There are different types of hints available, but you can't choose the type you'll get.

Level 1: You might get a word to try as a guess that will include multiple instances of a letter that's in the opponent's Secret Word. There are 26 hint words for each letter, except "Q" and "X", since there are no 5-letter words with two Qs or two Xes. ("Xerox" is a brand name, and proper nouns are excluded.)

Level 2: You might be given a list of letters that are NOT in the Secret Word.

Level 3: You might be told where a certain letter is in the Secret Word (e.g. "The "E" is the fifth letter of your opponent's Secret Word!").

The hints are randomly generated, but they occur according the following:

In a **Multiplayer** game, there is only one hint per game.

In a **Single Player** game, hints are based on the level of difficulty chosen:

EASY level: The player can see only one hint per game and it will be a Level 1 hint (see above).

MEDIUM level: The player can see two hints in the whole game. The 2nd hint is available after the 4th round of the game. If the player didn't take the first hint (Level 1) in the first four rounds, then the player can see both hints (Level 1 and Level 2).

HARD level: The player can see three hints in the whole game. Like in the MEDIUM level, you get one hint in the first 3 rounds, and a second after round 4, plus a 3rd hint after the 8th round of the game. Again, If the player didn't take the first or second hint (Level 1 and Level 2), then the player can see all three hints (Levels 1, 2, and 3).

ICON GLOSSARY



These three icons at the top of the screen do the following (from the left to the right):

The first is an **ERASER** icon which will reset the Alphabet to its original state and will also remove the strike-throughs of any words so you can start all over to work out the clues. (You will be asked if you want to continue in case you press this by accident.)

The second brings you to the **TUTORIAL** for reference.

The third is the **HINT** button. (See above for how the hints work.)



The three icons at the bottom of the screen do the following (from left to right):

When playing SOLO or against BobBot, if you just can't guess the word, you can press **GIVE UP** and the AI will reveal the Secret Word.

The **PAUSE** icon allows you to *pause* any game to save for later.

The **EXIT DOOR** icon will quit the game.

(Each of these will ask you to confirm your choice.)

GETTING IN TOUCH

If you have any questions or suggestions, please feel free to drop us a line at bobsmyword@gmail.com. We'll get back to you as time permits.

You can also visit our webpage at www.bobsmyword.com.

In the meantime, enjoy playing

