# **Think Four**

information sheet • last updated 2024-04-19

### "Titles"



- the top left of the screen says Think Four and the date of the loaded puzzle
- below the date is the puzzle's average rating

### "Exit"

# **EXIT**

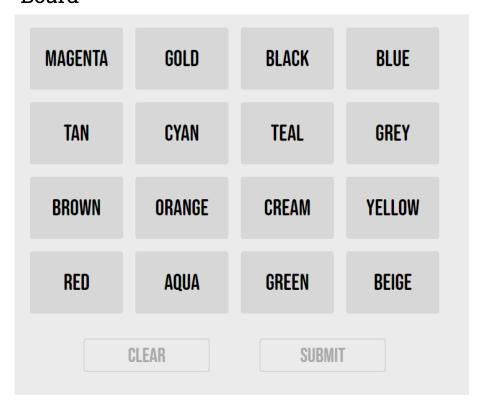
- click or tap the **exit** button to return to the projects+ page

## "Help"



- click or tap the **help** button to see this information sheet

### "Board"



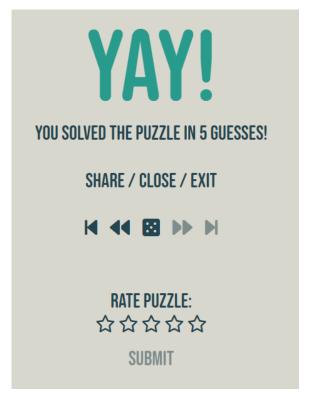
- 16 words in a 4 by 4 grid
- the goal is to separate these words into 4 groups of 4
- click or tap a box to select/deselect a word
- when you have 4 words selected, you can click or tap the **submit** button to check your guess
- the **submit** button is disabled unless you have four words selected
- if your guess is correct, the words will merge into their topic
- if your guess is incorrect, the words will shake, then you can try again
- you can click or tap the **clear** button to deselect all words
- the clear button is disabled unless you have at least one word selected
- you cannot select more than 4 words, therefore changing your guess will require some deselection



- each topic has an assigned colour from green to red based on how difficult I think the topic will be to determine, where green is easiest and red is hardest
- if the topic has an asterisk (\*) next to it, that means I did not make it (it was "community contributed"):

PASS\_\_\*
AGE, CODE, ION, WORD

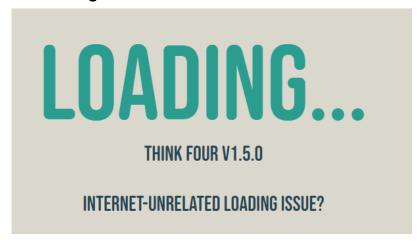
### "Win"





- when you solve the puzzle, the win screen will appear
- this screen tells you how many guesses it took you to solve the puzzle
- 4 guesses is perfect (mistake-free), fewer than 8 is optimal (if you take more than 8 guesses to solve the puzzle, the guess count is red)
- you have the option to share (copy your results to the clipboard), close (hide the win screen), and exit (return to pinniped.page)
- if you close the win screen, you can return to it with the  ${\it results}$  button
- you also have the option to—from left to right—go to the first puzzle, previous
   puzzle, random puzzle, next puzzle, and latest puzzle
- the **first puzzle** and **previous puzzle** buttons are disabled if you're already on the first puzzle
- the next puzzle and latest puzzle buttons are disabled if you're already on the latest puzzle
- I would also appreciate it if you rate the puzzles by selecting the highest star you think the puzzle deserves, the pressing **submit**

### "Loading"



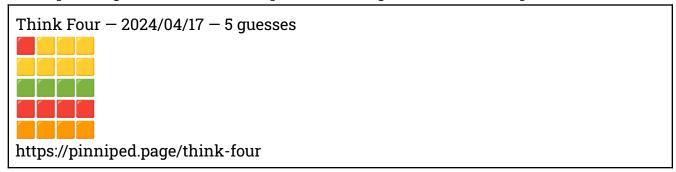
- the loading screen provides the game's version
- if the game is not loading for some reason, and that reason is definitely NOT your internet connection, please click or tap **internet-unrelated loading issue?** to inform me that there is a major issue with the page

#### **KEYBOARD SHORTCUTS & ACCESSIBILITY**

- tab and enter will allow you to do everything but select words without a mouse
- the board also lets you use arrow keys to move between words, space to select/deselect, backspace to clear, and enter to submit

#### SHARE!

- pressing the **share** button copies something like this to the clipboard:



- the coloured square emojis represent your guesses

#### ADDITIONAL NOTES & FREQUENTLY ASKED QUESTIONS

- Think Four uses the font Bebas Neue Rounded from Adobe Fonts
- previous puzzles are loaded from the URL in the format ?puzzle=year/month/day
- if you can figure out how, it is possible to see answers and even future puzzles
- sometimes the puzzle might be really hard or too easy, but I'm trying my best

### **ALTERNATE NAMES**

- before the name "Think Four" was decided on, there were several possible names for this game:

#### NAME IDEAS:

- wordagories (opposite of scattergories; contains the word 'categories')
- **synapse** "Refers to the connections between neurons in the brain." (because you have to think, and, because it's a word game, also connections between words)
- **fourword** "This name is a clever twist on "forward" and suggests moving forward by making connections." (it's also a play on 'four'; I suppose there are multiple combinations of 'four/for' and 'forward/word')
- **unscrambled** "Hints at the challenge of finding the hidden connections. / Creates a sense of needing to decipher the hidden connections."
- **Think Four** "A play on the classic game but emphasizes thinking." (I also like that it sounds like THINK FAST)
- Word Association: The Game
- wavelengths [things that are similar are often referred to as being on the same wavelength] (you have to be on the same wavelength as the puzzle creator)
- **Neuron Activation** (some braining required)

descriptions in quotes by Gemini