

1. On new game: Player enters setup mode. Player types 3 letter word in autocomplete block. First block's list filters for only 3 letter words. . The "X" will clear out the current cell's word up till setup mode is complete.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
ca						+	✖	✖
cab						+	✖	✖
cad						+	✖	✖
✖	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

2. Upon word completion: Word is loaded in all caps. Coordinate selection icon becomes active. Does not matter if player inputs lower or middle case. 4 word autocomplete filters for 4 letter words.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1 C A T						+	✖	✖
mO						+	✖	✖
moan						+	✖	✖
moat								
1								
2								
3								
4								
5								
6								
7								
8								

3. Once words are entered: Coordinate mode can be entered by selecting the coordinate icon for that cell.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1 C A T						+	✖	✖
2 M O A T						+	✖	✖
3 - - - - -						+	✖	✖
✖	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

4. Player moves cursor over grid. Yellow indicates active cell and green shows possible positions for next letter.

5. Red blocks indicate the next letter cannot be completed.

6. Red blocks change based on cursor position.

7. A left click in an active cell places the first letter in that cell.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1	<u>C</u>	<u>A</u>	<u>T</u>			+	⊗	✗
2	<u>M</u>	<u>O</u>	<u>A</u>	<u>T</u>		+	⊕	✗
3	-	-	-	-	-	+	⊗	✗
⊕	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1	<u>C</u>	<u>A</u>	<u>T</u>			+	⊗	×
2	<u>M</u>	<u>O</u>	<u>A</u>	<u>T</u>		+	⊕	×
3	-	-	-	-	-	+	⊙	×
⊕	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

PLAYER 1									
A	B	C	D	E	F	G	H	I	
J	K	L	M	N	O	P	Q	R	
S	T	U	V	W	X	Y	Z		
1	<u>C</u>	<u>A</u>	<u>T</u>			+	⊗	×	
2	<u>M</u>	<u>O</u>	<u>A</u>	<u>T</u>		+	⊗	×	
3	-	-	-	-	-	+	⊗	×	
⊗	A	B	C	D	E	F	G	H	
1									
2									
3									
4									
5									
6	Red	Green	Green						
7	Red	Yellow	Green						
8	Red	Red	Red						

PLAYER 1									
A	B	C	D	E	F	G	H	I	
J	K	L	M	N	O	P	Q	R	
S	T	U	V	W	X	Y	Z		
1	<u>C</u>	<u>A</u>	<u>T</u>			+	⚡	✗	
2	<u>M</u>	<u>O</u>	<u>A</u>	<u>T</u>		+	⚡	✗	
3	-	-	-	-	-	+	⚡	✗	
⚡	A	B	C	D	E	F	G	H	
1									
2									
3									
4									
5									
6	Red	Green	Green						
7	Red	C	Green						
8	Red		Red						

8. After first letter is placed the active yellow cell represents the next letter and the green block indicates where the third letter can go based on active cell position.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1	C	A	I					
2	M	O	A	I				
3	-	-	-	-	-			
	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7		C						
8								

9. Once the 2nd letter is placed the rest of the letters fill in automatically.

PLAYER 1								
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
1	C	A	I					
2	M	O	A	I				
3	-	-	-	-	-			
	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7		C	A	T				
8								

10. The coordinate icon in the top corner of the grid can be used to randomly place the entire word on the grid.