How to run and how to use the "The Nerds Jumbline"

How to run

1) Run the .jar file titled "Mars4\_5" contained in the root directory where you unzipped the file.

2) Wait until the program finishes loading and press ctrl+O to open a new window containing the files of the "TheNerdsJumbLine" folder.

3) Click on the file titled, "MainProgram.asm" to highlight the file.

4) Click open.

5) You should see a selection of symbols such as a pair of scissors, a clipboard, a printer, and a hammer and screwdriver near the top of the "Mars4\_5" program. Find the hammer and screwdriver symbol and click it.

6) Click the symbol that looks like a white triangle inside a green circle found on the right side of the hammer and screwdriver symbol.

7) You should see a window at the bottom of the screen with the greeting, "Welcome to The Nerds Jumbline!".

8) You've successfully ran the program.

How to use

**How to win:** Get the most points by creating as many words as possible from a set of randomly generated letters.

**Controls:** Use the keyboard to type in the appropriate characters in the window at the bottom of the screen. Press enter when you're done. Use the mouse to scroll the window up or down to view your score, certain game instructions, and a history of everything you've done so far in the game. You can also increase the size of the window by locating 2 small arrows pointing up and down near the tabs of the window at the bottom of the screen and pressing the arrow pointing up.

**How to play:**

1) Begin the game by deciding between the numbers 5, 6, or 7, to determine how many random characters you want to be given to create your words.

2) Once the game provides you with a set of letters, you may either enter:

"1" to rearrange the letters

"2" to finish guessing

A word you think you can make using the set of given letters.

3) If you enter a valid word, you gain 1 point per character from the valid word. If the word you enter is invalid, you get no points.

4) Enter "2" when you're done guessing to be given the results of your performance and to finish the game.

**How to quit:** If the game is still running, look for a symbol of a white square inside a green circle found near the top of the screen to the right of where you previously found the wrench and screwdriver symbol. Click the symbol to end the game. Another option is to simply enter “2” to indicate that you’re done guessing to the program. After ending the game, click the red X mark at the top right corner of the "Mars4\_5" program to end the program.