**User’s Manual**

**For**

**The Nerds Jumbline2**

Welcome to The Nerds Jumbline2!

Here are some tips and precautions that will help you to enjoy the game better.

Startup

1) Run the .jar file titled "Mars4\_5" contained in the folder titled, "TheNerdsJumbLine".

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 Jumbline2!".

8) You've successfully ran the program.

Game Features

* The game is displayed in MIPS console.
* Guess a word from a string of random picked alphabets! See how many words you can make it!
* You can rearrange the letters as many times as you wish!
* Every time you make a guess, lists of correctly and incorrectly guessed words will be displayed so you may know what to guess next!

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.

How to Play

1. **PICK A LENGTH**. 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.

Enter a number “5”,”6”or”7”.

1. **MAKE A GUESS or REARRANGE.** After you chose the letters you want to play with, you will see a string of letters randomly picked from the alphabet. You can also see the number of correct words you may find from this string. Now you can either enter:
2. "1" to rearrange the letters.
3. "2" to end guessing and see the answer.
4. A word you think you can make using the set of given letters.
5. **GUESS RESULTS.** You can immediately see whether you guessed right or not.

If you did, the game will prompt you with a high-pitched beep, and you will see a prompt telling you that you’ve guessed correctly. Also you gain 1 point per character from the valid word.

If you didn’t, the game will prompt you with a low-pitched beep, and you will see a prompt telling you that your guess is wrong. Wrong guesses will not earn score!

Either correct or incorrect guesses will be recorded into list. Both lists will be displayed every time you guess.

If you guessed correctly all the possible words, the game ends here and your score will be displayed. If there are still words remain, you are back to stage2.

Exit the Program

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 and click the red X mark at the top right corner of the "Mars4\_5" program to end the program.

Have fun with the game!