Lexathon User Manual

How to run the game:

1. Open the file Lexathon.asm in the MARS MIPS simulator.
2. Verify that the LexathonDictionary.txt file is in the same directory as the mars.jar executable.
3. On running the Lexathon.asm file, the user is provided with three options:
4. *Start the game*
5. *Instructions*
6. *Exit*
7. Enter 1 to start the game.
8. A 3x3 board of random letters is then displayed on the screen, and the user is presented with four options:
9. *Enter word*
10. *Instructions*
11. *Shuffle*
12. *End game*
13. Choose option 1 to enter a word, and form a word using only the letters displayed on the board that is at least 4 letters long and does not exceed 9 letters. If the entered word passes all the condition checks, the user is awarded points based on the length of the word and asked to enter another word in the next turn.

Choose option 2 to display the instructions for the game.

Choose option 3 to shuffle the entire board and give the user a board with different letters.

Choose option 4 to end the game.

The game ends when 60 seconds have elapsed since the game is started.