

SwipeWord is a game with letters.

The aim is to compose words of three, four, five, six, seven or eight letters by swiping over the letters presented by the game. If the word exists in the internal dictionary, the player earns points and the letters in the game are replaced by new letters.

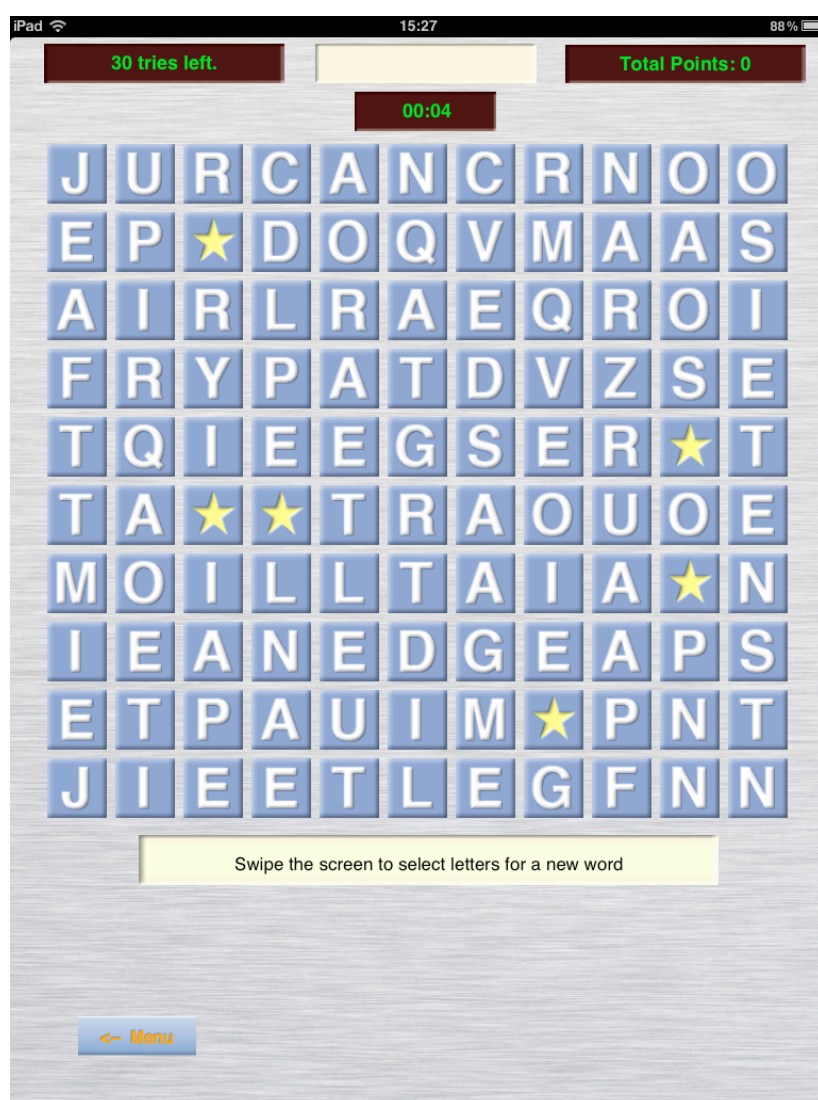
The game ends after thirty correct words.

## Starting the game

The game starts with eleven columns of ten random letters each.

Sometimes instead of a letter a yellow bonus star appears. The score starts at zero and the counter shows thirty turns remaining.

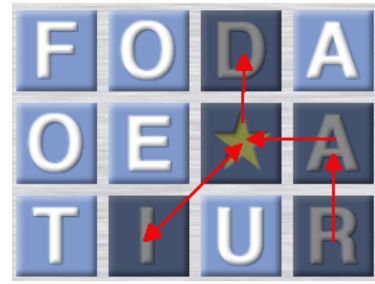
The clock starts ticking and the game invites the player to create his first word.



## How to make words

Words can be made by swiping your finger over the letters in the right order. You can move your finger in every direction, as long as it is not lifted from the screen.

Some valid moves are shown below.



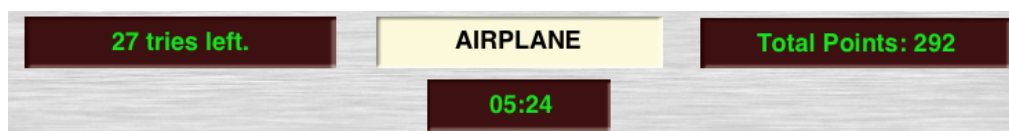
Letters that are selected get a darker colour and although each letter can be used only once, it is possible to swipe across an already selected letter and to continue with an adjacent letter. This is shown in the example below.



To gather additional points, yellow stars can be attached to the word at any point.



While swiping, the selected letters are shown in the yellow text field in the top of the screen.



After lifting his finger, the player can choose to clear the word by pressing 'Undo' or to check whether the word is in the dictionary by clicking 'Check word'. Using 'Undo', all letters regain their original colour and the number of turns remains unchanged.

If after pressing 'Check word' the word is accepted, points are awarded for the letters and the stars. The letters are removed from the playing field and the vacant spots are filled up by dropping all letters above by one row.

The top row is filled up with new random letters and perhaps the occasional yellow bonus star.

If it turns out the word is not in the dictionary, the same happens as when 'Undo' is pressed.

The points are as follows:

- Every letter has a proper value. This is identical to the letter value in the game Scrabble
- A star yields 25 points
- Additional points are awarded for the length of the word: 5, 10, 15, 20 and 20 points for four, five, six, seven and eight letters, respectively.

The dictionaries

SwipeWord has six dictionaries for words of three, four, five, six, seven and eight letters. Together, these contain over 80,000 words.

SwipeWord 1.0 is a programme by JonkerWare.

Visit [www.jonkerware-spellen.nl](http://www.jonkerware-spellen.nl) for information regarding our other games.