

Directions  
for Playing

***Glib***<sup>TM</sup>  
VIDEO WORD GAME



## SETTING THE CONSOLE CONTROLS

1. Connect the ATARI® Video Computer System™ to your television following the manufacturer's instructions.
2. Install the left Joystick Controller for One Player game or both Joystick Controllers for Two Player games.
3. Insert the cartridge into the ATARI® console. Be sure the POWER switch is OFF.
4. Turn your television on.
5. Move the POWER switch on the ATARI® console to ON.
6. Select a One or Two player game with the left-hand Difficulty Switch located at the rear of the ATARI® console. (A is two Player and B is One Player.)

NOTE: Before the game begins, the number on the bottom center screen indicates the number of players playing the game (shown as "C" in Diagram I). During the game, this number indicates the total value of letters on the lower rack.

## DIAGRAM I



## GAME VARIATIONS AND SKILL LEVELS

1. GLIB™ has 5 Games, each containing 5 Skill Levels, for a total of 25 Game Variations. The Skill Level is determined by a TIME BAR located at the bottom of the screen. The TIME BAR travels from left to right. A turn is over when the TIME BAR reaches the right hand side of the screen.
2. Words are formed by using the Joystick Controllers to move letters from the upper rack on the screen to the lower rack. There are 98 letters in each game with the value of each letter shown. The 98 letters reflect 14 turns for one player and 7 turns each for two players.

## **GAMES**

### **Game One — BILLBOARD**

In this game a complete new set of letters is shown on the screen with each new turn until all 98 letters have been shown. If they are not used in a turn, they are not shown again on the screen.

### **Game Two — SKILL BUILDER**

This game differs from Game One in that only the number of letters used to form a word on the lower rack are replaced at the beginning of each new turn.

### **Game Three — TIMES UP**

The player is racing against time to create as many words as possible from the seven letters given at the beginning of each turn.

### **Game Four — ENCORE**

This game requires timing, speed, intelligence and more hand and eye coordination skills than the other games. In this game six letters continuously "parade" across the upper rack. The player must catch the letter he wants to use and place it on the lower rack before the letter moves off the screen. Unused letters will parade across again until they are all used.

### **Game Five — OVER THE EDGE**

The game differs from Game Four in that once the letters parade off the screen they will not return.

## **SKILL LEVELS**

**Level 1** — is very easy because there is no TIME BAR. The player(s) can take as much time as needed to form a word or words.

**Level 2** — the player has 132 seconds to make a word or words.

**Level 3** — the player has 39 seconds to make a word or words.

**Level 4** — the player has 26 seconds to make a word or words.

**Level 5** — the GLIB™ Video Word Game will randomly choose a speed that may be slow, medium or fast.

The times indicated are for One Player games. In Two Player games players must form a word or words in half the time indicated.

NOTE: Advanced players can choose to make the speed of the TIME BAR move twice as fast by switching the Right Hand Difficulty Switch from B to A.

## GAME SELECTION

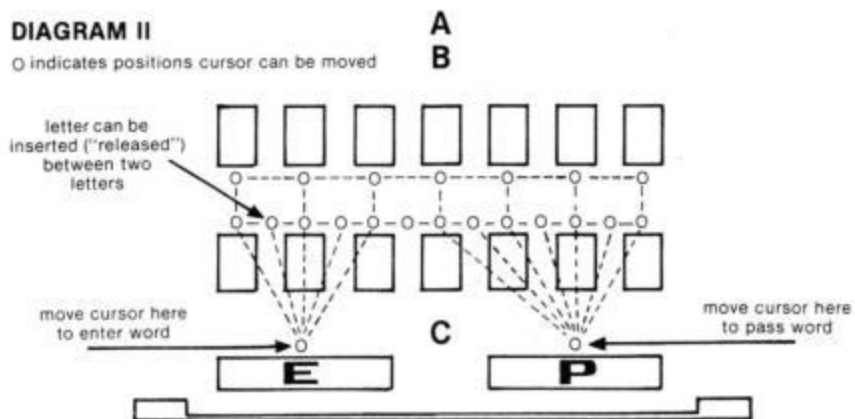
1. Choose the game to be played and the Skill Level by pressing the GAME SELECT switch on the ATARI® console. The two numbers displayed at the top of the screen will change when the switch is held down. Before the game begins, the upper number (shown as "A" in Diagram I) indicates the game being played. The lower number (shown as "B" in Diagram I) indicates the Skill Level at which the game is being played. During the game the upper number indicates Player One's total score, the lower number indicates Player Two's total score.
2. Press GAME RESET button on ATARI® console to begin game. Letters will shuffle on upper rack. Cursor will appear below upper rack, on left hand side of the screen.
3. Press RED FIRE BUTTON on Joystick Controller to stop letters from shuffling. Seven letters are chosen at random. One letter will automatically drop to lower rack, except in Games Four and Five where six letters parade across upper rack.

## PLAYING THE GAME

1. Cursor is positioned by moving Joystick up, back, and to both sides. Diagram II indicates the 22 positions in cursor path, including some shortcuts to forming and entering words.
2. To move a letter, the cursor must be brought to a position either directly below a letter on the upper rack or above a letter on the lower rack.

## DIAGRAM II

O indicates positions cursor can be moved

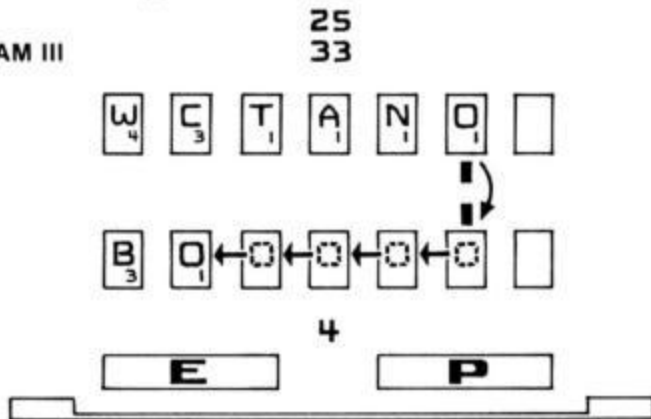


3. Press the RED FIRE BUTTON on the Joystick Controller and the letter will flash, indicating the cursor has "picked up" the letter it was under or over.
4. Using the Joystick Controller, move the cursor to the desired position for your word. Press the RED FIRE BUTTON again and the letter will be "released".
5. Letters released to **any** position on the lower rack will automatically move left to the first vacant position .

For example, if at the beginning of a game you select a letter from the upper rack and release it to a position on the far right on the lower rack, it will automatically move left, next to the letter that appeared on the lower rack at the beginning of the game. This can save valuable time. (See Diagram III.) When a letter is moved from the upper rack to the lower rack for use in a word, all remaining letters on the upper rack will also move left. A letter in the first position on the lower rack cannot be moved to the right on the lower rack or moved to the upper rack until the player releases a letter from the upper rack into that first position, causing that letter to move right. After a word is formed, it may now be moved to the upper rack. Players should take note of how this shifting of letters may affect

their score. Letters can be brought back up from the lower rack to the upper rack in all games except for Game Four and Five. In these games once the letter is brought down it cannot be returned to the upper rack.

DIAGRAM III



## ENTERING A WORD

1. To enter a word to receive a score, move the cursor to the "E" bar ("Enter" bar) at the left hand bottom of screen. The "E" will flash. Press RED FIRE BUTTON on the Joystick Controller. This stops the TIME BAR. If there is any doubt as to the spelling or acceptability of the word, now is the time to check, using a dictionary.
2. In a One Player game, if the word is acceptable, press the RED FIRE BUTTON again and the score for that turn will automatically be added to the total score at the top, center screen.

NOTE: With two players, the **other** player must press the RED FIRE BUTTON on his Joystick Controller to "accept" the word and release the points to be added to his opponent's total score. Player Two must press the RED FIRE BUTTON again to receive a new rack of letters and begin his turn.

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3. In a One Player game, press the RED FIRE BUTTON on your Joystick Controller again to receive a new rack of letters for your next turn.
4. If a word is determined to be unacceptable, move the cursor to the "P" bar ("Pass" bar) and press RED FIRE BUTTON on Joystick Controller to pass turn to next play. Player can choose to pass at any time.

## SCORING OF POINTS

Each letter has a numerical value.

1. The score value of each letter is indicated by a number at lower right, within letter frame. (See Diagram 1).
2. The score of each turn is the sum of the letter values in each word formed. GLIB<sup>™</sup> automatically adds letter values of the word being formed in lower rack. (See Diagram 1 -Value Total = "C".) When a word is entered with "E" bar, the value of the word will be added to total score at top of screen.
3. A light blue line under the lower rack doubles the score of a letter placed on it.
4. A dark blue line under the lower rack triples the letter score.
5. The score for an entire word is doubled when on a pink rack.
6. The score for an entire word is tripled on a red rack.

NOTE: Colors may vary some with adjustment of individual television sets.

## END OF GAME

Each game ends when 1 player has had 14 turns or 2 players have had 7 turns each. Screen will flash "Game Over." Player with highest score wins.