

Word Whiz — How to Play

Platform: Windows • Available on the Microsoft Store • Edition: Basic (Free) & Pro (\$6.99 one-time)

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Introduction

Welcome to **Word Whiz** — a fast, fun, and endlessly replayable word-finding game for Windows, brought to you by InnoVadens. Inspired by the classic Boggle-style format, Word Whiz challenges you to discover as many words as you can by chaining together adjacent letter tiles on a grid. Letters can connect horizontally, vertically, or diagonally — just no reusing a tile within the same word.

Word Whiz comes in two tiers: **Basic**, which is completely free, and **Pro**, available as a one-time purchase of **\$6.99** through the Microsoft Store. Whether you're a casual player looking for a quick brain workout or a word enthusiast chasing high scores across giant 6×6 grids, Word Whiz has something for you.

The Game Board

When you open Word Whiz, you'll see a clean three-panel layout with a warm, inviting look — wood-grain texture in the background, cream and beige inner frames, and teal accent header bars throughout.

Panel	What's Inside
Left — Options Panel	Grid size selector, difficulty, dictionary toggles, timer settings, sound controls, Classic Word Rules toggle, action buttons, and the custom grid builder (Pro).
Center — Game Board	The dice tray (your letter grid), the word entry box, your found-words list, and the score panel.
Right — Definitions Panel	Displays live word definitions for whichever word is currently selected in your found-words list.

All three column widths are fully resizable — just drag the splitter bars between them to suit your preference. The definitions sub-panel height is also adjustable via its own drag handle. Word Whiz remembers your window size and position between sessions, so everything looks just the way you left it every time you play.

Setting Up Your Game

Before you shake the board, spend a moment in the Options panel to configure your game exactly the way you like it. Here's a rundown of everything you can adjust.

Grid Size

Choose the size of your letter grid. Larger grids mean more tiles, more possible words, and more of a challenge.

Grid Size	Tiles	Availability
4×4	16 tiles	FREE
5×5	25 tiles	PRO
6×6	36 tiles	PRO

Each grid size uses its own purpose-built set of dice, carefully balanced for natural vowel and consonant frequency. The 6×6 set is specially tuned so that rare letters like J, Q, X, and Z appear only sparingly — keeping the board fair and playable.

Difficulty (Minimum Word Length)

Difficulty controls the shortest word the game will accept. Any word shorter than the minimum is rejected with a helpful explanatory message. Set your difficulty before shaking — it applies for the whole round.

Difficulty	Minimum Word Length	Availability
Easy	3 letters	FREE
Medium	4 letters	PRO

Difficulty	Minimum Word Length	Availability
Hard	5 letters	PRO

Choosing Your Dictionaries

Word Whiz includes a rich selection of dictionaries. You can select any combination — a word that's valid in *any* of your selected dictionaries will be accepted. All four regional English dictionaries are included free of charge.

Free — Regional English (all available to everyone):

- English - US (*selected by default*)
- English - British
- English - Australian
- English - Canadian

Pro — Specialist Packs (each toggleable individually, mixable with any free dictionaries):

- **Historical English** — Old English, Middle English, and archaic vocabulary
- **Technology** — Computing and internet vocabulary
- **Medical** — 93,000+ clinical and anatomical terms
- **Legal** — Judicial and jurisprudence vocabulary
- **Bible** — KJV, ASV, and World English Bible (31,000+ unique words, backed by a SQLite database)

Tip: Mix and Match Dictionaries

Try combining a regional dictionary with a specialist pack to open up a wider range of valid words. Mixing English - US with Historical English, for example, is a great way to discover archaic gems you might not have known were on the board!

Timer Settings

Word Whiz gives you control over how much time pressure you play under.

- **Basic:** Timed mode is always on, fixed at 3 minutes — no changes available.
- **Pro:** The timer can be switched **on or off**. When on, you can choose from **1, 2, 3, 5, or 10 minutes**. Timer-free mode lets you play entirely at your own pace with no countdown pressure at all.

The timer displays as a digital MM:SS clock. When 10 or fewer seconds remain, the display begins to blink as a visual warning. You can also **Pause and Resume** at any time during a timed round — pausing freezes the countdown and blocks word submission until you're ready to continue.

Classic Word Rules

Classic Word Rules are modelled on tournament Boggle and Scrabble conventions, keeping the game focused on genuine dictionary vocabulary.

When Classic Word Rules are active, the following are **not** accepted:

- Proper nouns, abbreviations, acronyms, or initialisms
- Hyphenated words
- Contractions or possessives

Plurals, verb forms, archaic words, and slang are all fair game — as long as they appear in your selected dictionary.

- **Basic:** Classic Word Rules are always on and cannot be disabled.
- **Pro:** Classic Word Rules can be toggled on or off at any time. Your preference is saved across sessions.

Sound Effects

Word Whiz includes two satisfying sound effects to bring the board to life: a **dice-roll sound** when a new board is shaken, and a **wood-click sound** when you tap a tile. Both can be toggled on or off independently from the Options panel, and your settings are remembered between sessions.

Shaking the Board

Ready to play? Press the **Shake button** — or use the keyboard shortcut **Alt + S** — to roll a fresh set of letter dice. Each die tumbles to show one of its six letter faces at random, giving you a brand-new board every time.

One classic rule carried over from traditional Boggle: the **"Q" face always appears as "QU"**, making it far easier to build words around that tricky letter.

As soon as the board settles, a background solver quietly gets to work finding every valid word on the grid. The **total possible word count** is displayed in the score panel, so you always know exactly how many words are out there waiting to be found.

Finding and Entering Words

There are two ways to build and submit a word — use whichever feels most natural to you:

1. **Type it** — Click the word entry text box and type your word, then press **Enter** or click the **Submit** button.
2. **Click tiles** — Click tiles on the board one by one to trace your word. The selected path is highlighted visually as you go. When you're happy with the word, press **Enter** or click **Submit**.

Rules for Valid Words

- Letters must form a connected path of adjacent tiles — horizontal, vertical, or diagonal.
- No tile may be reused within a single word.
- The word must meet the minimum length for your selected difficulty.
- The word must appear in at least one of your selected dictionaries.
- If Classic Word Rules are active, structural rules (no hyphens, no apostrophes, etc.) also apply.

What Happens When You Submit

The game checks your word in this order, and lets you know exactly what went wrong if it doesn't pass:

Check	Failure Message
1. Structural rules (if Classic Word Rules are on)	Explanatory message about the rule broken
2. Minimum word length	Explanatory message about the length requirement
3. Already found this round	"Already found."
4. Word cannot be traced on the board	"Not on the grid."
5. Word not in any selected dictionary	"Not a valid word." or "Not in the dictionary."

Use the **Clear button** at any time to wipe your current entry and start fresh.

Scoring

Points are awarded for each valid word based on its length. Longer words are worth *significantly* more — finding a single 8-letter word earns the same points as finding eleven 3-letter words. It pays to think big!

Word Length	Points Earned
3-4 letters	1 pt
5 letters	2 pts
6 letters	3 pts
7 letters	5 pts
8+ letters	11 pts

 **Tip: Chase the Long Words**

Don't just sweep up all the short words — keep an eye out for 7- and 8-letter paths across the board. A single long word can leapfrog your score in an instant.

Word Definitions

Every time you find a valid word, its definition loads automatically in the **Definitions Panel** on the right side of the screen. You can also click any word in your found-words list at any time to load its definition on demand.

Definitions are fetched live from public dictionary APIs — the Free Dictionary API, Wiktionary, and Datamuse — with up to **12 deduplicated definitions** shown per word, each labelled by part of speech. The source is credited within the panel. If no internet connection is available, a "**No web access**" message is displayed instead. The height of the definitions panel is adjustable via its drag handle.

Session Statistics

The score panel keeps a running record of how you're doing, both in the current round and across your whole session:

- **Total Points** — Points earned in the current round.
- **Rounds Played** — Cumulative count across your session.
- **Best Score** — Your all-time high score for this session.
- **Best Word** — The single highest-scoring word you've found.
- **Found Words Count** — How many valid words you've submitted this round.
- **Possible Words Count** — The total number of words available on this board, computed fresh after each shake.
- **Missed Count** — Shown after a round ends: the words you didn't find.

Ending a Round

A round can end in three ways:

Timer Expires

When the countdown reaches zero, the round ends automatically and a "**Round Over**" banner appears. Your final score and session stats are updated immediately.

End Round Manually

Click the **End Round** button at any time to stop the current round early. A confirmation dialog will appear before anything is finalised. Once confirmed, the missed count is calculated and your session stats are updated.

Reveal All

Click **Reveal All** to see every word the board contains. If a round is currently active, a confirmation dialog will warn you that revealing all words will end the round. After you confirm, all valid words are displayed — your found words are highlighted separately from the ones you missed.

 Tip: Use Reveal All to Learn

Use Reveal All after a round ends to see what you missed — it's a great way to discover new words and spot patterns you can watch for in future games.

Replay PRO

After a round ends, click **Replay** to run the exact same board layout from scratch — resetting your score and found-words list entirely. This is a fantastic way to challenge yourself to beat your previous score on the exact same grid, or to explore a particularly interesting board more thoroughly.

Custom Grid Builder PRO

Want to craft your own board? Open the **Custom Grid Builder** from the Options panel. Every cell in the current grid size is editable — simply type any letter or letters into each cell to set it. Here's how it works:

- Cells left blank automatically default to "?".
 - Use **Tab** to move between cells quickly with the keyboard.
 - Click **Clear** to empty all cells at once and start over.
 - Click **Apply** to load your custom layout as a new round. If a round is currently active, a confirmation dialog will appear before the new board is loaded.
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Saving and Loading Grids PRO

Saving a Grid

Click **Save Grid** whenever a board is loaded to save it for later. A dialog will prompt you for:

- A **name** (up to 64 characters; defaults to the current date and time if you leave it blank).
- An optional **description** (up to 200 characters — handy for noting a theme, a challenge, or why the board was memorable).

If the identical grid layout is already saved, the save will be rejected with an **"Already saved"** notice. Word Whiz stores up to **20 grids**; when the limit is reached, the oldest entry is automatically removed to make room.

Loading a Grid

Click **Load Grid** to open the saved grid picker. Grids are listed **newest-first**, showing their name, date, and grid size. Select a grid to load it — if a round is currently active, a confirmation dialog will appear first. You can also delete individual saved grids directly from this dialog.

Printing PRO

Click **Print** to open the Windows print dialog. You can also use this to export to PDF. Before printing, you'll be asked whether to include all possible words or only the words you found. The printout includes everything you need to remember the round:

- The letter grid
- Found words (alphabetical)
- All possible words (optional, alphabetical)
- Total points earned
- Found and possible word counts
- Possible points (sum of all word scores available)
- Dictionaries used
- Difficulty level
- Timer setting
- Whether Classic Word Rules were active
- Creation timestamp

Keyboard Shortcuts

Shortcut	Action
Alt + S	Shake — roll new dice and start a new round
Enter	Submit the current word
Tab	Navigate between cells in the custom grid builder

Pro Tips

Here are a few practical tips to help you get more out of every game:

1. Work the Edges and Corners

Tiles in the centre of the board connect to up to 8 neighbours, making them great hubs for longer word paths. Don't neglect corner and edge tiles though — they can anchor surprising words you'd otherwise miss.

2. Use Specialist Dictionaries to Unlock Hidden Words (Pro)

Enabling the Medical or Historical English dictionary can dramatically increase the number of valid words on any board. A sequence of tiles that looks unplayable under standard rules may yield multiple valid words when specialist vocabulary is included.

3. Pause When You Need a Moment (Timed Mode)

Don't let the clock rattle you. If you need to think clearly, hit Pause to freeze the countdown — take a breath, scan the board calmly, then resume when you're ready.

4. Save Boards Worth Revisiting (Pro)

If you land a board with an unusually high possible word count, save it before you end the round. You can load it again later, or use Replay immediately after a round to have another run at the same grid and try to beat your score.

5. Study the Definitions Panel

After each round, click through your found-words list and browse the definitions. You'll build vocabulary naturally over time — and the words you look up tend to stick with you the next time they appear on the board.

Basic vs. Pro — At a Glance

Not sure whether to upgrade? Here's everything laid out side by side.

Feature	Basic (Free)	Pro (\$6.99 one-time)
Grid size: 4×4	✓ Included	✓ Included
Grid size: 5×5 and 6×6	—	✓ Pro only
Easy difficulty (3-letter min.)	✓ Included	✓ Included
Medium and Hard difficulty	—	✓ Pro only
Timer: always on, fixed 3 min.	✓ Basic mode	—
Timer: on/off toggle + 1, 2, 3, 5, 10 min.	—	✓ Pro only
Pause / Resume timer	✓ Included	✓ Included
Classic Word Rules: always on	✓ Basic mode	—
Classic Word Rules: toggleable on/off	—	✓ Pro only
English US, British, Australian, Canadian dictionaries	✓ Included	✓ Included
Historical, Technology, Medical, Legal, Bible dictionaries	—	✓ Pro only
Combine any dictionaries simultaneously	✓ Included	✓ Included

Feature	Basic (Free)	Pro (\$6.99 one-time)
Live word definitions	✓ Included	✓ Included
Reveal All	✓ Included	✓ Included
Manual End Round	✓ Included	✓ Included
Session stats and scoring	✓ Included	✓ Included
Sound effects	✓ Included	✓ Included
Custom grid builder	—	✓ Pro only
Save / Load / Replay grids	—	✓ Pro only
Print / PDF export	—	✓ Pro only

Upgrading to Pro

Word Whiz Pro is available as a **one-time purchase of \$6.99** through the Microsoft Store — no subscription, no recurring charges, ever. Once purchased, all Pro features are permanently unlocked.

You'll find an **Upgrade to Pro** button right in the Options panel and on the Dictionary Selection screen, so it's always easy to find when you're ready. In the Basic version, any Pro-locked control is clearly indicated so you always know exactly what's available to unlock.

i From InnoVadens

Thank you for playing Word Whiz! We hope this guide helps you get the most out of every round. Whether you're sticking with Basic or unlocking everything with Pro, we hope each game leaves you a little wordier than when you started. Happy word hunting!