

# WordStar



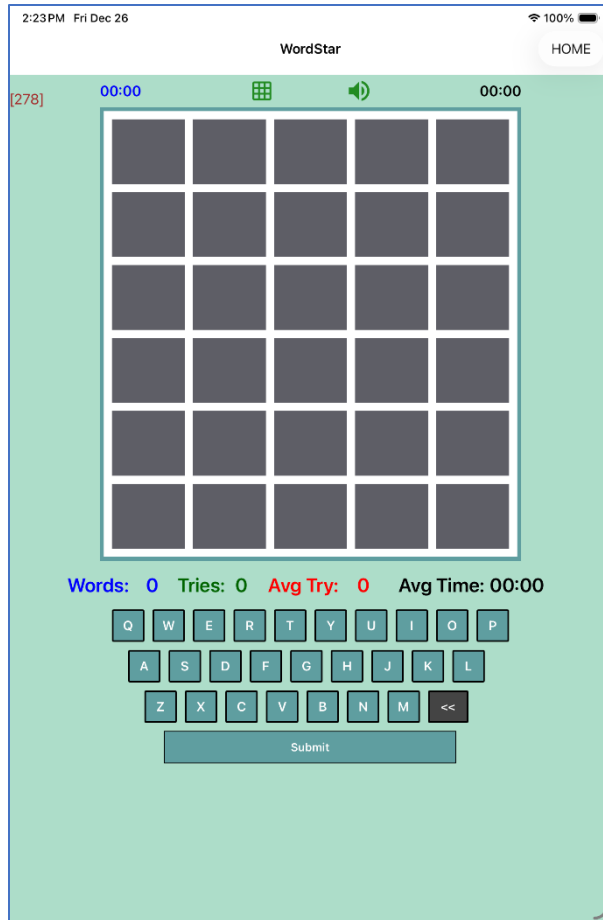
**WordStar**  
**USER' S GUIDE**

## What is the Game?

WordStar is a simple yet addictive word puzzle game that challenges players to guess a hidden five-letter word within six attempts. Its appeal lies in its perfect balance: quick to play, easy to understand, but endlessly replayable due to the variety of possible words. Whether playing casually for fun or strategically to sharpen word skills, the game offers a rewarding experience that combines language mastery and problem-solving.




## Why WordStar?

WordStar features no annoying ads, no videos to watch, and no in-app purchases—just pure wordplay. This guide provides a structured overview of the game, a word-based puzzle that tests vocabulary and deductive reasoning. The goal is to identify a hidden five-letter word in up to six guesses. Each guess must be a valid five-letter word, and the game provides instant feedback on letter accuracy and position. The game is simple in concept but challenging in execution. Players interpret feedback to refine guesses, narrowing possibilities logically until solving the puzzle—or exhausting attempts. The game emphasizes pattern recognition, logical analysis, and smart word selection.

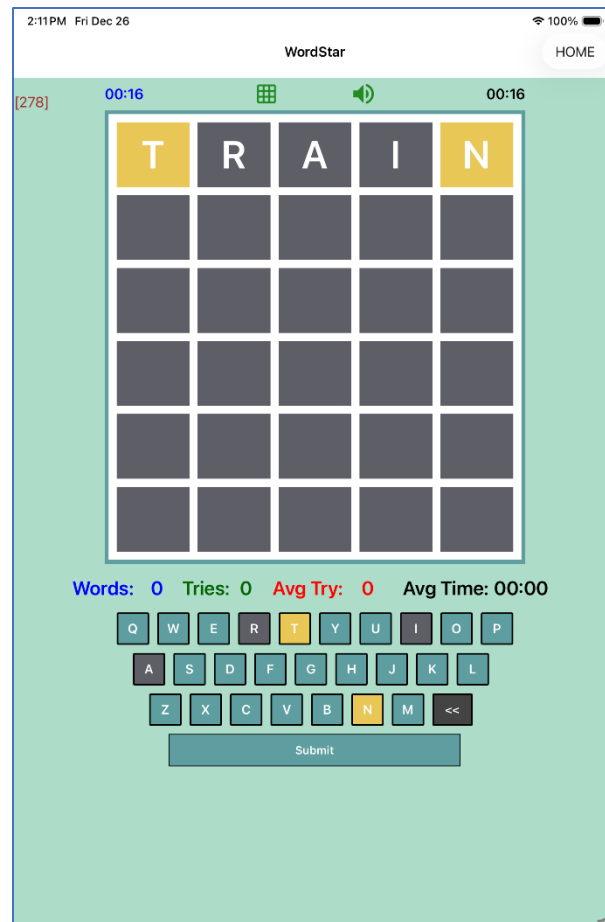


**WordStar Rules.** The gameboard is a 5x6 matrix of boxes. Type letters using the on-screen keyboard; they fill the boxes row by row. After entering a five-letter guess, press SUBMIT to process it

### **How to Play**

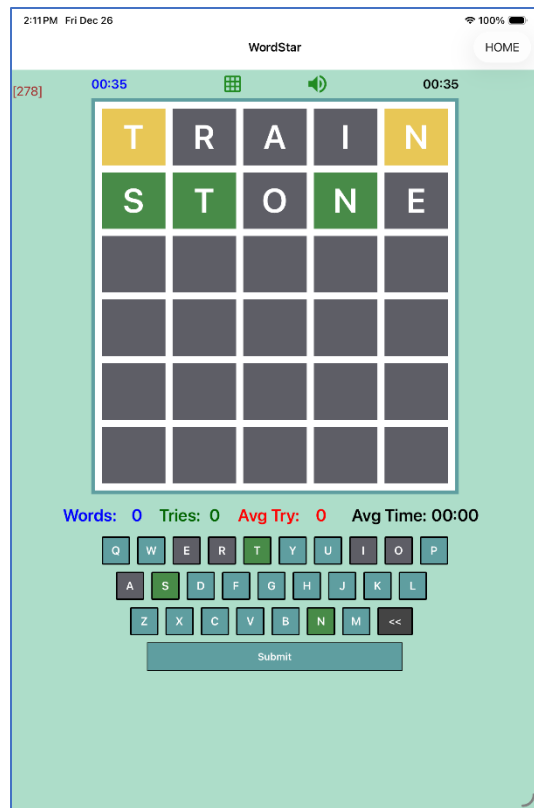
- Type in any valid 5-letter word as your guess.
- After each guess, the game gives feedback using colors:
  - **Green**  : The letter is in the word and in the correct spot.
  - **Yellow**  : The letter is in the word but in the wrong spot.
  - **Gray**  : The letter is not in the word at all.

For example, let's say the hidden word is STUNT and your first guess is **TRAIN**. After entering these five letters and pressing SUBMIT, the board shows the following:



According to the rules, the T and N are in the word but in the wrong positions.

Notice that the keyboard reflects your move. The T and N are highlighted in yellow and the remaining keys were grayed out indicating they aren't part of the solution.



The next guess is **STONE**, utilizing the misplaced T and N:

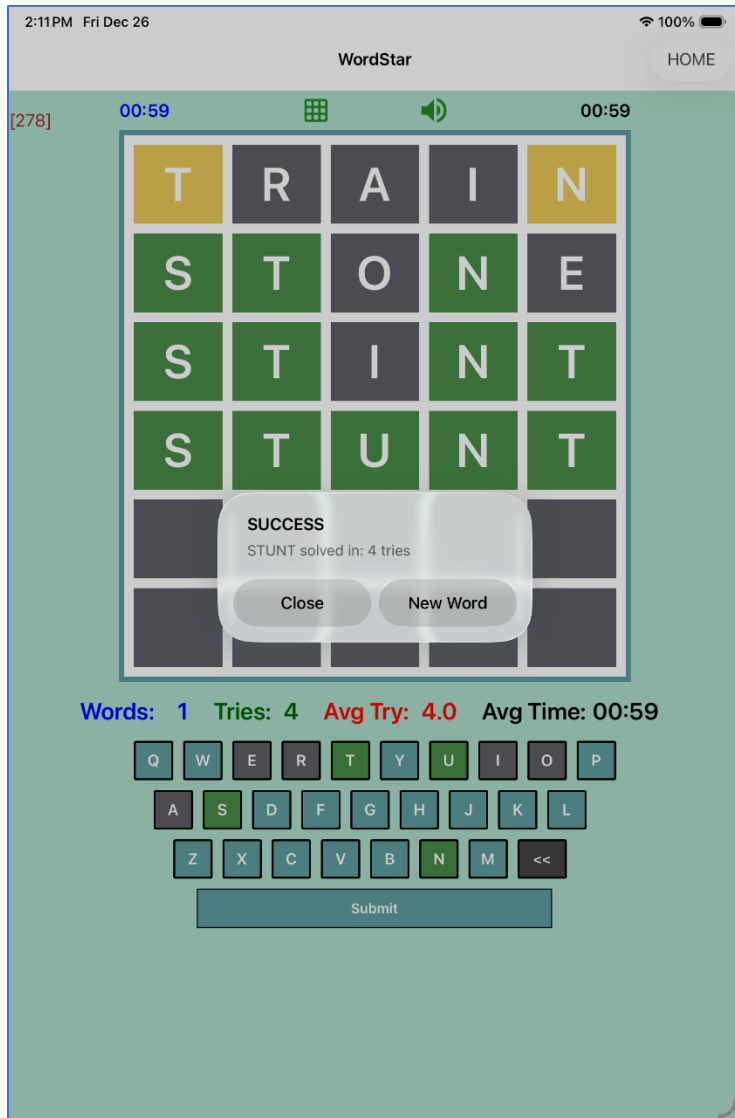
This time, the T and N found the correct spaces. In addition, the S is also placed correctly.

The keyboard reflects this color coding



The following guess is **STINT**.

A second "T" was discovered and it was placed correctly.



The final guess is **STUNT**, which was the hidden word.

Statistics are displayed above the keyboard and they show the number of words so far in session, the number of tries in total, the average number of tries per word, the average time it took to solve per word.

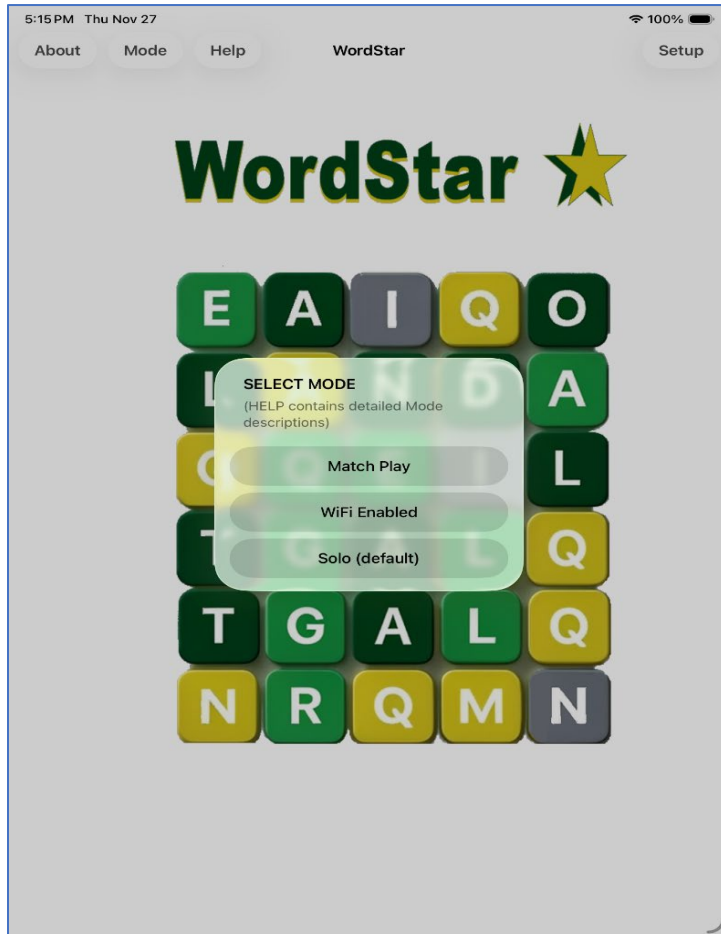
The timer in the upper left corner tracks elapsed time per word and the timer on the right is the cumulative timer per session.

This was an example of SOLO MODE play. Pressing NEW WORD generates a new puzzle with cleared gameboard and keyboard.

Selecting CLOSE will return the user to the Home Page and end the session.

## GAME SETUP

The game opens with a Splash Page which asks the player to select a MODE. Three modes of play are available:



**Solo.** This is a solitary mode with a single player. Used to casually pass the time and/or sharpen vocabulary/word solving skills.

**Match Play.** Choose how many rounds are played in a Match.

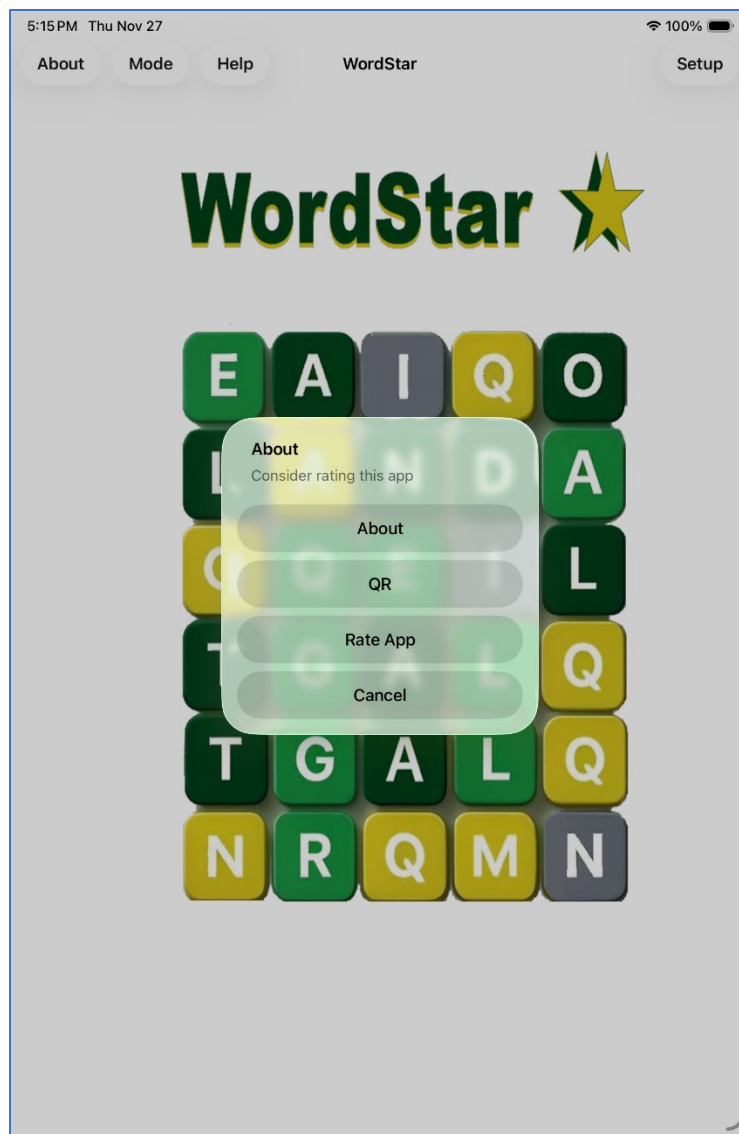
Two players guess the same word. Similar to popular “word of the day” challenges, except you don’t have to wait until tomorrow for the next puzzle. Play at your own pace. Lowest Times or Fewest Guesses win rounds, not necessarily who finished the quickest.

At the conclusion of the Match, you assess the winner base upon the agreed to winning strategy – most wins or fewest guesses.

(One interesting aspect of this mode is that multiple players can compete against each other at the same time, all attempting to solve the hidden word with the lowest time or fewest guesses.)

**WiFi Enabled.** This is a classic two player mode with two devices connected to the SAME WiFi network. Play is similar to the Match Play except that after the word is randomly selected and passed to the second device, both players race each other with synchronized timers for a solution.

**Menu Items.** Before getting into game play, let's discuss the menu system. The menu items are located across the top of the Home (Splash) page.



## - ABOUT

- About - standard About window with app details (version, author, etc.)
  - QR CODE - Used to quickly access TurboSoftSolutions website
  - Rate App - opens the App Store/Google Play Store and selects WordStar. User can leave a star-rating as well as remarks.
- **MODE.** Displays the same Mode Selection options seen at the opening.

## - HELP

-- Help - abbreviated help discussion

-- User Guide - a comprehensive, full color, pdf file with granular detail and screenshots of the game (this document). Can be viewed in-game or printed out (with appropriate drivers installed).

-- Mode Descriptions – brief discussion of each mode as was described earlier.

-- Share – lets users send a link to the Google Play Store or Apple App Store for easy download of the Wordstar app

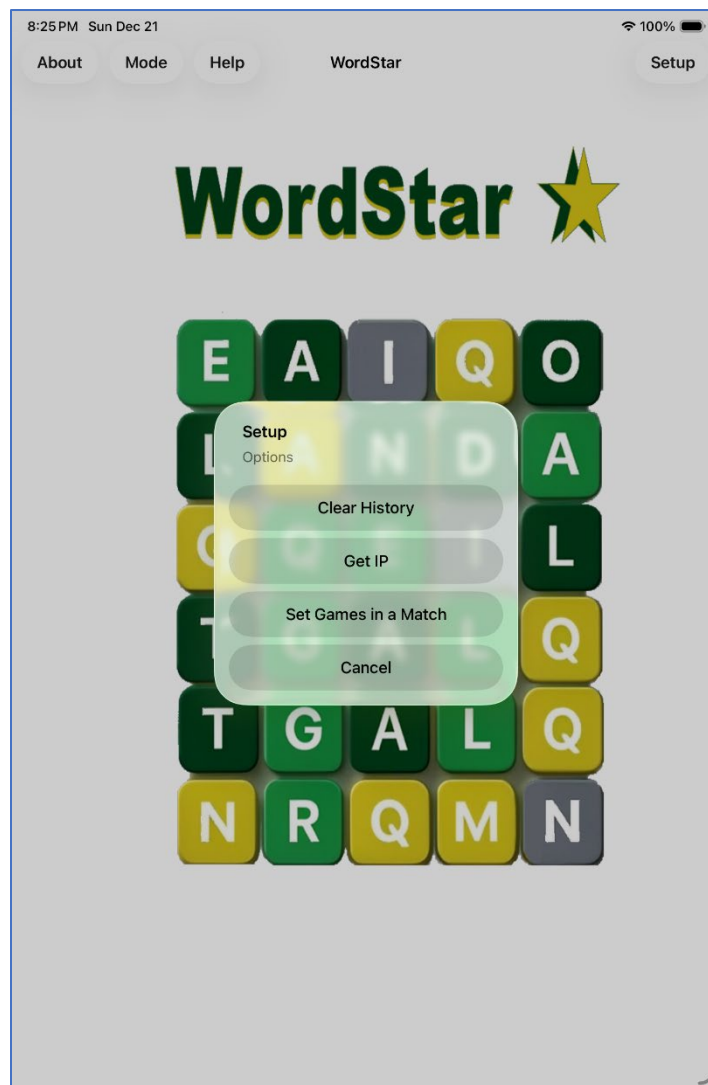


## - SETUP

### -- Clear History

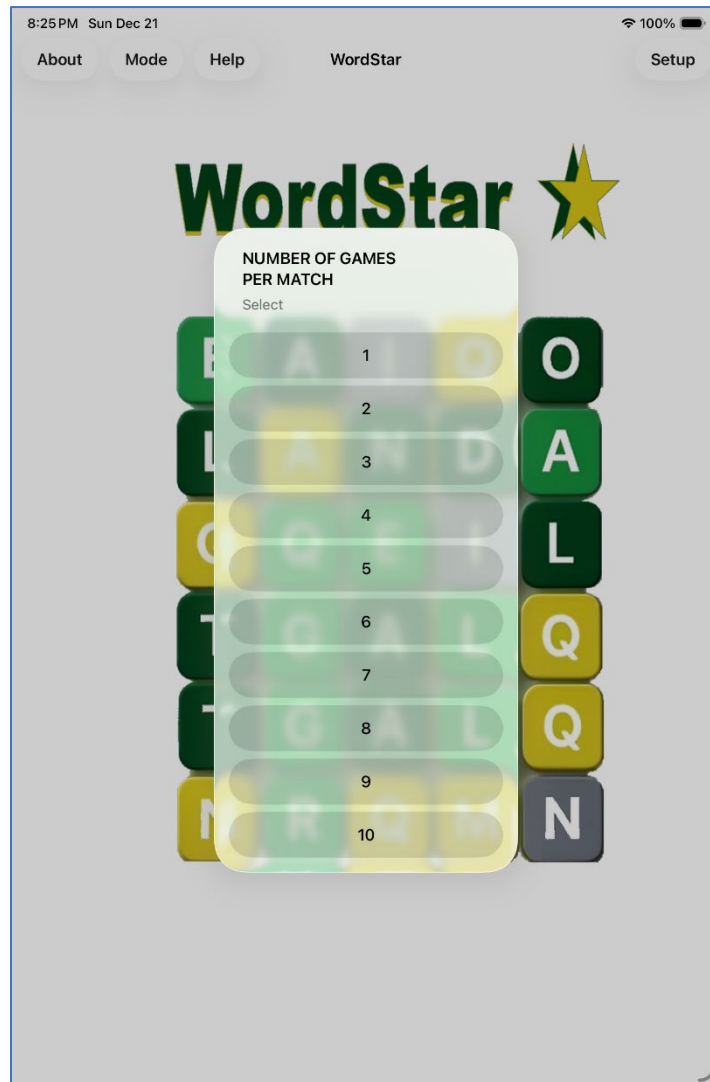
- A History file of all the words that have been tried is automatically saved. A new game randomly selects a word from the database of eligible words. If the word has been played (found in the History file), the program automatically reselects until a word that hasn't been played is found. When a game concludes (success or fail) the word is "retired" to the History file.

- Pressing the Clear History option clears the History file. In effect, the entire WordStar database of words is restored.



– Get IP address – displays user's IP address. Useful when trouble shooting WiFi issues.

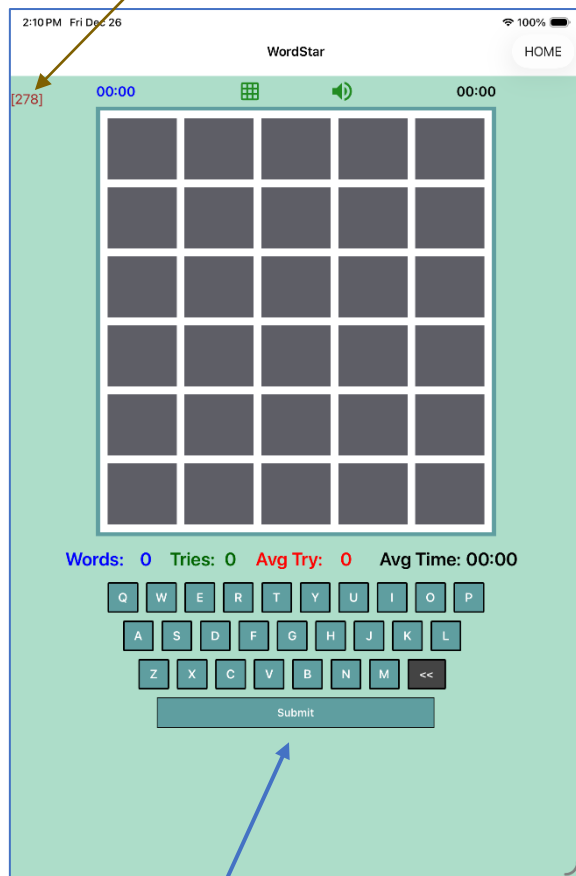
-- Set Games in Match. Allows user to set the number of games that a match will consist of when playing Match Play. This setting is saved so that subsequent Match Plays will use this value by default;



Note: Number of Games per Match was set at 3 for purposes of this User Guide.

## GAME MODE: SOLO

Recall the discussion earlier (see WordStar RULES). Here is the opening gameboard (the hidden word was STUNT). The Wordstar catalog (game) number is **bracketed number [278]**:

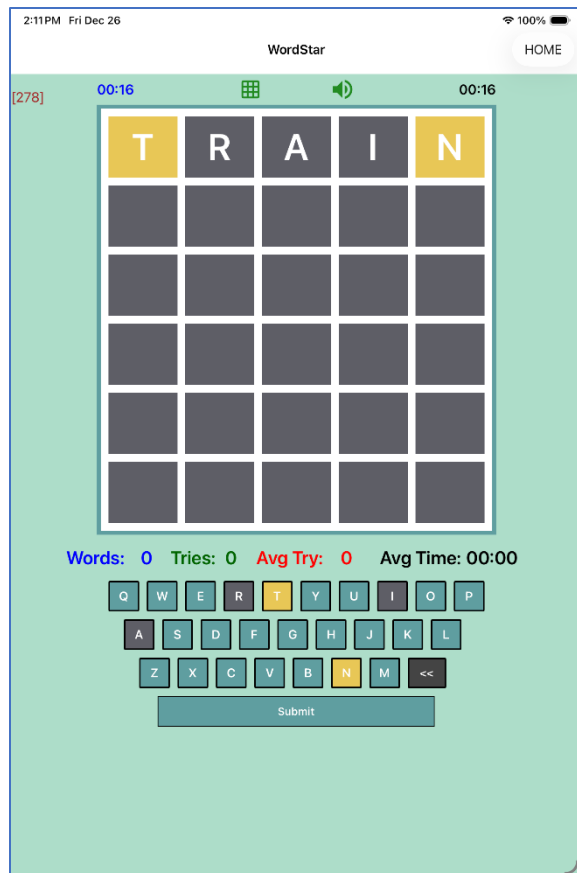


SUBMIT

Play continues until the word is either solved or 6 tries have been attempted. At the conclusion of the round, the choices are New Word or Close. Close returns player to Home Screen.

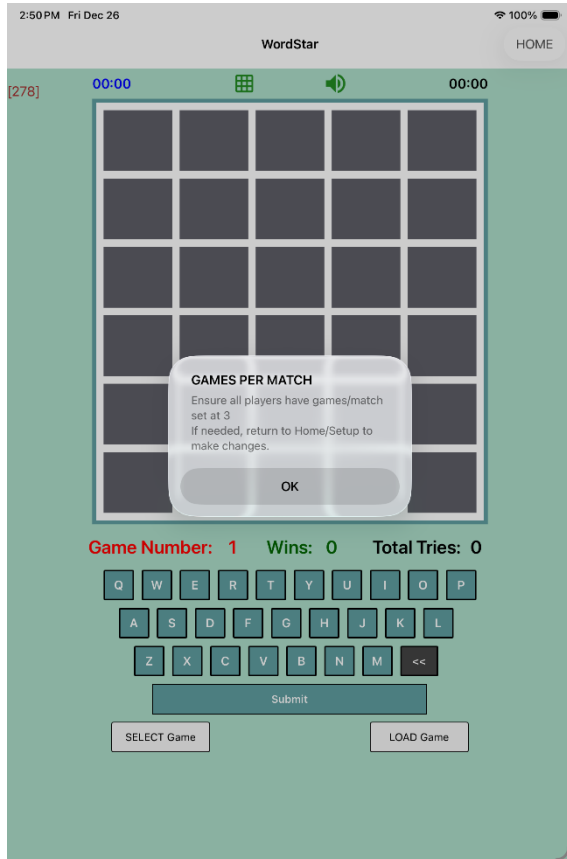
After typing in the letters T-R-A-I-N, the player pressed the **SUBMIT** button. The word is loaded into the first row of the word matrix.

Both the board and keyboard reflect the color changes in accordance with WordStar rules



## GAME MODE: MATCH PLAY

Match Play is normally played with two players, although it is possible to have many players, as long as each player has WordStar loaded and "Match Play" Mode selected. This is primarily focused on a two-player session. Before starting the match this information box appears.



All players must have the same Games per Match setting

Return to the HOME/Setup Menu as needed to set the Number of Rounds. (This value is automatically saved and loads as the default next time WordStar is launched.)

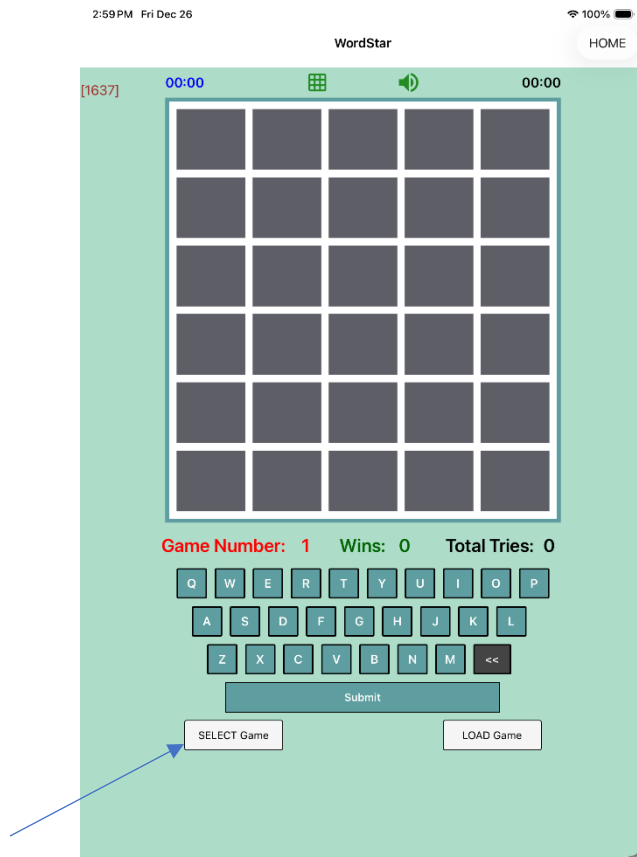
In our example, this match will consist of 3 rounds.

Additionally, all players must verbally agree on what constitutes a Match win:

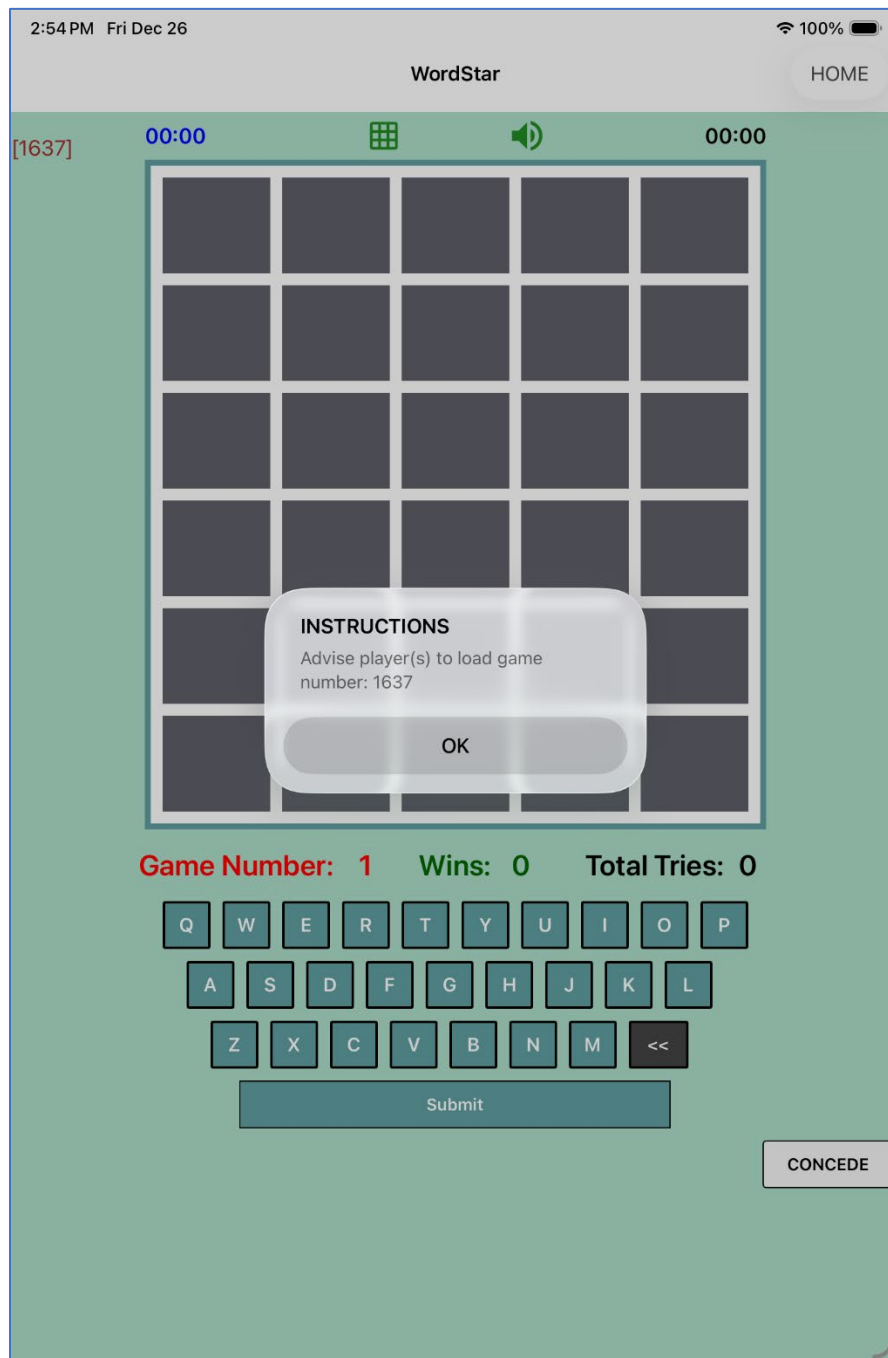
- Most Wins (favoring quickest solves) in the match
- OR -
- Lowest Total Guesses in the match.

Match Mode opens with two extra buttons compared to the SOLO opening; they are the SELECT GAME and LOAD GAME buttons.

Play begins by choosing a "leader", who starts the first round by pressing SELECT GAME button.

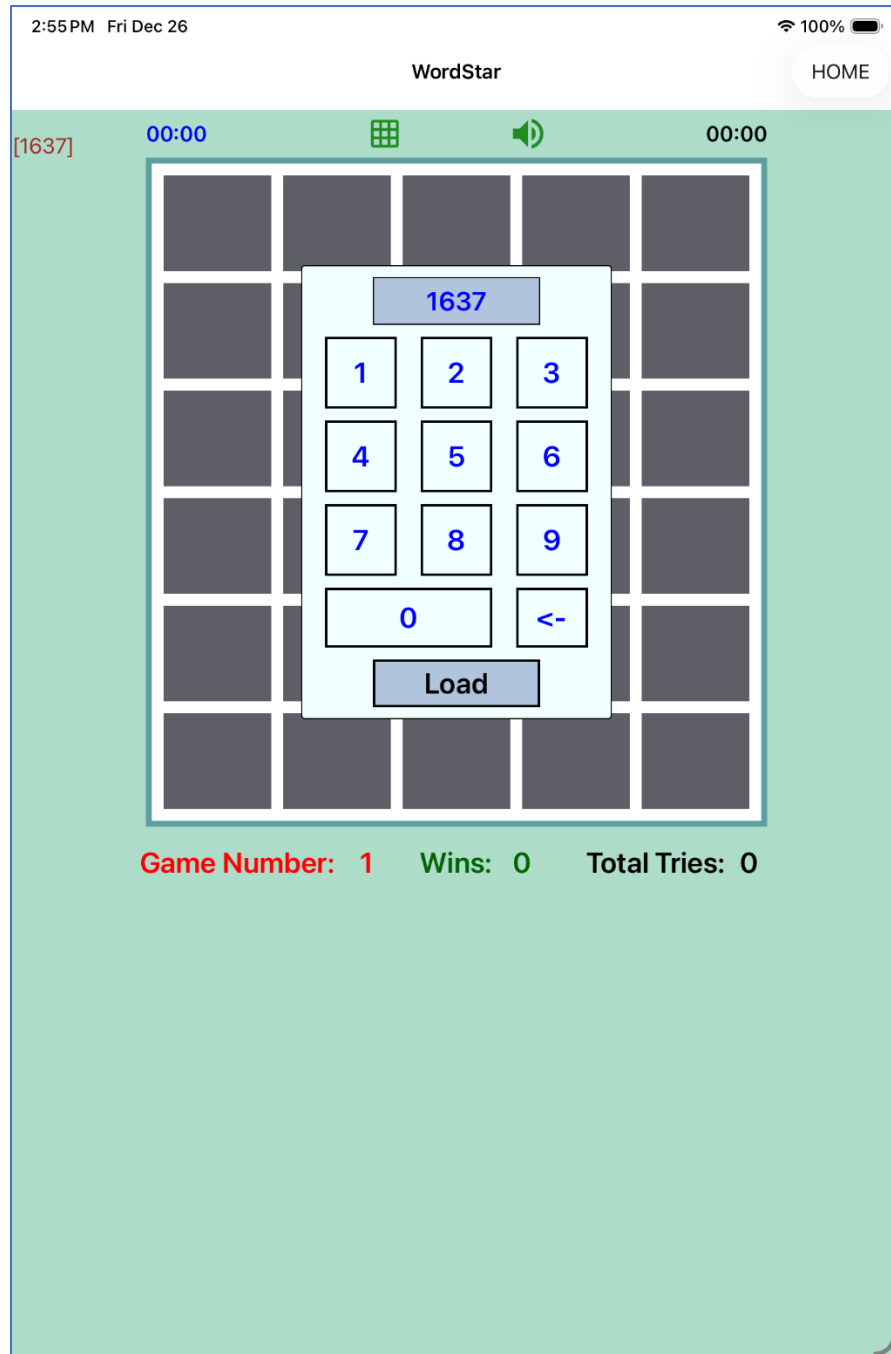


After the SELECT GAME button is depressed, the leader is presented with this screen:



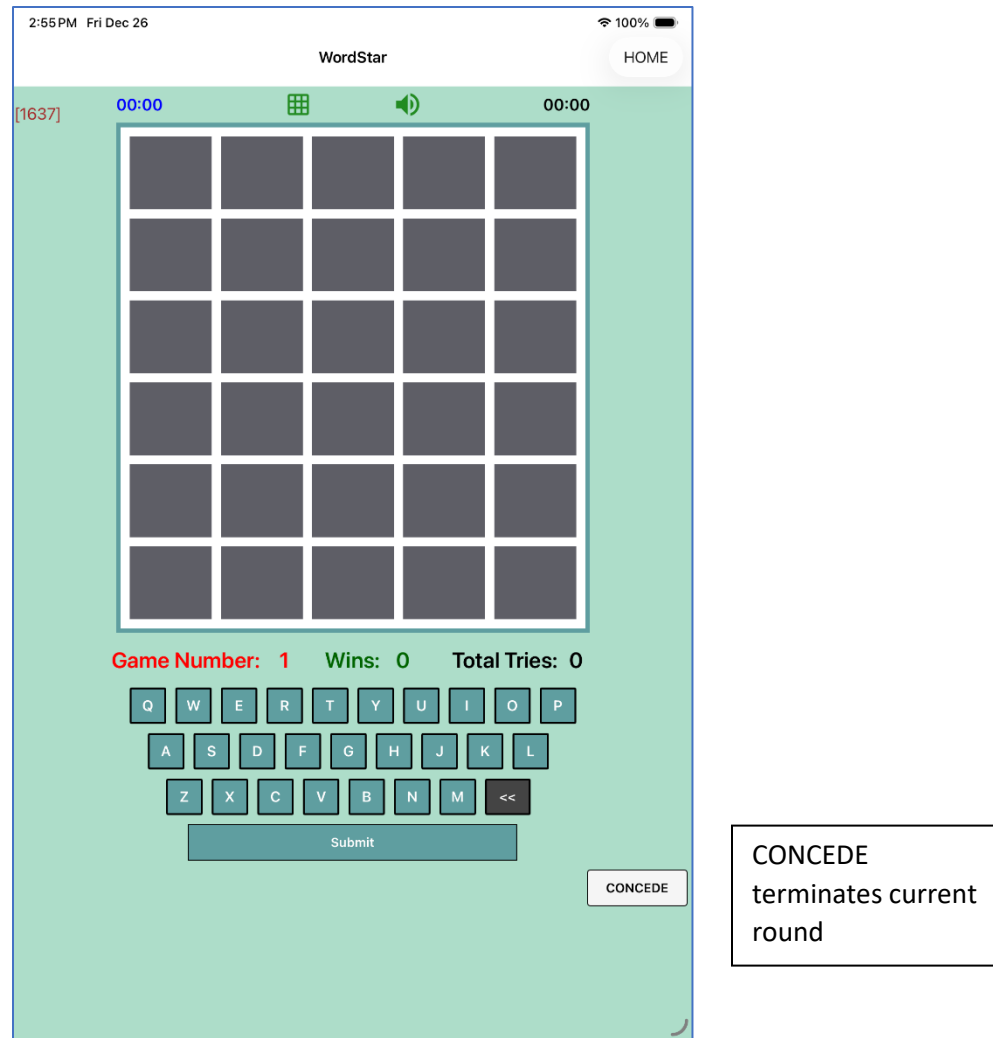
It instructs the leader to announce the Game Number (eg 1637) to be played. This is conveyed to the other players, who press their LOAD GAME button(s).

This screen is displayed when the other player(s) press their LOAD GAME button(s):



The announced Game Number (1637) is typed into the keypad and Load is pressed.

After loading, the Puzzle ID is confirmed and the round is ready to start.



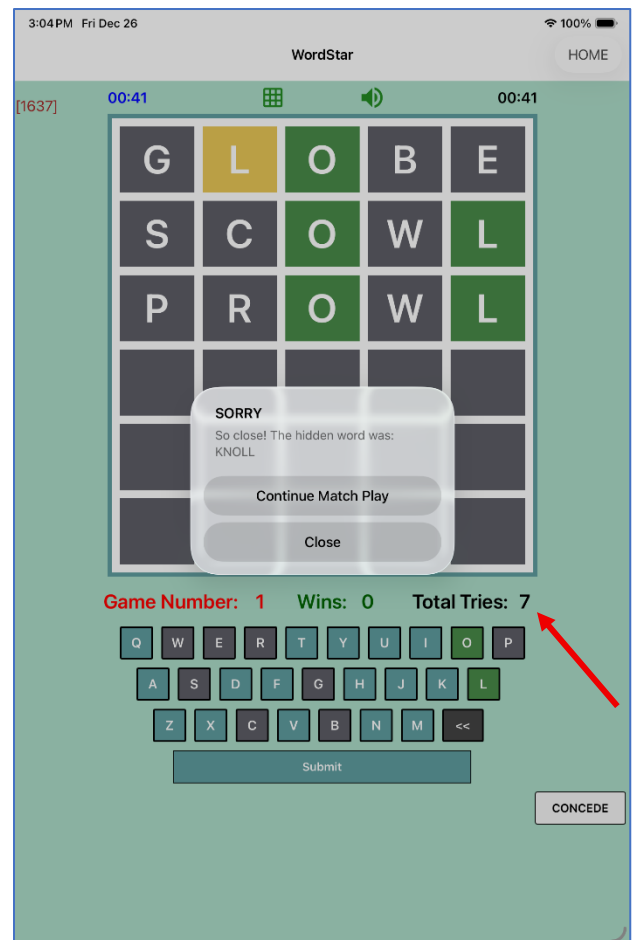
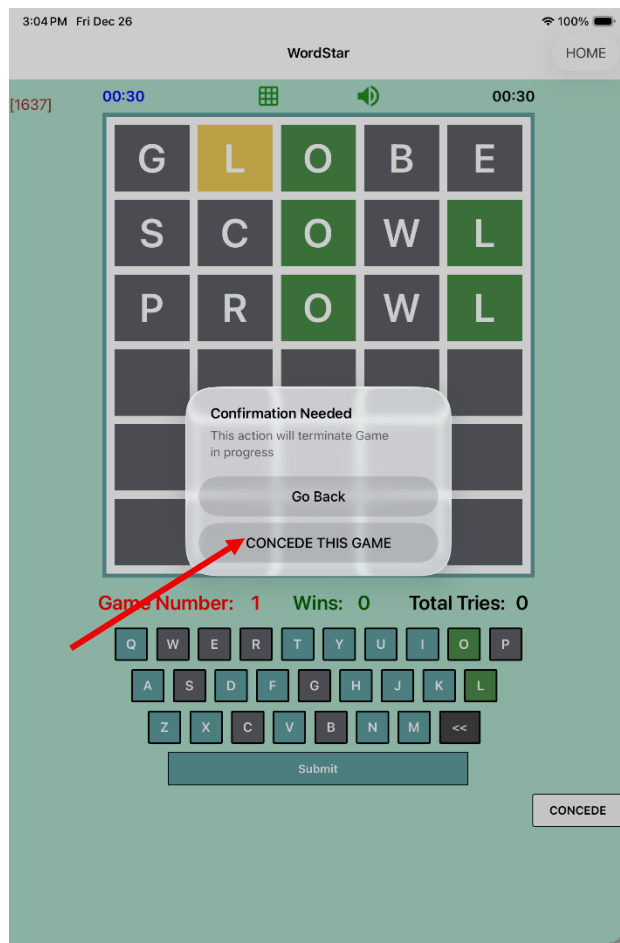
The SELECT and LOAD buttons are replaced by a single CONCEDE button.

Timers and guess counters start with the first keypress of the individual devices, so there is no advantage to being "first" to start. Players play independently. When you solve the hidden word, announce "TIME!". Other players respond based on the agreed winning condition:

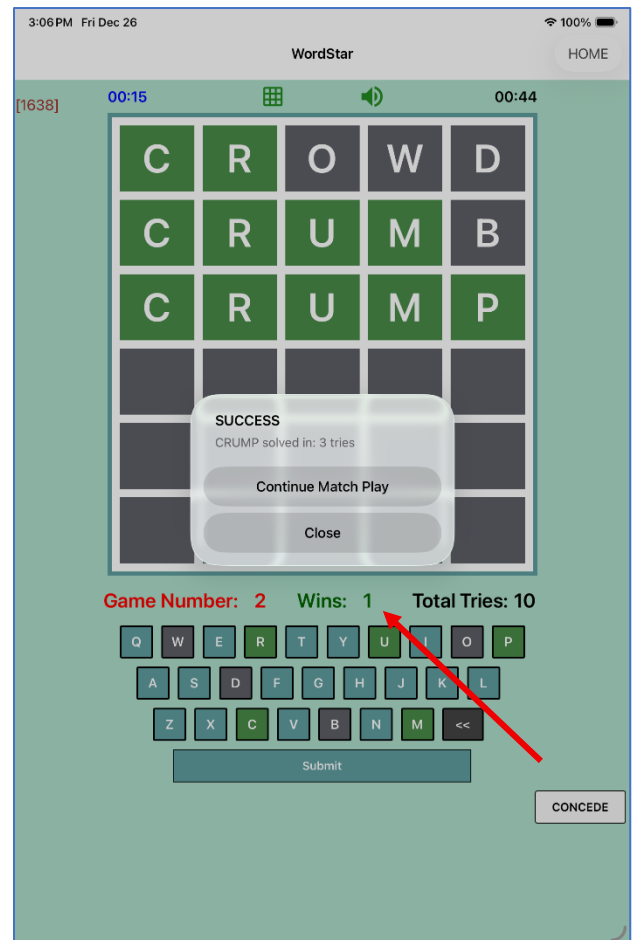
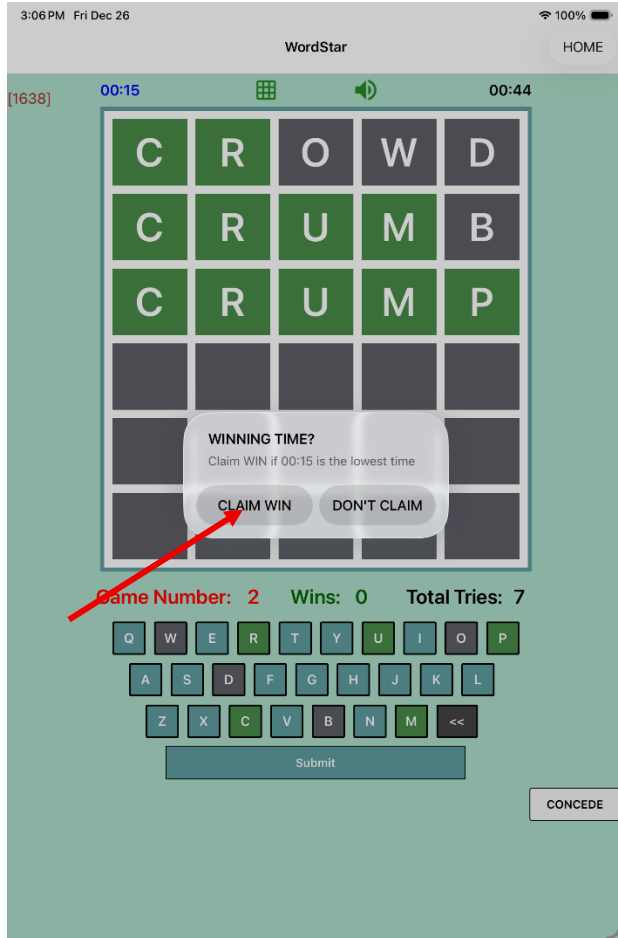
- Lowest Time: If still playing, immediately press CONCEDE (reveals the word and ends your round).
- Lowest Total Guesses: CONCEDE is not applicable—continue playing until solved or 6 tries exhausted.

This depicts a player conceding the round after the winner has announced the timer readout.

By selecting **CONCEDE THIS GAME**, play can continue with a new word. The round will advance to the next word automatically. Conceding automatically assigns a score of 7 to the number of tries. (Since Concede is used with the “Most Wins” winning condition, this score is irrelevant).



This depicts a player claiming the win after the announcing “TIME” ahead of other players.

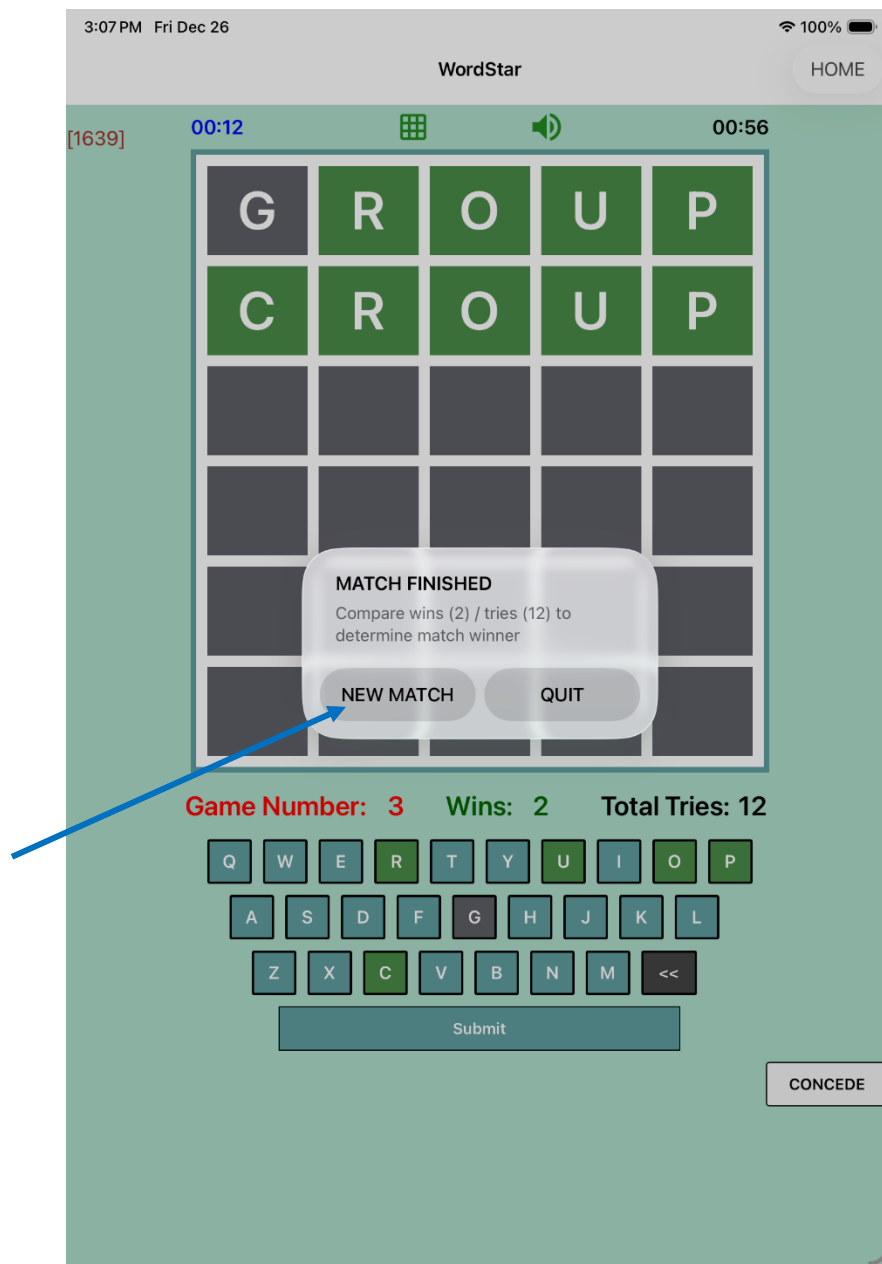


After the final round (Game Number reaches the set total), each player will have his final match statistics posted.

If the agreed to winning condition is Most Wins, compare the number of wins with opponents' totals.

If the agreed to winning condition is Lowest Total Guesses, compare the Guess Counts

To start a new match, select NEW MATCH.



## GAME MODE: WIFI ENABLED

We need to briefly return to the Mode Selection menu of the Home Page to explain the handshake that occurs to pair the two devices sharing the same WiFi network.

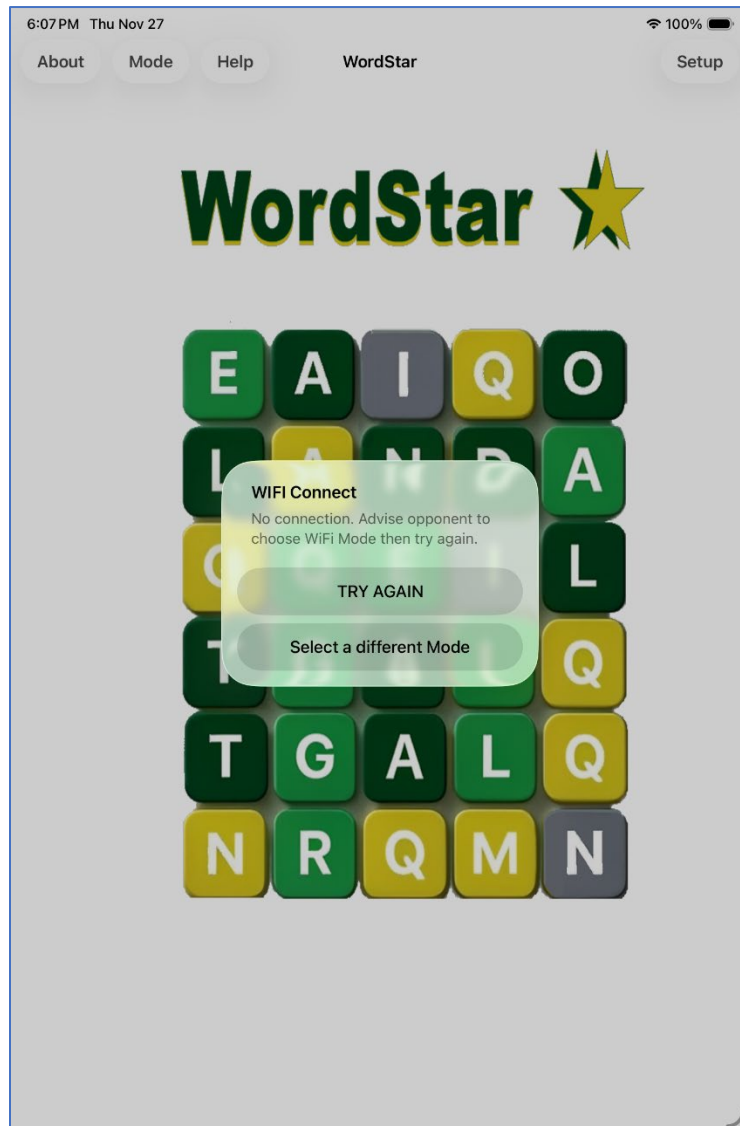


**BOTH** players must select WiFi Enabled before exiting their Home Page. Check with other player before exiting to avoid an error.

Pressing WiFi Enabled starts the handshake process. To make the connection, both players need to have WiFi Enabled selected **before** exiting their respective Home Pages. If one player hasn't selected the mode before the other player exits, a error message will be displayed, instructing that player to advise their counterpart to go back to the Home Screen, select the MODE menu option, then Mode Select WiFi Enabled again. Once that is accomplished, both can exit their Home Pages and begin play.

This is the error message displayed if your opponent exits their Home Page prior to you selecting WiFi Enabled mode. It instructs that player to return to their Home Page, select MODE from the top menu, then re-select WiFi Enabled mode again.

Pressing TRY AGAIN will connect the two devices successfully.



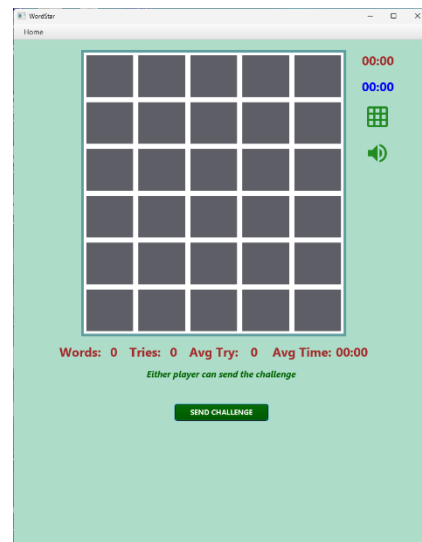
Remember these steps:

- 1) Both players select WiFi Enable Mode.
- 2) Then and only then, both players can tap their Splash screens and proceed to play the game.

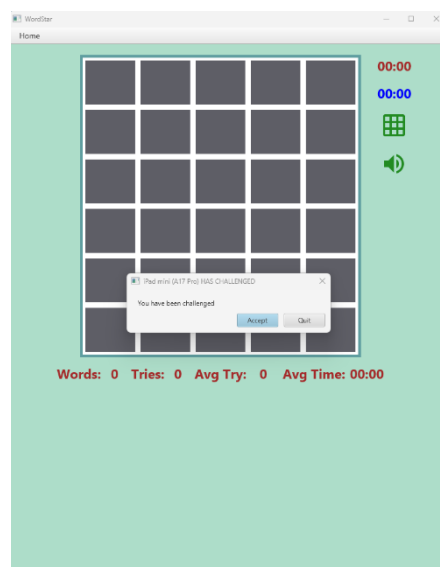
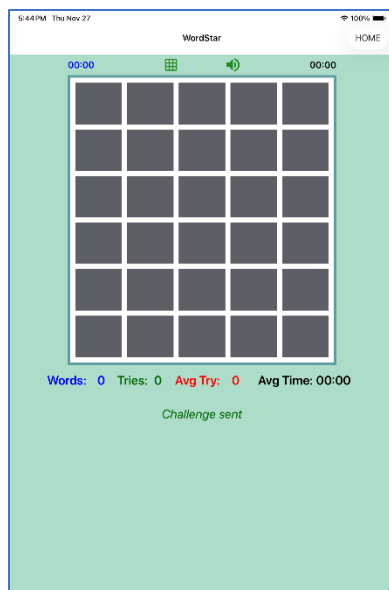
## GAMEPLAY: WIFI

This is a side-by-side depiction of a WiFi contest. Player 1 is using a macBook Pro. Player 2 is using a PC-Windows10 Desktop with the Java version of WordStar loaded. The left side of the page will show screenshots from the Mac and the right side will show corresponding screenshots from the PC.

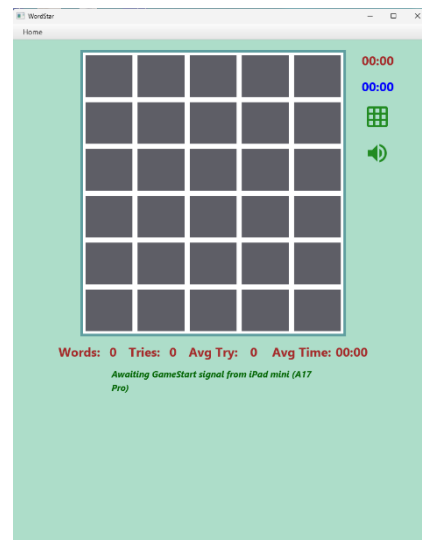
OPENING SCREENS. Either player can start the round by challenging the other player



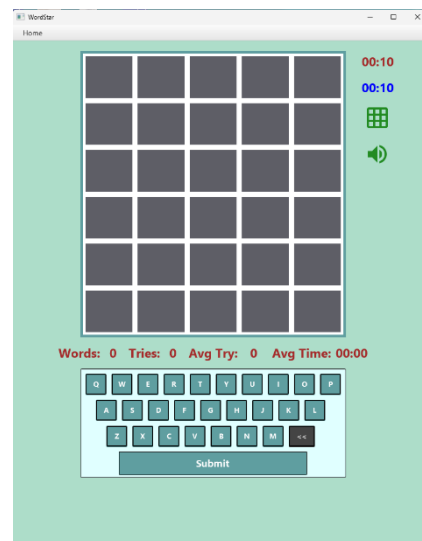
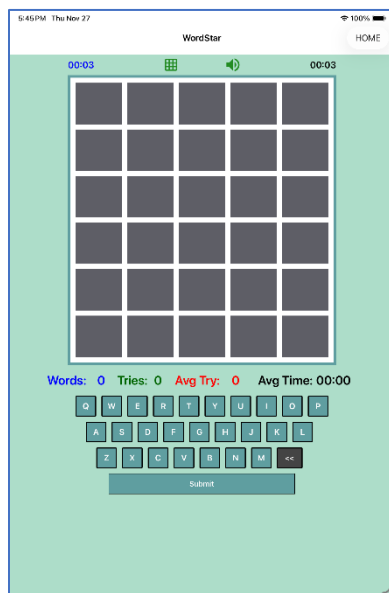
Player 1 challenges Player 2 by pressing SEND CHALLENGE. Player 2 Accepts



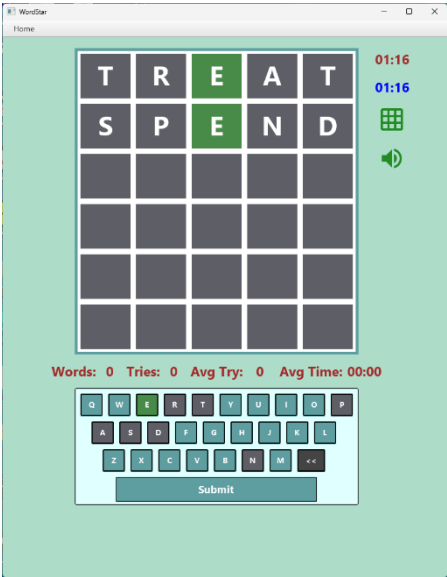
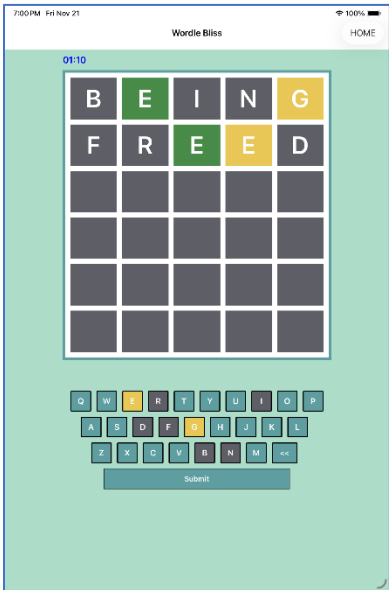
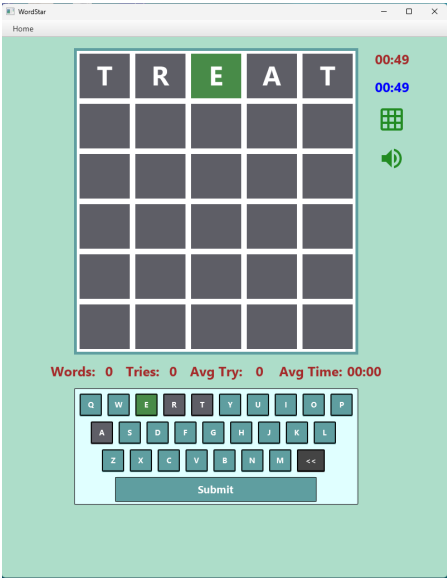
Player 1 is notified of acceptance. Player 2 awaits Start signal



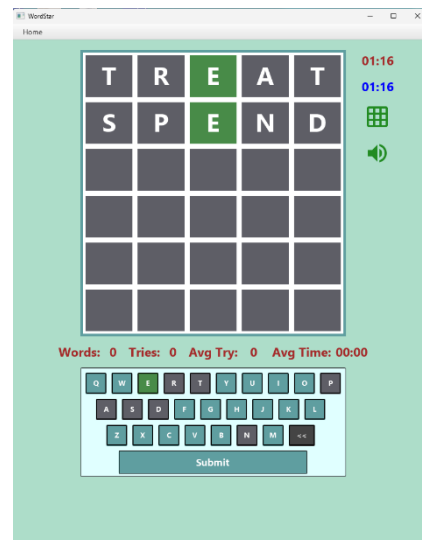
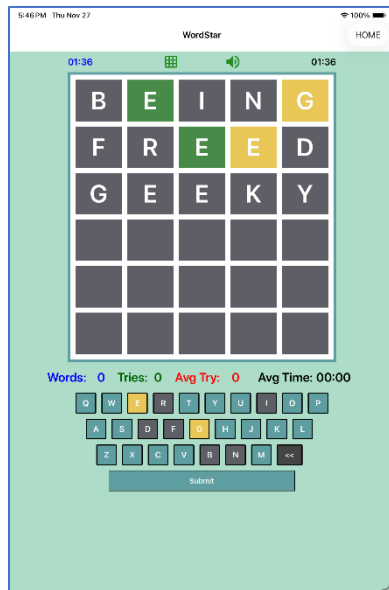
Player 1 presses START. Signal sent to Player 2. Both devices are live with Timers started and keyboards displayed, ready for input.



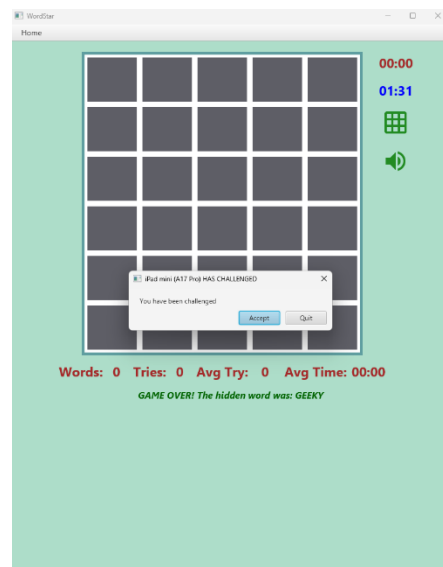
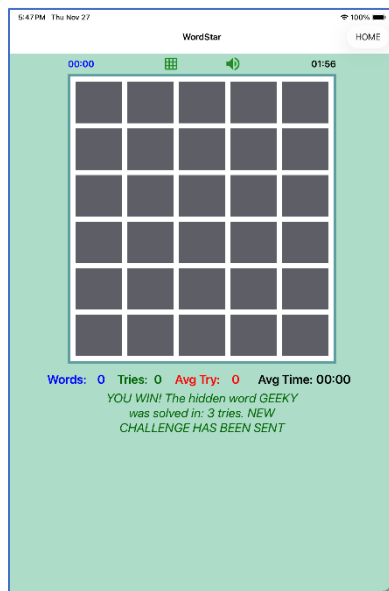
Player 1 and Player 2 playing independently. Play continues. First one to solve wins.



Player 1 types in the correct answer and is about to hit Submit. Player 2 still working on next guess

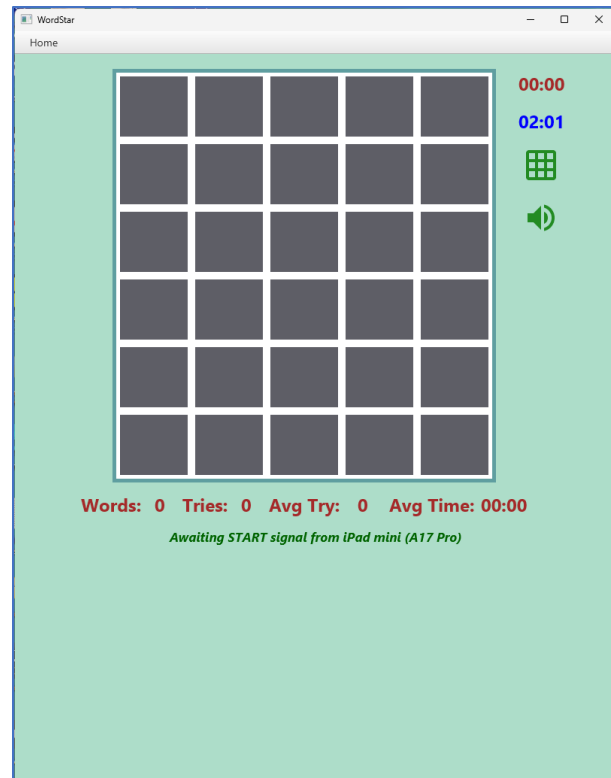


Player 1 presses SUBMIT. Screen immediately clears declaring victory while simultaneously sending Game Over signal to Player 2 with the bad news.



Player 1 has won the round. He automatically issues a rematch challenge to Player 2. Player accepts the challenge by pressing ACCEPT. Declining the Challenge terminates the session and closes the WiFi connection

Player 1 presses START to begin the next puzzle



Round 2 begins

