Literati

for Palm OS®

[Introduction](#)

[Installation](#)

[Rules](#)

[Registration](#)

[Revision history](#)

[Contact Information](#)

Introduction

Literati is a popular word game in the spirit of Scrabble®, Wordful, eWords and others.

The Beiks version of **Literati** for Palm OS is a single player game and allows any words to be used on the board, including names, verb forms, singular and plural forms etc. Although the benefit of allowing word forms can be questionable, we believe it keeps the game closer to its original idea - knowing and using as many words from the language as possible.

Allowing *any* valid words and forms is also a big challenge to the word library that the game uses and although we have done our best to secure a truly remarkable spellchecking database, be prepared to surprise it. And when you do, you may claim yourself literati ;-)

See Also

Wordful - learn while having fun

Installation

Literati can be installed and played on any device running Palm OS 3.5 or higher. The game may come in either ZIP

format ("Literati.ZIP") or Windows executable format ("Literati.EXE"). When using ZIP format, regardless whether on MacOS, Windows or any other host platform, the necessary installation files are located in the "Programs" folder from the compressed ZIP file.

Also, there are two important topics you may want to be aware of:

Graphical databases (Skins)

Since some Palm OS devices have better display resolution than others, Literati has adopted the approach of having different graphical databases (skins). Having different skins (files) for the different resolutions is a great way of providing the best possible quality for every device on the market while saving as much memory as possible. The only drawback of this approach is that the customer has to know what the resolution of their device is and install the according file.

Typically, the game itself will indicate you if it is happy with the installed skin file or not. If it is not, then you should reinstall it with different selection (for EXE files) or manually install different skin file from the *Skins* folder (for ZIP files). Refer to your device's manual regarding its display resolution or ask us at support@beiks.com.

As of version 1.2 of the game, the graphical database files *can not* be installed on external media cards (CF, SD) - they must be in RAM; future game releases will address this limitation.

Word lists

Literati uses the LexLib spellchecking library to provide words lookup. As of its first public release, this library does not allow the word database files to be located at external media cards (CF, SD) due to speed concerns. Future releases of the engine may address this limitation.
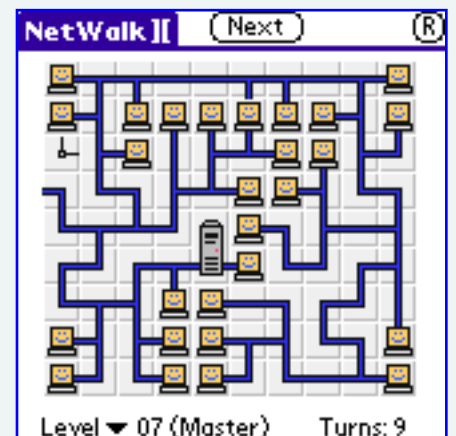
See the revision history table below for more details.

Karateka - Action game

Clickomania 2002 - The "restroom" game of 2002

NetWalk][- Most popular Beiks game ever

Rules

The game starts with a single letter placed in the center of the playing board.

The player arranges letters in turns so that new words are assembled. A *new word* is a word in horizontal (left to right) or vertical (top to bottom) direction, which contains at least one "old" and one "new" letter. *Old letters* are all letters from the board before the start of the player's turn; *new letters* are the letters that the player had added.

Each turn the player is given certain amount of letters he or she can put on the board. Any amount of these can be used in the turn. Unused letters remain for the next turn while the used ones are refilled with new, random letters for the next turn.

Sometimes a special "wildcard" character (displayed as a question mark) is given to the player, which can be assigned any desired letter. The player can do that by taping the question mark and holding the pen down until a pop-up keyboard prompts for selection of a character.

By placing a letter on the board the player can often create valid new word in one direction (e.g. horizontal), but invalid in the other. This is not allowed. If a letter is added, constructing *new words* in both directions, then *both* new words must be valid!

The game continues until the board gets full or until the player is unable to construct a new word.

Scoring

Upon completing letter placement, the player requests the game to validate his or her input by taping the GO button. Each recognized word in which the new letters take place brings the player points.
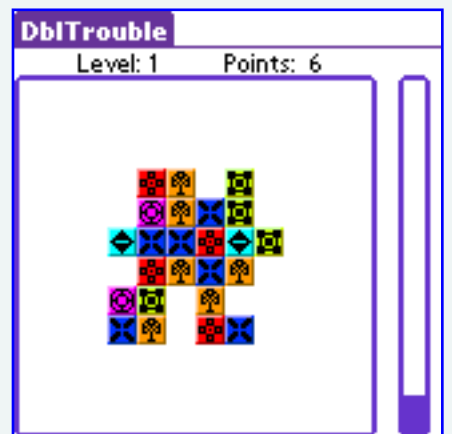
The points given for a word depend on the letters that construct it, their location on the board and the location of the word itself on the board.

Space Lifter - 50 space levels and more…

Siji - The game of "one"

Double Trouble - another gem from the Beiks' puzzle games collection

First, the value of each letter is determined by the color of its tile. See the onboard game help for the exact values. (the white tiles with wildcards weight 1 point.)

Second, each letter's value can be multiplied by a factor determined by the place it was placed on. Letters placed on cells marked with "2L" or "3L" (indicated with letters "L" and "W" with two or three dots on low-resolution devices) will increase their value 2 or 3 times respectively.

Third, the whole word value can similarly be multiplied by a factor if any of its new letters are placed on a call marked with "2W" or "3W" (or "W" with two or three dots on low-resolution devices). The factor will be 2 or 3 respectively.

Finally, there is an extra bonus for placing all available letters for the turn.

Elvis - Alarm, jukebox, game…who said the King is dead?!

Registration

If you have downloaded the game from Internet or other place different than retail store, it will only be working in trial evaluation mode until you register it. In that mode, it may sometimes terminate a game before it is completed and ask you to register or start a new game.

Unregistered games have the option "REGISTER" in their main menu. If you do not see this option in your main menu, you do not need unlocking registration key, but you may still want to register your copy of the game if you have ordered it from a retail store.

The registration key can be obtained online from the product's page at www.beiks.com or through some of our distributors like Handango, PalmGear, PDAGreen.

Revision history

Version	Date	

1.8	06/08/06	- New: Ability to select from a multiple installed word lists via new button in the options screen; - New: Improved rack-to-field letter placement: once assembled in the rack, the word can now be placed as a series of taps on the field (in earlier version player had to go and select each letter individually); - New: Ability to install a skin file on a media card; Note that it has to be in "/PALM/Launcher/" and its file name must not be changed! - New: Registration system has changed. All currently registered users can obtain the new registration key at discounted price via an upgrade link at www.beiks.com/mystuff/ once they log-in. - New: New 100,000 word list with Scrabble ® recognized words added - thanks to Mr. Eric Ziegeweid!
1.71	03/31/03	- New: 320x480 support added. There are 2 new 320x480 skins available (standard and contrast). - New: New tiles at the bottom of the playground can be rearranged by dragging them left and right. This helps forming new words without moving tiles to and from playground. - New: Timed game mode added. The game can be played in more challenging mode, when a new word should be formed in up to 2 (two) minutes or the game is over. - New: Options screen added - game setting separated in additional screen. - New: When single letter is found, the

		tile is marked on the board for ease of finding. • Fix: minor fixes in the game play (related to unnecessary showing of the "single letter found" message). • Note: you may need to re-enter your registration code!
1.6	01/25/03	• New: LexLib now updated to version 2.0, significantly improving the speed of word processing by Literati; initialization delay is also significantly decreased as well as the memory requirements by LexLib. Note both LexLib.prc and the word database need to be re-installed. Wordlist database must still reside in RAM though, and this is due to the speed requirements by LexLib.
1.4	10/20/02	• New: High Resolution skin with larger and more contrast elements added • New: Skin files can now be installed on media cards; they **must** be in the /Palm/Launcher/ folder (this is the default installation folder for Palm Desktop) • Fix: More balanced game play (chances for wildcards increase towards the end of the game) • Fix: Wrong "single letter found" message removed • Fix: Drawing improvements on BW devices • Fix: Drawing improvements on m130 devices • Fix: Drawing improvements on SONY CLIE devices.

1.2	09/17/02	- First public release; - skins for 320x320 color Sony Clie devices, standard 160x160 black-and white Palm OS devices and standard 160x160 Palm OS devices; only one skin must and can be installed at a time and only in RAM - American English lexicon with 100,000 words; can only be installed in RAM

Contact Information

Come and visit our site or email us!

Literati for Palm OS and Wordful for Palm OS are copyrighted (c) 2006 Beiks LLC.
Palm Pilot and Palm are registered trademarks of Palm Inc.
All other trademarks and registered trademarks in the document belong to their respected owners.