

SHIFTY SAM



All rights reserved under International and Pan-American Copyright Conventions. Published in the United States by Random House, Inc., New York, and simultaneously in Canada by Random House of Canada Limited, Toronto.

International Standard Book Number: 0-678-32197-8
Manufactured in the United States of America

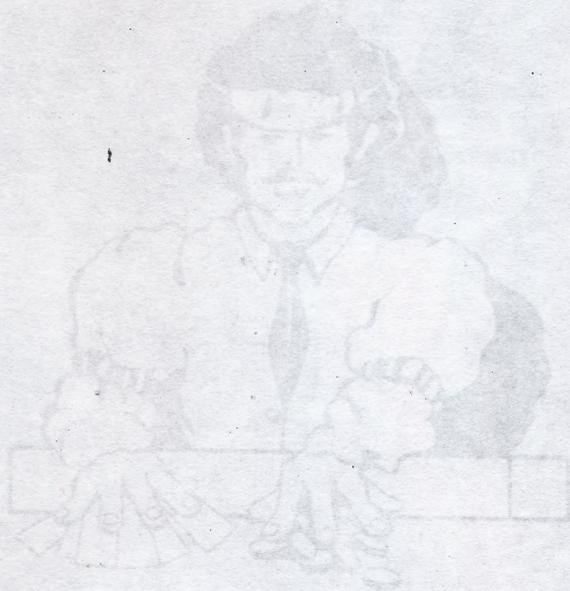
Graphics created with Penguin Software's Complete Graphics System II by Mark Polczinski and David Lubar.

The word Apple is a registered trademark of Apple Computer, Inc.

Apple Computer, Inc. makes no warranty, either expressed or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose.

This disk contains a high-speed operating system called "Dover-DOS", which is licensed for use with this program. To legally use Dover-DOS with other programs, you may need \$30.00 directly to DOR, Inc., 2548 Canton Ct., Rockford, IL 61111. You will receive a Dover-DOS only disk with the operating system.

YIPPIE MAS



© 1984 by Random House, Inc.

All rights reserved under International and Pan-American Copyright Conventions. Published in the United States by Random House, Inc., New York, and simultaneously in Canada by Random House of Canada Limited, Toronto.

International Standard Book Number: 0-676-32197-6
Manufactured in the United States of America.

Graphics created with Penguin Software's Complete Graphics System II by Mark Pelczarski and David Lubar.

The word Apple is a registered trademark of Apple Computer, Inc.

Apple Computer, Inc. makes no warranties, either expressed or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose.

This disk contains a high-speed operating system called Diversi-DOS™, which is licensed for use with this program only. To legally use Diversi-DOS with other programs, you may send \$30.00 directly to: DSR, Inc., 5848 Crampton, Ct., Rockford, IL 61111. You will receive a Diversi-DOS utility disk with documentation.

The Players

WELCOME!

you need to arm yourself for this mental
duel with Shifty. The successful player is a
risk taker who is willing to take the long
shot — not just play for the big payoff.

Shifty shows the letters and the 20-sec-
ond hand begins. You type a word that can
be made from the game word. Shifty com-
pares the word to the list. If the word is a
match, you win cash based on the number
of letters in the word. You continue to enter
words until the time is up or you choose to
end the round. Each player gets five turns.

The Game



Shifty gambles you and an opponent
to outwit him in this challenging word game.
Shifty deals a seven-letter hand. He studies
the hand and ponders about the number of
words he can make using combinations of
those letters. Shifty places a bet on the num-
ber of words you can make. You can either
call or raise his bet.



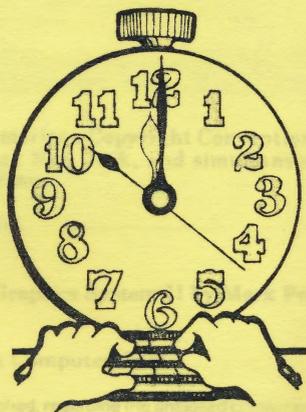
WELCOME!

The Game

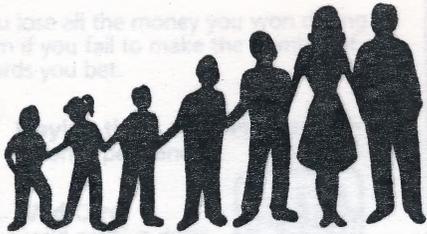


Shifty Sam dares you and an opponent to outwit him in this challenging word game. Shifty deals a seven-letter hand. He studies the hand and brags about the number of words he can make using combinations of those letters. Shifty places a bet on the number of words you can make. You can either call or raise his bet.

Shifty shows the letters and the 90-second hand begins. You type a word that can be made from the game word. Shifty compares the word to his list. If the word is a match, you win cash based on the number of letters in the word. You continue to enter words until the time is up or you choose to end the round. Each player gets five turns.



The Players



Players from 8 to 80 will enjoy trying to outwit Shifty Sam while amassing a fortune in this exciting word game. Your knowledge of words is the ammunition



Scoring: Take a chance! The more words you bet and the longer the words you make, the more money you win! Cash value for each letter varies with the level of play its position in the word, and the number of words bet.

you need to arm yourself for this mental duel with Shifty. The successful player is a risk taker who is willing to take the long shot — not just play Shifty's odds.



Level 1	\$250
Level 2	\$500
Level 3	\$1000

Placing bets: Shifty's bet depends on the level of play. You have the option of either calling or raising Shifty's bet.

Level 1	2 words/\$50
Level 2	3 words/\$100
Level 3	4 words/\$200

Challenging: In a two-player game, Shifty asks your opponent if (s)he wants to challenge. If you fail to make the number of words you bet, the challenging player takes the amount you bet from your stake. If you succeed, the challenger loses the amount you bet.

The Players

you need to arm yourself for this mental duel with Shifty. The successful player is a risk taker who is willing to take the long shot — not just Shifty's odds.



Players from 8 to 80 will enjoy trying to outwit Shifty Sam while amassing a fortune in this exciting new game. Knowledge of words is a must.

The Rules

- Levels of play:** The three levels of play determine your beginning "stake" and the cash value of each letter used in making words.

Level 1	\$250
Level 2	\$500
Level 3	\$1000

- Placing bets:** Shifty's bet depends on the level of play. You have the option of either calling or raising Shifty's bet.

Level 1	5 words/\$50
Level 2	7 words/\$100
Level 3	10 words/\$150

- Challenging:** In a two-player game, Shifty asks your opponent if (s)he wants to challenge. If you fail to make the number of words you bet, the challenging player takes the amount you bet from your stake. If you succeed, the challenger loses the amount you bet.



- Scoring:** Take a chance! The more words you bet and the longer the words you make, the more money you win! Cash value for each letter varies with the level of play, its position in the word, and the number of words bet.

	Words within the bet		Words over the bet	
	letters 1-3	letter 4+	letters 1-3	letter 4+
Level				
1	10	35	5	25
2	20	60	10	50
3	35	115	20	100

You lose all the money you won during a turn if you fail to make the number of words you bet.

5. **Playing time:** All levels start with 90 seconds per hand.

6. **Wild Card:** A "wild card" is dealt at random. Bonus cash is awarded each time the "wild card" letter is used in creating a word.



Level 1	\$50
Level 2	\$100
Level 3	\$200

7. **Double or Nothing:** If you take Shifty's challenge to go for "double or nothing," you can win twice as much money! BUT you must make twice as many words as you originally bet.

8. **Bonus time:** If you go over your word bet on two hands in a row,



you are awarded bonus playing time based on how much money you have won during that turn.

9. **Bonus turn:** If you go over your word bet on three hands in a row, you are awarded an immediate bonus turn.

10. **Bonus money:** If you go over your word bet five hands in a row, you are awarded a cash bonus based on the level of play.

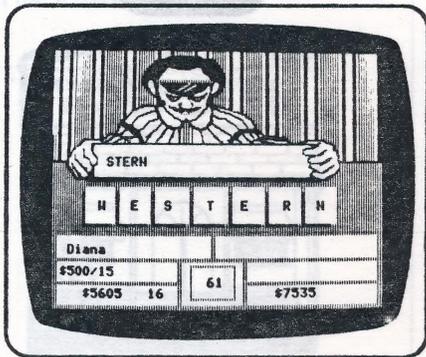
Level 1	\$1000
Level 2	\$1500
Level 3	\$2000

Special Features

4. To turn off the sound, type 911 then press RETURN when the Random House frame is on the screen.



10. If you raise Shifty's bet, he asks you to place your bet. Type the number of words you think you can make then press **RETURN**. Next, type the dollar amount you want to bet then press **RETURN**.
11. If there are two players, Sam asks your opponent if (s)he wants to challenge. Type **Y** for Yes or **N** for No then press **RETURN**.
12. When Shifty presents the game word, press **RETURN**. Then type any combination of letters from the game word that forms a new word and press **RETURN**. Work fast to enter as many words as you can before your time runs out.



To scramble the order of the letters of the game word, press ←. This scrambler feature lets you look at the word in a different way making it easier to think of more words.



13. If your stake goes below the lowest bet allowed for the level you are playing, Sam offers you a loan. Type **Y** for Yes then press **RETURN** if you want the loan. Type **N** for No then press **RETURN** if you do not want it. In a one-player game, this ends the game. In a two-player game, the other player either can continue to play out his/her turns or end the game.



14. At the end of the game, the **Top Ten Scores** Frame appears. Press **RETURN** and Shifty asks if you want to play again. Type **Y** for Yes or **N** for No then press **RETURN**. Answering Yes returns you to the 1 or 2 player question. Answering No returns you to the **Random House** Frame.

Special Features

1. To scramble the order of the letters of the game word, press →. This scrambler feature lets you look at the word in a different way, making it easier to think of more words.



2. To end the turn, press **ESC**.



3. To end the game, hold down **SHIFT** and the * at the same time. The program goes immediately to the **Top Ten Scores Frame**.



4. To turn off the sound, type **911** then press **RETURN** when the **Random House Frame** is on the screen.

911



5. To clear the **Top Ten Scores**, type **911** then press **RETURN** when the **Top Ten Scores Frame** is on the screen. (Pause after typing each number.)

911



6. If you think of a word Shifty doesn't know, you can break into Shifty Sam's **Word Bank** and add a word. To get into the **Word Bank**, type **WB** then press **RETURN** when the **Random House Frame** is on the screen.

WB





SHIFTY SAM'S WORD BANK
 A list of words to use in the game.
 You can add or change words.
 To get into Shifty Sam's
 Word Bank type **WB** then press **RE-**
TURN when the **Random House** Frame
 is on the screen.

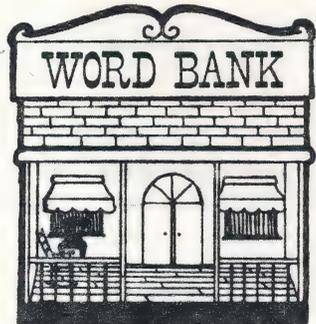
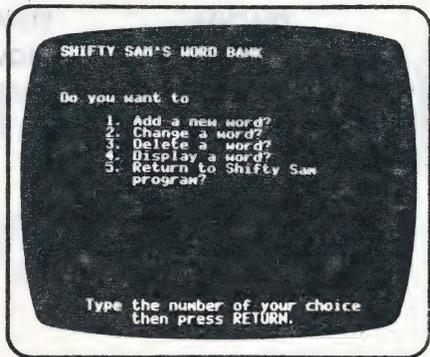
SHIFTY SAM'S WORD BANK
 A list of words to use in the game.
 You can add or change words.
 To get into Shifty Sam's
 Word Bank type **WB** then press **RE-**
TURN when the **Random House** Frame
 is on the screen.

SHIFTY SAM'S GAME WORD LIST

Shifty Sam's Word Bank

Old Shifty isn't always quite as smart as he thinks he is. If you find a word that Shifty doesn't know or get tired of playing with the words now in the game, you can go to the Word Bank to add or change information. To get into Shifty Sam's Word Bank type **WB** then press **RE-TURN** when the **Random House** Frame is on the screen.

This menu should appear:



Directions for using Shifty Sam's Word Bank are given on the screen. Read the instructions carefully. Be very sure that you want to erase something before you choose any of the "delete a word" options.

Shifty's Word Bank starts out with 30 game words. There is room on the disk to add five new game words with as many as 140 words in each list.

If you see the message "The disk is full," when you are trying to add a word, simply press **RETURN** to go back to the menu and choose "delete a word." Delete one of the game words and make room on the disk for a new game word.



SHIFTY SAM GAME WORD LIST

SKATERS	REMOVAL	TICKLES
MONSTER	WANDERS	PARENTS
HARVEST	OPERATE	PROMISE
TASTIER	DUSTIER	FRIENDS
PASTURE	PAINTER	FATHERS
WATCHES	MIRACLE	SPECIAL
TEACHER	STORAGE	SWEATER
DELIVER	PROVIDE	EASTERN
PICTURE	HASTILY	PRIVATE
SOLDIER	PREVAIL	NUMERAL



LIMITED WARRANTY

Random House, Inc. warrants to the original purchaser that the diskettes provided shall be free from defects in materials and workmanship, under normal use and service, for a period of 90 days from date of purchase. This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the diskette. In the event of a defective diskette occurring within the warranty period, Random House, Inc. will, at its option, either replace or refund the purchase price of the diskette.

GOOD LUCK!

ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY EXCLUDED.
TO 90 DAYS FROM DATE OF PURCHASE.

RANDOM HOUSE, INC. EXPRESSLY EXCLUDES ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED, INCLUDING DAMAGE TO PROPERTY AND DAMAGES FOR PERSONAL INJURIES.

Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Random House, Inc. will make every effort to satisfy its customers under the terms of this warranty. Should a dispute arise, the company does not employ any specific dispute settlement procedures. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: Random House, Inc.
480 Hahn Road
Wolcott, Maryland 21157

Shifty Word Bank starts out with 30 game words. There is room on the disk to add five new game words with as many old words in each list.

If you see the message "The disk is full," when you are trying to add a word, simply press **ESC** to go back to the menu and choose "delete a word." Delete one of the game words and make room on the disk for a new game word.



SHIFTY SAM GAME WORD LIST

SKATERS

MONSTER

HARVEST

TASTIER

PASTURE

WATCHES

TEACHER

DELIVER

REMOVAL

WANDERS

OPERATE

DUSTIER

PAINTER

MIRACLE

STORAGE

PROVIDE

HASTY

NEW

TICKLES

PARENTS

PROMISE

FRIENDS

FATHERS

SPECIAL

SWEATER

EASTERN

GOOD LUCK!



LIMITED WARRANTY

Random House, Inc. warrants to the original purchaser that the diskettes provided shall be free from defects in materials and workmanship, under normal use and service, for a period of 90 days from date of purchase. This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the diskette. In the event of a defective diskette occurring within the warranty period, Random House, Inc. will, at its options, either repair or replace the diskette free of charge, including free return transportation, provided the diskette is returned prepaid to Random House, Inc. at the below address, in protective packaging to avoid damage in shipment, and with proof of purchase date and a letter describing the problem. For the 9 month period following the initial 90 day warranty period, defective diskettes will be replaced on a one time only basis, subject to a \$5 replacement fee.

ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM DATE OF PURCHASE.

RANDOM HOUSE, INC. EXPRESSLY EXCLUDES ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN. INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESSED OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED, INCLUDING DAMAGE TO PROPERTY AND DAMAGES FOR PERSONAL INJURIES.

Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of incidental or consequential damages, so the above limitation or exclusions may not apply to you.

Random House, Inc. will make every effort to satisfy its customers under the terms of this warranty. Should a dispute arise, the company does not employ any specific dispute settlement mechanism. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: Random House, Inc.
400 Hahn Road
Westminster, Maryland 21157

LIMITED WARRANTY

Random House, Inc. warrants to the original purchaser that the diskettes provided shall be free from defects in materials and workmanship under normal use and service for a period of 90 days from date of purchase. This warranty only does not apply to defects resulting from abuse, alteration, or unauthorized copying of the diskettes. In the event of a defective diskette occurring within the warranty period, Random House, Inc. will, at its option, either repair or replace the diskette, including free return transportation, provided the diskette is returned to the address below within the 90 day warranty period. For the full text of this warranty, please refer to the letter describing the problem. For the full text of this warranty, please refer to the letter describing the problem. For the full text of this warranty, please refer to the letter describing the problem. For the full text of this warranty, please refer to the letter describing the problem.



RANDOM HOUSE
Software

© 1984 Random House Electronic Publishing, a division of Random House, Inc.
201 East 50th Street, New York, NY 10022. All Rights Reserved.

ANY IMPLIED WARRANTIES, INCLUDING MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM DATE OF PURCHASE.

RANDOM HOUSE, INC. EXPRESSLY EXCLUDES ALL OTHER WARRANTIES WHETHER ORAL OR WRITTEN INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESSED OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED, INCLUDING DAMAGE TO PROPERTY AND DAMAGES FOR PERSONAL INJURIES.

Some states do not allow limitations on how long an implied warranty lasts or exclusion or limitations of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Random House, Inc. will make every effort to satisfy its customers under the terms of this warranty. Should a dispute arise, the company does not employ any specific dispute settlement mechanism. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: Random House, Inc.
400 Hahn Road
Westchester, Maryland 21157