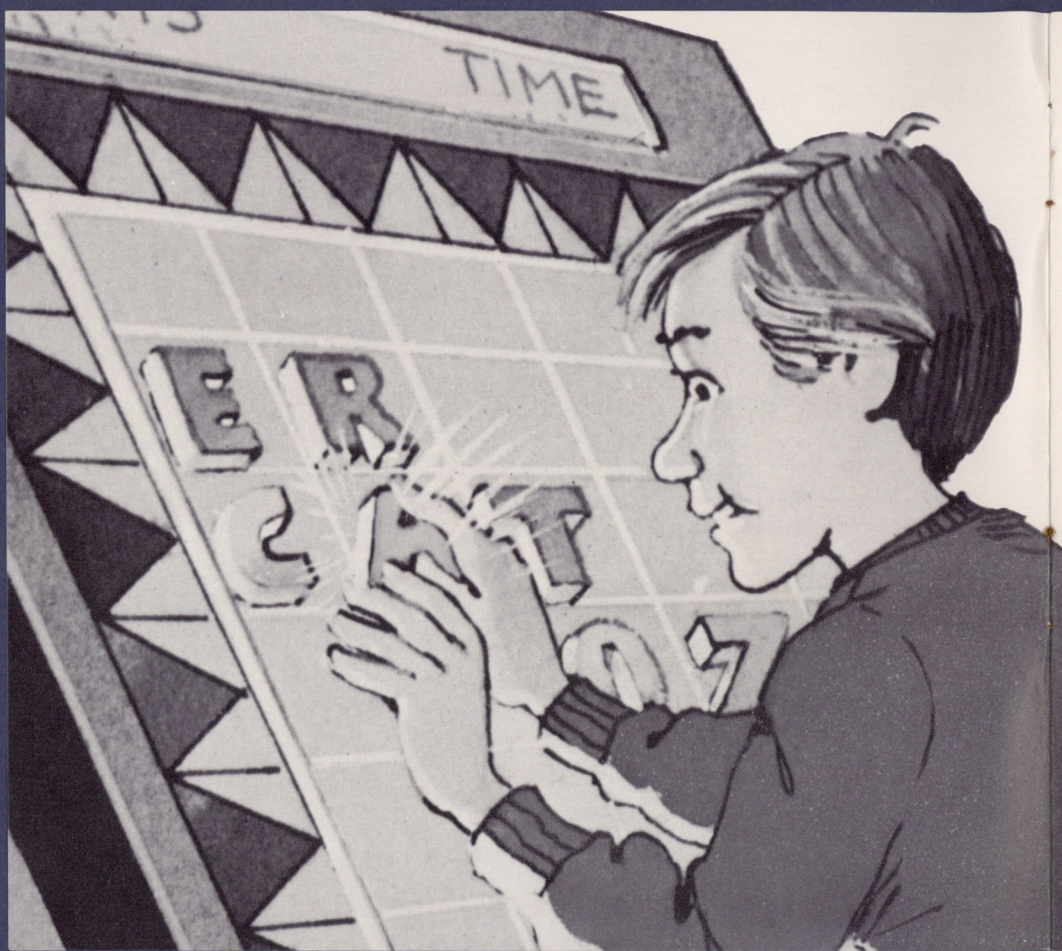


# UP FOR GRABS™







## INTRODUCTION

UP FOR GRABS is a fast paced word game for 1 to 4 players. Anyone 8 years old and up will enjoy this game.

The object of the game is to make words from the letters that appear on a rotating alphabet cube. Three letters are "up for grabs" at all times. Once you grab a letter, you must place the letter on your playing area and build words.

Rather than just competing against the computer, UP FOR GRABS allows you to match wits against other players.

The game exercises spelling and vocabulary skills, while teaching you to visualize words and arrange them spatially. It strengthens your ability to plan strategies and make quick decisions.

UP FOR GRABS is an exciting game for kids, family and friends.

## GETTING STARTED

ATARI® and COMMODORE 64™:

1. Turn off your computer.
2. Insert the UP FOR GRABS cartridge.  
(If using an Atari 800, be sure the cartridge is in the left slot.)
3. Turn the computer on.
4. The computer is now in the demonstration mode, alternating between showing the title page and the game board.

## SELECTING A LEVEL OF PLAY

Wait until you hear the UP FOR GRABS theme song, then follow the instructions for your computer:

ATARI computers:

JOYSTICKS—press **OPTION** until the desired level is shown.

PADDLES—press **SELECT** until the desired level is shown.

COMMODORE 64:

JOYSTICKS—press the **f7** key until the right level is shown.

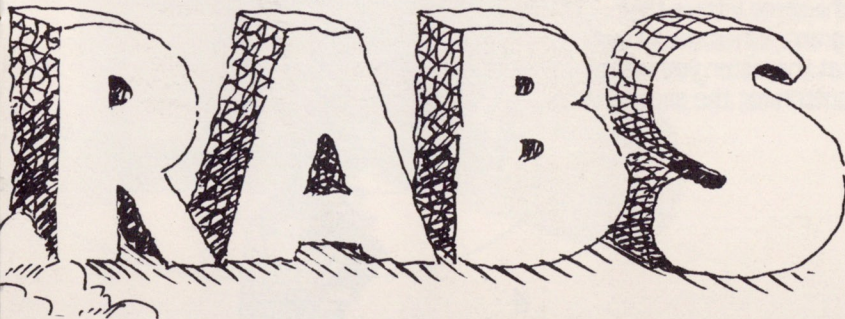
PADDLES—press the **f1** key until the right level is shown.

Once you have selected a level of play, the game begins as soon as the theme song ends.





	Letters Per Game	Cube Speed	Arrow Speed	Music Duration
YOUNGSTERS	120	slow	slow	long
AVERAGE	240	medium	medium	medium
ADVANCED	360	fast	fast	short
EXPERT	360	fast	speedy	very quick



## PLAYING THE GAME

### GRABBING A LETTER

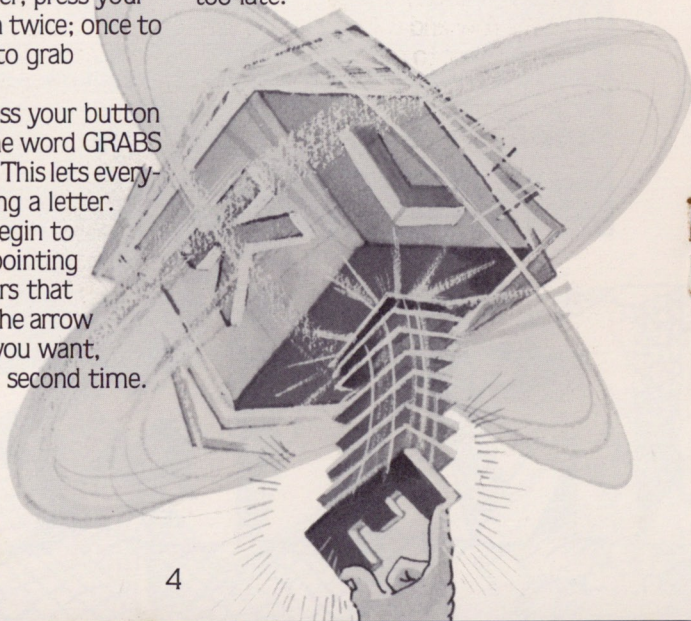
The letters on the rotating alphabet cube are always changing. Three letters are "up for grabs" at all times.

In order to grab a letter, press your paddle or joystick button twice; once to stop the cube and once to grab your letter.

The first time you press your button the cube will stop and the word GRABS will light up in your color. This lets everyone know who is grabbing a letter.

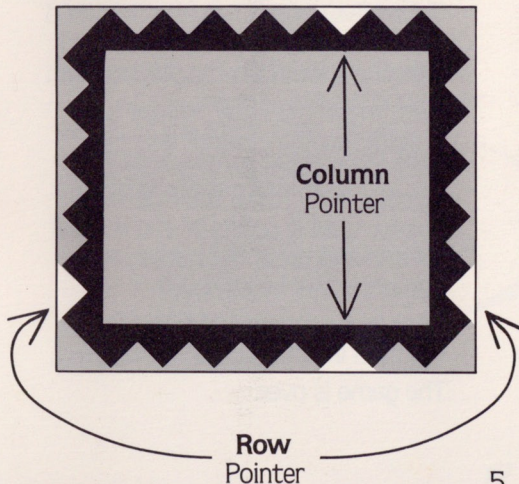
A colored arrow will begin to move around the cube, pointing at each of the three letters that are up for grabs. When the arrow is pointing at the letter you want, press the button for the second time.

If two or more players try to grab a letter at the same time, the player that presses his or her button first gets the letter. A bell rings when a player is too late.



## POSITIONING THE LETTER ON YOUR PLAYING AREA

After you have grabbed a letter, your playing area pointers will light up. To position the letter, use the pointers to select the row and column where you want the letter to go.



Turn your paddle or joystick until the ROW pointers point to the desired row. Then press your button. Then turn your paddle or joystick until the COLUMN pointers point to the desired column. Then press your button again. The letter will appear on your playing area. Letters placed in gray squares score double the letter value.

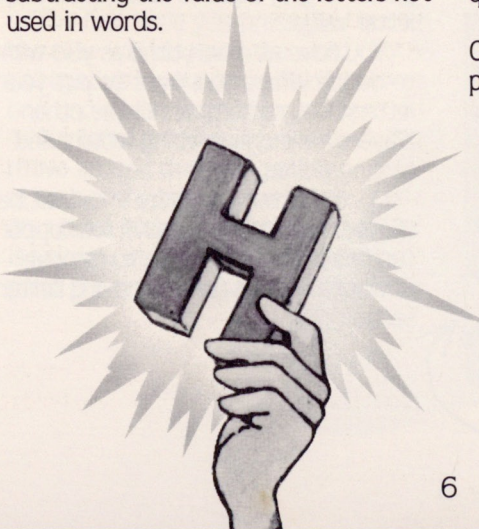
You have as much time as you want to decide where you want to put your letters, but remember, all the other players are busy grabbing letters and scoring points.

Once a letter is in place it cannot be moved. However, you have four opportunities during the game to remove unwanted letters (see Removing Letters section).



## SCORING

The score that appears on the game board while playing is the total value of the letters you have on the playing area. It is not the final score. The final score is tallied at the end of the game by adding up the value of the words formed, and subtracting the value of the letters not used in words.



## Removing Letters

At the end of each quarter the screen will turn white and the UP FOR GRABS theme song will play. You have until the end of the theme to remove any letters that you no longer want. Any letter that you were positioning when the quarter ended will be lost.

To remove a letter, use your ROW and COLUMN pointers as you do when positioning a letter on the playing area:

First, move the ROW pointer until it points to the desired row, then press the button on your paddle or joystick. Now move the COLUMN pointer until it points to the desired column and press the button again. The letter will be removed.

After four quarters UP FOR GRABS will flash in white and a bell will ring. The game is over.



### Scoring Your Words

When the game is over, score your words using the ROW and COLUMN pointers. Point to one end of a word and press the button on the joystick or paddle, then point to the other end and press the button again.

When you have pointed to a letter it will change color. Once you have identified the beginning and the end, the word will turn white and be scored.

All of the players can be scoring their words at the same time. Or you may choose to have one player score while the other players look on.

### Final Tally

When all players have finished scoring their words, the final tally can be calculated. Player number 1 or 2 (yellow or blue) should press and HOLD their button until UP FOR GRABS turns white, then release the button. The computer will subtract points for the unused letters that are on each player's area. The final scores are now displayed.

Players may challenge their opponents' words at this point. If a player is challenged, the word is looked up in a standard dictionary. If the word is valid, the points stand; and the challenger loses 15 points. If the word is not found, the player is penalized five points for each single score letter, and ten points for each double score letter in the word.

TO PLAY AGAIN, player 1 or 2 should press his or her button down and hold it.

## LETTER VALUES

The less common a letter is, the more points it is worth. The chart gives the maximum point value of the letter when it first appears. The letter values apply to all levels of play.

When a letter is used in a word, it scores the value it was worth when you grabbed it. As the letter revolves on the cube, the point value decreases.

When the letter is in the center of the cube, it is worth half its maximum value.

When the letter is on the left side of the cube, it is worth one third of its maximum value.

For example, a D is worth 7 points when it first appears. Once it rotates to the center it is worth 3 points (the scoreboard rounds off the letter value to the lowest whole number). As the D rotates to the left, it is worth 2 points until it disappears.

Maximum		Maximum	
Letter	Value	Letter	Value
A .....	3	N .....	4
B .....	6	O .....	3
C .....	5	P .....	6
D .....	7	Q .....	9
E .....	3	R .....	3
F .....	8	S .....	4
G .....	6	T .....	4
H .....	6	U .....	6
I .....	3	V .....	8
J .....	9	W .....	8
K .....	8	X .....	9
L .....	5	Y .....	7
M .....	6	Z .....	9

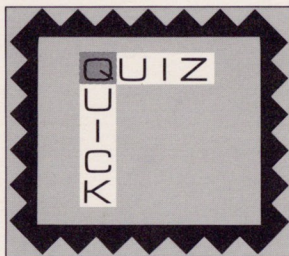
If you place a letter in a gray square on the playing area, it doubles in value. If you use a letter a second time by making a crossword pattern on your playing



## UP FOR GRABS PLAYER ASSOCIATION

area, the letter scores double in the second word. Although you do not have to play UP FOR GRABS by making crosswords, you gain extra points by doing so.

For example, if you took an uncommon letter like Q as soon as it appears on the cube (for 9 points), and placed it on a gray square, its value becomes 18. If you were to use Q in a crossword, it would score 36 in the second word, making one letter worth 54 points.



The UFGPA provides a forum for UP FOR GRABS players of all ages. As the World Governing Body of UP FOR GRABS competition, the UFGPA will sanction all world and regional competitions.

Each February, the Association will award the Markson Cup to the World Champion. If you would like an official Membership Card and are interested in being kept up to date on UFGPA activities, write your name and address on a postcard and mail it to:

UFGPA

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UP FOR  
GRABS™  
Proof-of-Purchase

**Ken Madell**, author of UP FOR GRABS, is a computer graphics artist and a musician who develops computer learning games for home and school.

Package and Instruction

Booklet Illustration: Bill Morrison

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