

HAMWORD

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Hamword is a **Winlink**-based game that mimics the popular five-letter word guessing game, Wordle. The goal of this game is to give hams a way to practice their **Winlink** skills while having some fun guessing an unknown five-letter word.

The only thing you need to play the game is an amateur radio license and an operational **Winlink** account. **Winlink** is available at <https://winlink.org>. You can learn more about setting up **Winlink** at <http://ok.arrl.org/nts/ntsoksoftware/>.

How to Play

Once you have **Winlink** up and running, simply send a five-letter word via **Winlink** to the tactical call sign **HAMWORD**. The subject line can be anything you wish, and the message body should contain just your guess. Your messages will be graded and returned via a **Winlink** message at 00, 15, 30, and 45 minutes past the hour.

Response Key

Since **Winlink** doesn't allow text colors, you will receive a five-number "key" that will guide you in your next choice. The numbers 0, 1, and 2 are returned using the following definitions:

- **0** means that the letter above the key is not seen in the word that you are guessing. (Similar to gray.)
- **1** means that the letter above the key is used in the word that you are guessing, but it is in the wrong location. (Similar to yellow.)
- **2** means that the letter above the key is used in the word you are guessing, and it is in the correct location. (Similar to green.)

Weekly Reset

In this game, the guessed word will reset weekly at 00:00Z on Monday (Sunday evening in the United States). So, make your guesses throughout the week and make sure you solve the puzzle before the word resets. You have six chances to solve the puzzle each week.

<https://hambooks.org/hamword/>