

COMPUTER CROSSWORDS

START UP

APPLE: Turn your computer off. Place the Computer Crosswords disk Drive #1 with the label up. Turn your computer on.

COMMODORE: Turn on your computer, monitor and disk drive(s). Place the Computer Crosswords disk in the drive with the label up. Type **LOAD"MENU",8,1** and press **RETURN**.

IBM: Boot DOS disk version 2.11 or greater. Place the Computer Crosswords disk in drive A: with the label up. Type **MENU** and press **RETURN**. The program will ask if you are using a color/graphics monitor. Answer **Y** or **N** and press **RETURN**.

VIEWING

APPLE: Computer Crosswords uses monochrome high resolution graphics. If you are using a color TV as a monitor, viewing can be enhanced by turning the color control off and increasing the picture contrast. Make other adjustments to your set as necessary for best viewing.

COMMODORE: Computer Crosswords uses special techniques that allow all output to be viewed in color or black and white on any standard Commodore monitor or TV. Adjust your controls as necessary to view the color output or black and white displays most comfortably. You can change the background and text colors on a color monitor by holding down the Commodore or CTRL keys and then pressing a number key (1 through 8).

IBM: Computer Crosswords can be displayed on any monitor capable of 80 column text display. Either a text monitor or monitor using a color/graphics adaptor card can be used.

SELECTING

ALL COMPUTERS: After loading, Computer Crosswords displays a puzzle selection screen with the theme names of fifteen puzzles. Use the **SPACE BAR** to move between the columns, and **UP** or **DOWN ARROWS** to move the selector arrow to the puzzle you wish to solve, then press **RETURN** or **ENTER**.

MOVING

When the selected puzzle is displayed, you will see clues associated with the first letter in the puzzle. The letter square where you are working on the crossword is marked by the flashing cursor. Use your **CURSOR KEYS** to move to different areas of the puzzle for solving. The correct clues for every puzzle location are always shown at the top of the screen.

APPLE // and //+: The **PERIOD** and **COMMA** are used for vertical cursor movement.

COMMODORE: The **COMMA** and **PERIOD** can be used to move the cursor **LEFT** and **UP**, respectively, to give you four cursor command keys without using the **SHIFT** key.

SOLVING

To solve the puzzle type in your answer for the displayed clues. The word you enter will be displayed horizontally or vertically in the puzzle, depending upon the **WORKING MODE**; i.e., whether you are working **ACROSS** or **DOWN** (displayed directly beneath the clues on IBM and APPLE, indicated by a pointer on COMMODORE). To change the working mode, press the **SPACE BAR**.

SPECIAL MOVES

Two ways of quickly moving through the puzzle are (1) to type the question mark ? (@ on Commodore); and (2) press **RETURN** after entering an answer. The ? or @ moves you to the beginning of the word the cursor is on. Pressing **RETURN** will move the cursor back to the puzzle location where you began entering your last answer. Pressing **RETURN** a second time will change the working mode and automatically advance to the next blank square. This feature

allows very rapid solving for advanced solvers. When you use one of these quick-move features (?, @ or RETURN twice), note that the cursor skips over any letters previously entered in the word. To change any letter move the cursor to that letter and retype it.

SOLVING HINTS

Certain types of solving hints are available by typing the / followed by certain letters. The hints are:

/C - Clue List

APPLE and COMMODORE: The display screen will clear and the puzzle clues are displayed in the same order they would appear in a printed puzzle. You may go through the list and enter any answer, or partial answer, on the spaces provided with each clue. Type a **hyphen or minus (-)** to blank a letter of the answer. Press **RETURN** to move to the next clue. Typing "@" moves you to the previous screen of clues. You may type a **slash (/)** at any time to return to the puzzle display screen. Any answers you typed in the clue list will now appear in the puzzle.

IBM: The puzzle remains on the right side of the screen and the puzzle clues are displayed on the left side in the same order they would appear in a printed puzzle. A pointer shows which clue you are working on, and the blinking cursor in the puzzle shows where your answer will go. Enter all or any part of an answer. Type a **hyphen (-)** to blank a letter of the answer. Press **RETURN** to move to the next clue. Typing "@" moves you to the previous screen of clues. You may type a **slash (/)** at any time to return to the puzzle display screen.

/L - This hint gives you the correct letter of the answer for the space where the cursor is currently located (Commodore /HL).

/A - This hint will put the correct answer for a complete word on the screen at the current cursor locations (Comodore /HA).

/W - This hint is a word check which checks the current word. It replaces incorrect letters with question marks so you can check your answer (Commodore /HW).

/P - This command checks the entire puzzle and works in the same way as the /W by displaying a ? at any location in the puzzle that does not match the correct puzzle answer (Commodore /HP).

/H - Hint Menu (Commodore only)

The Hint Menu appears on the first two lines of the screen to prompt you to choose a hint given above under Apple and IBM.

HELP MENU

IBM and APPLE: Computer Crosswords will display a summary of its instructions in a "help menu" to the left of the puzzle. To turn this display on or off, simply type /H.

COMMODORE: Computer Crosswords displays a summary of its commands to the left of the puzzle while you are solving the puzzle.

ERASING

To change a letter in your puzzle solution, move the cursor to the letter and retype the correct letter. To erase a letter in the puzzle, type a **hyphen or minus sign (-)**. To erase a full word in the puzzle, type a **slash** and then **E (/E)**.

APPLE/IBM: To erase an entire puzzle, start (working ACROSS) at the first (top left) puzzle letter and hold down the **underline key** (SHIFT and MINUS) so it will repeat. In this way a puzzle (or any part of it) can be erased (then saved with /*) to let someone else work on the same puzzle.

COMMODORE: Use the /E to erase all or part of a puzzle, then save the puzzle (/*) to let someone else solve it.

SAVING YOUR SOLUTION

At any time during solving a puzzle, or to save a completed solution, type a **slash (/)** followed by an **asterisk (*)**. Computer Crosswords then saves your solution on the disk. The next time this puzzle is selected, your solution is automatically displayed.

CAUTION: Normal operation of Computer Crosswords involves numerous disk accesses. Protect your disk by NEVER interrupting the program while the disk is in use.

PUZZLE REFERENCES

Accomplished puzzle solvers pride themselves on solving a puzzle without reference to dictionaries or other books. The use of references, however, improves solving skills and makes puzzle solving a true educational experience. Using the following references, in fact, leads to a familiarity with these sources that is rewarding in itself. All Computer Crosswords puzzle answers have been verified using the following references:

Webster's New Collegiate Dictionary: G & C Merriam Company, Springfield, Massachusetts, 1976

Bartlett's Familiar Quotations: John Bartlett; Fourteenth Edition, Little Brown & Company, Boston, Toronto; 1968

Dell Crossword Dictionary: Kathleen Rafferty, ed., Dell Publishing Company, Inc. - New York, Copyright 1960

The New York Times Crossword Puzzle Dictionary: Tom Pulliam and Clare Grundman, eds; Times Books, New York, Copyright 1974

CREDITS

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