

# Crossword

M · A · G · I · C™

## System Requirements

Atari® 800, XL, or XE Personal Computer; 48K  
Single disk drive (second drive optional)  
Monitor or TV  
Blank disk or any disk to format for storing puzzles (optional)  
Printer (optional)

## Loading Instructions

1. If you have an Atari 800, make sure that the Atari BASIC cartridge is NOT in the computer.
2. Turn on the printer, if you have one.
3. Turn on the disk drive. When the busy light on the drive goes off, insert the *Crossword Magic* disk into the drive and close the drive door.
4. Turn on the monitor (or TV) and then the computer. The program will load. In a moment, the title screen will appear.

## One- and Two-Drive Systems

You can use *Crossword Magic* with a single or double disk drive system. *Crossword Magic* assumes that you have a single drive unless you tell it that you have two drives. Whenever you need to insert a storage disk containing the puzzles you create and play, a message will prompt you to insert the storage disk into Drive 1. If you have two drives, type "2" when you see this message. Leave your program disk in Drive 1; put your storage disk in Drive 2. This eliminates any disk-swapping.

## Special Commands

Ctrl-R	Relocates the most recent word entered in a puzzle
Ctrl-X	Erases the most recent word entered in a puzzle
Ctrl-B	Turns boxlines and blackouts in puzzle on/off
Ctrl-C	Displays a catalog of puzzles on a storage disk

Atari Reference Card, continued.

## Printing

You can print the puzzles you create with *Crossword Magic* if you have one of the following printers. See the "Print a Puzzle" section in the user's guide for more information.

## Printers

Atari XMM 801  
BMC BX-80  
Centronics 122/739  
Centronics 352/353  
Epson 80/ 100  
Epson MX-70  
C. Itoh 8510 (Prowriter)  
MPI 88/99  
NEC 8023A  
NEC Pinwriter  
Okidata 84/92/93  
Okidata 82A/83A  
Okimate 10  
Radix  
Riteman  
Star Gemini 10  
Thinkjet  
Transtar 315

## Reference Card: Commodore

# Crossword

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### System Requirements

Commodore™ 64 or 128 Computer  
Single disk drive (second drive optional)  
Monitor or TV  
Blank disk (or any disk to format for storing puzzles)  
Printer (optional)

### Loading Instructions

1. Turn on the printer (if you have one).
2. Turn on the disk drive, the monitor, and then the computer. Insert the *Crossword Magic* disk.
3. Type: LOAD "CM", 8,1
4. Press RETURN. The program will load.

### One- and Two-Drive Systems

You can use *Crossword Magic* with a single or double disk drive system. *Crossword Magic* assumes that you have a single drive unless you tell it that you have two drives. Whenever you need to insert a storage disk containing the puzzles you create and play, a message will prompt you to insert the storage disk into Drive 8. If you have two drives, type "9" when you see this message. Leave your program disk in Drive 8; put your storage disk in Drive 9. This eliminates any disk-swapping.

### Special Commands

Ctrl-R	Relocates the most recent word entered in a puzzle
Ctrl-X	Erases the most recent word entered in a puzzle
Ctrl-B	Turns boxlines and blackouts in puzzle on/off
Ctrl-C	Displays a catalog of puzzles on a storage disk

**Note:** As you read the user's guide, please note that some information is specific to other computers. On the Commodore 64 and 128, press the F1 key whenever the user's guide instructs you to press ESC.

Continued

Commodore Reference Card, continued.

## Printing

You can print the puzzles you create with *Crossword Magic* if you have one of the following printers. See the "Print a Puzzle" section in the user's guide for more information.

## Printers

BMC BX-80	NEC Pinwriter
Centronics 122/739	Okidata 84/92/93
Centronics 352/353	Okidata 82A/83A
Commodore 1525/MPS 801	Okimate 10
Epson 80/100	Radix
Epson MX-70	Riteman
C. Itoh 8510 (Prowriter)	Star Gemini 10
MPI 88/99	Thinkjet
NEC 8023A	Transtar 315

To be able to print the puzzle graphics, you must be able to put your printer interface card into a transparent or non-translate mode. To do this, you must specify a secondary address number on the printer settings screen, next to the words "2nd Addr. #." Listed below are secondary address numbers for some popular interface cards used. If you don't find the number here, see your printer card's reference manual, or try using 0, 4, 5, 7, 24, or 25 as the secondary address number. Make sure to reboot the system before trying each number.

Cards	Secondary Address
Axiom	7
Data 20	0
Cardco +G	5
Cardco PS	5
Grappler CD	4
Turbo GT	5
Tymac Connection	6