Crossword Magic™

A Product of

The Software Guild

SYSTEM REQUIREMENTS

Atari 800 Computer • 40K RAM
One 810 Disk Drive

PACKAGE CONTENTS

Crossword Magic Diskette
Instruction Booklet
Warranty Card

OVERVIEW

The program consists of two parts. Making/printing puzzles, and play-
ing them (filling them in). In making puzzles you may set the number
of vertical/horizontal boxes the puzzle will contain, or you can let the com-
puter expand or contract the puzzle as needed while you enter words.
The computer takes the words as you are entering them and fits them
into the puzzle. If you enter a word that will not fit into the present puz-
zle, the computer will store it, and if later it can find a location for it, it
will be inserted. When *all* words are entered, you may begin entering
clues for the words in the puzzle, and you may then print the puzzle to
a graphics printer, save it to the disk, or have another person be given
the clues and try to fill in the puzzle.

BOOT INSTRUCTIONS FOR ATARI 400/800 DISK

1. Make sure the power switch on the middle right side of the computer is in the off position.

2. Turn on the power switch on the disk drive. (LOWER RIGHT FRONT).

3. Open disk drive door by putting your finger on the handle of the drive door, pressing the button below it, and allowing the door to rise slowly.

4. Slip diskette into drive with your RIGHT thumb on the diskette's label. (label will be UP and will be the last edge of the diskette to enter drive.)

5. When disk is entirely in the drive, close the drive door. (Push the door's handle down until you hear a "click")

6. Turn the power switch (MIDDLE RIGHT SIDE) to the on position. The screen (if it is color) will show a light blue color and the BUSY light on the disk drive will light up, which means the program is loading.

7. If the message "BOOT ERROR" appears on the screen, you may have inserted the disk so that it cannot rotate in the drive. Try repeating the instructions again.

Printers

A printer is not required with the program, but the program can print crossword puzzles to a wide selection of printers with Bit Image Graphics Capabilities. These are:

- Epson MX-100, and MX-80 or MX-80 FT with "Graftrax" ROM upgrade kit.
- IDS Paper Tiger 440G, 445G, 560G
- Centronics 122, 352, 353, 739
- C. Itoh Prowriter
- Anadex DP-9000, 9001, 9501
- Microline 84, and 82A or 83A with "Okigraph" ROM upgrade kit.
- NEC PC-8023
- Malibu 200
- MPI 88G, 99G

SAMPLE PROCEDURE

First "Boot" the program diskette.

When the menu of 7 selections appears you may select any one of the options. When making selections from a menu, you will need to press <START> after entering your choice, and when entering words you will need to press <RETURN> after each word.

To begin the sample we will choose option #1. So press <1> and then press <START>.

You now have the option of entering your own dimensions for the puzzle (from 3 to 20 boxes) or AUTOMATIC PUZZLE SIZING. We will use automatic, so type "Y". Once the key is typed a 3 x 3 grid of boxes surrounded by a line (the puzzle) will appear in the middle of the screen. The cursor will be next to the "WORD:" in the lower left corner of the screen. You may now begin entering words for the puzzle. When you have typed all the letters of a word you are entering press <RETURN>.

As you type in words they will either:

1. Appear in the puzzle

2. Be stored for later entry if it won't fit in the present puzzle.

If it is stored for later use the message "WORD DOES NOT FIT YET" will appear for a few seconds, and the number under "UNUSED WORDS" will increase. If at a later stage of the puzzle the computer can insert the unused word it will do so.

When all words are entered press <OPTION>, followed by an <E> for ENTER CLUES. The computer will then mark the word it wishes you to enter a clue for, and allow you to type up to 3 lines of description. When all clues have been entered you may or may not choose to review and edit them. If not then press <N> and enter the name of the puzzle followed by <RETURN>.

Crossword Magic

A CLOSER LOOK

1. *CREATE A PUZZLE*

   Select (1) Create a puzzle and choose AUTOMATIC PUZZLE SIZING or enter the desired puzzle size from 3 to 20 boxes. Pressing <OPTION> will display the various options needed to create a puzzle. When the grid is on the screen simply type a word and press the RETURN key. CROSSWORD MAGIC will automatically interconnect and enter your word on the puzzle grid. Holding <CTRL> down while pressing the letter R will RELOCATE your word to the next available location. If your word does not fit, it becomes an unused word and is stored away for possible future use. Flashing inversed lettering is used to identify the most recent entry to the puzzle. Holding <CTRL> down while pressing the letter X will remove ALL inversed letters.

   When ready, press <OPTION> and then enter a clue for each word. Clues may be up to 90 characters long (three lines). After all clues have been entered they may be reviewed and retyped as needed.

   You may save your puzzle at any time. If your puzzle is incomplete, it will be identified with the letters ''(inc)'' after the puzzle name.

2. *PRINT A PUZZLE*

   Insert any disk containing the puzzle to be printed and select (2) Print a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to ''Print this puzzle (y/n)'', your current printer setting will be displayed. Press START to begin printing or change printer setting as required.

3. *TRANSFER A PUZZLE*

   Insert any disk containing the puzzle to be transfered and select (3) Transfer a puzzle. After selecting your puzzle it will be displayed on the screen. Then insert another disk and press the START key.

4. *DELETE A PUZZLE*

   Insert any disk containing the puzzle to be deleted and select (4) Delete a puzzle. After making your selection, your puzzle will be displayed. If you answer Yes to ''Delete this puzzle (y/n)'', your puzzle will be deleted.
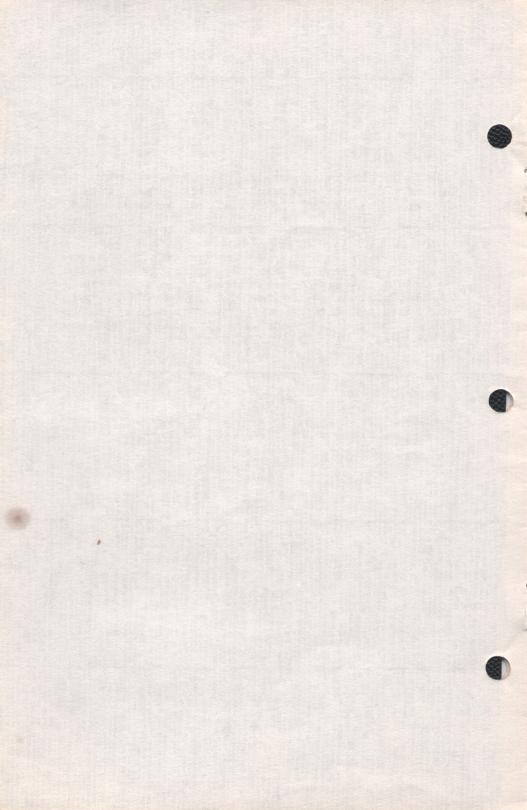
5. *COMPLETE A PUZZLE*

   Insert any disk containing your INCOMPLETELY created puzzle (the name is followed by (inc.)) and select (5) Complete a puzzle. After making your selection, you may continue working on your puzzle, save it as incomplete again, or complete the puzzle.

6. *EDIT A PUZZLE*

   Insert any disk containing the COMPLETED puzzle you wish to EDIT and select (6) Edit a puzzle. After making your selection, you may add more words to the puzzle, retype any clue or rename the puzzle.

7. PLAY A PUZZLE

Insert any disk containing the puzzle to be played and select (7) Play a puzzle. After making your selection, your puzzle will be displayed with the appropriate clue and a flashing cursor to denote your position. Pressing the OPTION key will display the various options needed to play a puzzle. Pressing the SPACE BAR will change the direction of your clues ACROSS or DOWN. Using ARROW KEYS will move the cursor Left, Right, Up or Down. Type directly on the puzzle, if you wish to change a letter simply type over it. To erase a letter press any NUMBER key. If you wish to finish the puzzle later, you may save your progress. Incomplete puzzles are identified with your initials after the puzzle name. When finished, press <OPTION>, select the answers option and your puzzle will be corrected and scored. All correct answers will be identified with inverted lettering. While reviewing clues, pressing <RETURN> key will display your original answers.

**Crossword Magic Tips and Techniques

The most recently typed word to appear in the puzzle is here referred to as an OBJECT WORD.

*   When creating a puzzle, use longer words first. Then use smaller words to fill the puzzle in.

*   When an Object word enters the puzzle, you may RELOCATE or REMOVE it. Once another word is entered to the puzzle, it becomes the Object word and control is lost on the previous puzzle entry.

*   When pressing <CONTROL-R> to relocate an Object word, any other FLASHING words are returned to unused word storage before the Object word is relocated.

*   Pressing <CONTROL-X> will remove the most recent entry to the puzzle. The most recent entry may include one or more UNUSED words. If you wish to include any word that has been removed, it must by retyped.

*   You may have up to 500 UNUSED words. When saving progress, UNUSED words are also saved.

*   When playing or printing a puzzle, clues appear exactly as they do when entering them. When typing in a clue, if a word is going to split between lines, press the Space Bar to move the cursor to the next line before typing the word. This will make for better looking clues.

*   Incomplete puzzles cannot be printed. A puzzle is not complete until all clues are entered.

*   While creating or playing a puzzle, if in doubt as to your next step . . . press the OPTION key.

*   Whenever you select the option RESTART, if the message ''WARNING: Puzzle will be lost'' appears, your puzzle is NOT saved on the disk and will be lost.

*   To change background color, press the SELECT key.

*   Save a backup copy of all important puzzles on a storage disk.

PUZZLE STORAGE

Your CROSSWORD MAGIC disk will contain a maximum of 20 puzzles. For additional puzzle storage, save your puzzle to a blank disk.

The Tradenames and products mentioned herein are protected under trademark and patent laws.