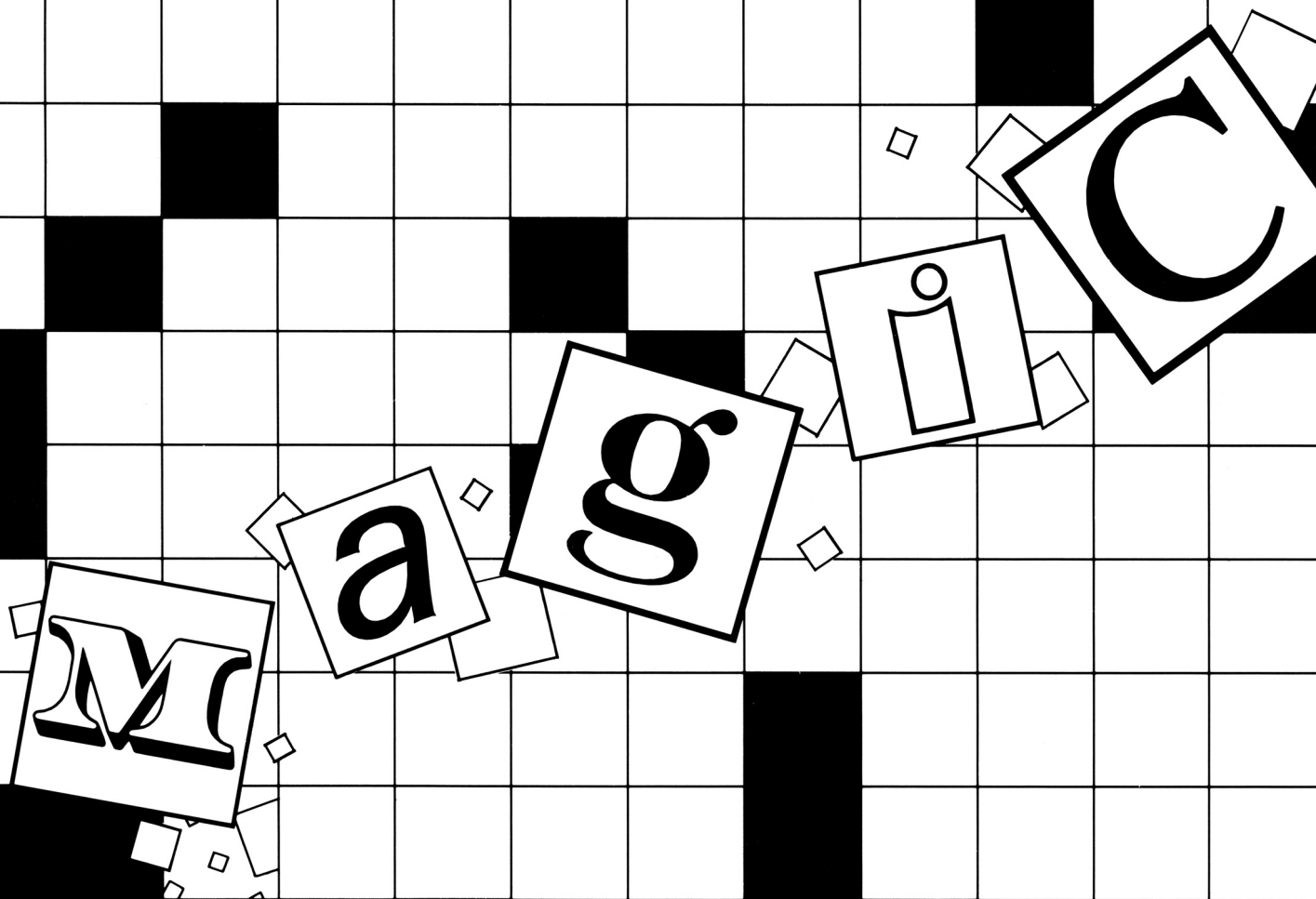


CROSSWORD



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## O V E R V I E W

*Crossword Magic* enables you to create, save, play, and print crossword puzzles. The program handles the tedious work, such as finding a place in the puzzle for an answer that you want to include, leaving your imagination free to concentrate on those tough answers and clever clues.

While the program handles many chores for you automatically, *Crossword Magic* doesn't lock you in to its way of doing things. If you don't like the program's placement of an answer in your puzzle, use the Relocate feature to move it to a new location. Or, type answers directly onto the puzzle grid if you choose.

A great deal of flexibility has been built into the program, making it a veritable crossword processor. There is a variety of ways to go about building your puzzles, and some innovative features such as the dictionary, automatic answer relocation, grid box marking, and more—all of which are discussed in detail in this manual.

You'll find several demonstration puzzles on the *Crossword Magic* disk for you to play or edit. See the section entitled "LOADING/SAVING PUZZLES" if you want to start by looking at one of the demonstration puzzles, or just keep reading if you want to dive right in and create your own puzzle.

# GETTING STARTED

## What You Need

- Apple® Macintosh® Plus, SE, or II computer with at least 1 meg. of memory
- One or two disk drives
- ImageWriter® or LaserWriter® printer (optional)
- A data disk (for storing saved puzzles)

## Loading Instructions

1. Insert the *Crossword Magic* disk, label side up, into the disk drive.
2. If you have a second drive and plan to use a data disk, insert the data disk into the second drive.
3. When the *Crossword Magic* disk icon appears on the screen, move the mouse to position the pointer over the *Crossword Magic* disk icon and double-click the mouse button. Then double-click on the *Crossword Magic* file icon. The program will load into the computer's memory.

## Installing and Uninstalling on a Hard Disk Drive

You can install *Crossword Magic* on a hard disk drive. However, copy protection prevents copying of the program to more than one hard disk drive at a time. A dialog window that presents you with hard disk installation and uninstallation options opens automatically when you load the program while a hard disk drive is attached to your system. Select the install option from the dialog window to install *Crossword Magic* on your hard disk drive, or select the uninstall option whenever you want to remove the program from the hard disk drive.

## CREATE / EDIT A PUZZLE

This section familiarizes you with entering answers and clues—the basics of building a crossword puzzle. It also discusses some of *Crossword Magic*'s more advanced features and options. You also might find the quick reference sections toward the back of this manual helpful. Just reading the section entitled "MENU SELECTIONS—QUICK REFERENCE" gives a good overview of the program's features.

Remember also that you can save puzzles at any time, whether they are finished or not. DO NOT save puzzles or dictionaries to your *Crossword Magic* program disk. Use a data disk for saving. Of course, you also can load a saved puzzle from a disk for completion or editing at a later date (see the section entitled "LOADING/SAVING PUZZLES").

**Creating a New Puzzle Grid:** To make a new puzzle, first select **New** from the **File** menu. When you select **New**, a 20x20 grid appears on the screen, along with the **Unused Word** window, in which puzzle answers that can't fit into the puzzle are stored until a place can be found for them by the program. In addition, you'll see the **Answer** window, in which you enter puzzle answers that are subsequently placed by the program onto the puzzle grid or into the **Unused Word** window.

To find out the grid size of a puzzle that you're working on, first make sure that the grid is active, then move the pointer to the grow box in the grid's lower right corner and hold down the mouse button. A size box appears on the screen that displays the current grid size of the puzzle. The size box disappears when you let go of the mouse button. If at any time you want to eliminate the unused grid boxes outside the perimeter of your puzzle from the screen display, select **Zoom** from the **Grid** menu. Select **Zoom** again to bring the unused boxes back. To erase the entire grid, select **Erase Grid** from the **Edit** menu.

**Entering Answers Automatically Through the Answer Window:** *Crossword Magic* takes answers that you enter through the **Answer** window and automatically finds a way, if there is one, to link it with other answers in crossword puzzle style on the grid. The valid characters for puzzle answers are the letters **A** through **Z**, all numbers, and the characters **+**, **-**, **\***, **/**, and **=**. Answers must be at least two characters long.

To enter an answer, first make sure that the **Answer** window contains a flashing cursor, which indicates that the window is active. If no cursor is flashing, move the pointer anywhere within the **Answer** window and click the mouse. Use the keyboard to type the answer into the **Answer** window, then press the Return key (or click the mouse while the pointer is positioned over the **Ok** button). The program automatically places the answer into the puzzle and highlights it on the grid or, if no place exists, puts it into the **Unused Word** window until a place in the puzzle is available. To edit in the **Answer** window, **Cut**, **Copy**, **Paste** and **Clear** on the **Edit** menu are all active in addition to the Backspace key.



**Note:** You can also enter or edit answers manually, without the program placing them in the puzzle for you (see “Entering Answers Manually or Editing Answers” in this section).

**Unused Words:** The **Unused Word** window stores words that were entered through the **Answer** window but would not fit into the puzzle at the time they were entered. The program then places as many of the unused words into the puzzle as it can whenever you enter another answer through the **Answer** window that fits into the puzzle. The addition of one word to the puzzle can “open up the door” for one, several, or dozens or more of the answers stored in the **Unused Word** window. When the program places words from the **Unused Word** window into the puzzle along with an answer that you entered through the **Answer** window, all of the newly entered words are highlighted on the grid.

**Editing Unused Words:** If you want, you can add, delete or modify unused words directly. Move the pointer anywhere within the **Unused Word** window and click the mouse to activate the window. When the flashing cursor appears in the window, you can type words into the **Unused Word** window (press the Return key when you are finished typing the word). Or, to edit an existing word, move the pointer to the word that you want to change, click the mouse, and then make the desired change. You also can use **Cut**, **Copy**, **Paste** and **Clear** from the **Edit** menu, along with the Backspace key, to edit words in the **Unused Word** window. Use the scroll bars on the right side of the window to scroll through the list of unused words, or use the grow boxes at the bottom on the right side to change the size of the window.

You can have the program attempt to place words from the **Unused Word** window into the puzzle without entering an answer through the **Answer** window. To do so, first make sure that no words are highlighted on the grid (there won't be if you've been entering or editing unused words in the **Unused Word** window) and that no words appear in the **Answer** window. Then, activate the **Answer** window by clicking the mouse in it, move the pointer to the **Ok** button in the **Answer** window, and click the mouse. The program will put any unused words into the puzzle that it can.

To delete all of the unused words (when you're finished with the puzzle, for example), select **Erase Unused** from the **Edit** menu.

**Relocating Answers:** In many instances, an answer fits in more than one place on the grid. If you aren't happy with the program's placement of the answer that you just entered through the **Answer** window, select **Relocate** from the **Grid** menu. Or, move the pointer to the **Ok** button in the empty **Answer** window and click the mouse. If the program can find a different location for the highlighted answer, it will move it to the new location. If you remain unsatisfied with the answer's grid location, continue to select **Relocate** until you find a location that suits you, or until the program runs out of options and returns

the answer to its original location. Keep in mind that only highlighted answers (the one most recently entered through the **Answer** window, plus any that were transferred by the program from the **Unused Word** window) can be relocated by using the Relocate feature.

**“Undoing” Answers:** You can delete the last answer placed in the puzzle by the program (the answer highlighted on the grid). Select **Undo** in the **Answer** window (first make sure that the **Answer** window is active). Or, select the **Undo** option from the **Edit** menu. In addition to deleting the answer, any words that were brought into the puzzle from the **Unused Word** window when the answer was entered will be returned to the **Unused Word** window.

**Entering Answers Manually or Editing Answers:** You may want to type an answer directly onto the puzzle grid without having the program do it for you. For example, *Crossword Magic* is incapable of automatically placing an answer in an area of the puzzle where there are no other words to connect with. Or maybe you need to change an answer that has already been placed in the puzzle. To accommodate such needs, *Crossword Magic* allows you to type directly onto the grid.

To enter an answer manually or to edit an answer, move the pointer to the box on the grid where you wish to enter the answer or make a change and click the mouse. If no flashing arrow cursor appears inside the grid box, click the mouse again (the need for two mouse clicks arises if the **Answer** window, **Unused Word** window, or **Clue** window is active rather than the grid before the first mouse click). The direction of the flashing arrow cursor on the grid indicates the direction that the cursor will move (either to the right or downward). Click the mouse while the pointer is over the flashing cursor to change the direction of the cursor (or press the  $\leftarrow$  key in the upper left-hand corner of the keyboard). Use the keyboard to type in the letter(s) or character(s) that you wish to add to the puzzle.

To move the cursor around the grid without typing in characters, move the pointer and click the mouse, or press the space bar or the Backspace key. You also can hold down the Command key and press I, J, K, or M to move the cursor up, left, right or down. Or, if you have a Macintosh+ keyboard, you can use the arrow keys. To erase a character from a grid box, position the cursor over it, then hold down the Shift key and press the space bar (to move the cursor forward after deleting the character) or Backspace key (to move the cursor backward after deleting the character). Also, you can position the cursor over an incorrect character and simply type a new character over the old one. See the section entitled “KEYBOARD CONTROLS—QUICK REFERENCE” for a list of active keys.

Many other options are available to you when working directly on the grid. For example, you can move an entire block of answers, an individual answer, or a single grid box from one area of the grid to another without retyping. Also, you can copy words or individual boxes and place the copy in a new location on the grid. All of these features are accomplished

by using various combinations of the Shift key, Option key, Command key, mouse and mouse button. See the section entitled "MOUSE CONTROLS—QUICK REFERENCE" to learn the various keyboard and mouse combinations that perform each task.

**Entering Clues:** You can enter clues for the answers on the grid at any time. To enter clues, close the **Answer** window by moving the pointer to the close box in the upper left-hand corner of the window and clicking the mouse while the **Answer** window is active. The **Clue** window appears on the screen, and one of the answers on the puzzle grid will be highlighted. When you close the **Clue** window, the **Answer** window reappears. You can move freely back and forth between entering answers and entering clues.

Type in the clue for the highlighted answer. An active **Ok** button in the **Clue** window signals that the highlighted word on the grid needs a clue. Each clue can be up to 72 characters (3 lines) long. For editing in the **Clue** window, use the Backspace key or **Cut**, **Copy**, **Paste** and **Clear** from the **Edit** menu. When you have finished typing the clue, press the Return key or move the pointer to the **Ok** button and click the mouse. After a clue is entered, the program highlights a new word on the grid that does not yet have a clue. If you wish to enter a clue for an answer other than the one highlighted, press and hold the Command key, then move the pointer to the answer on the grid for which you want to enter a clue and click the mouse.

When clues have been entered for all of the answers, the **Next** and **Last** buttons in the **Clue** window become active. To review or modify clues, move the pointer to the **Next** or **Last** buttons and click the mouse to page to the next clue or previous clue respectively. Alternatively, press and hold the Command key, then move the pointer to the answer on the grid whose clue you wish to review and click the mouse. (If you hold down the Command key and double-click the mouse on a grid box that forms the intersection of two answers, the highlighter toggles from one answer to the other.) To change a clue, move the pointer to the place within the clue where you wish to make the change and click the mouse. Then use the keyboard to make the change and press Return or click the mouse on the **Ok** button when you're finished.

To close the **Clue** window, move the pointer to the close box in the upper left of the window and click the mouse. The **Answer** window reappears on the screen.

Note: You can also enter clues by creating a dictionary. See the section entitled "THE DICTIONARY" for details.

**"Marking" (and Unmarking) Grid Boxes:** If you want some of the grid boxes to serve as hints for people who play your puzzle, you can "mark" the boxes. When a box is marked, the solution to the marked grid box is displayed on the grid when playing or printing the puzzle rather than the usual blank space.



When the **Clue** window is on the screen, you can mark boxes on the grid. To do so, first make sure that the grid is active. Then select **Mark** from the **Grid** menu. The cursor turns into a “+.” Move the cursor to the grid box you want to mark and click the mouse. To unmark a marked box, move the cursor over the marked box and click the mouse. All marked boxes appear highlighted on the grid whenever you activate the grid while the **Clue** window is on the screen. When you play a puzzle on-screen or print the grid, the marked grid box will contain its solution. You can mark or unmark more than one grid box at a time by “dragging” the mouse over the group of grid boxes that you want to mark or unmark.

To mark all of the symbols (+-\*/=) that appear in the puzzle, select **Mark Symbols** from the **Grid** menu while the grid is active. To mark all boxes on the grid that contain an answer, select **Mark All** from the **Grid** menu while the grid is active. Incidentally, a printout of a grid that has all boxes marked makes an excellent answer sheet for your puzzle. To eliminate marks from all of the marked boxes on the grid, select **Unmark All** from the **Grid** menu while the grid is active. To turn grid box marking off, select **Correct** from the **Grid** menu.

Remember, the **Clue** window must be on the screen, the grid must be active, and **Mark** must be selected in order to be able to mark and unmark boxes.

**Test Play:** To test the playability of a puzzle as you create it, select **Test Play** from the **Play** menu after you have entered clues for all of the answers that appear in the puzzle so far. **Test Play** is only available as an option when the **Clue** window is on the screen. In addition, each answer entered in the puzzle must have a clue before **Test Play** can be selected. The information in the section of the manual entitled “PLAYING A PUZZLE” applies to **Test Play** as well as normal play. Read the “PLAYING A PUZZLE” section to learn your way around **Test Play**. To exit **Test Play**, select **Quit Play** from the **Play** menu.

**Erasing All Clues:** If you want to delete all of the clues that have been entered, select **Erase Clues** from the **Edit** menu. If you have a dictionary open when **Erase Clues** is selected, *Crossword Magic* deletes the old, unwanted clues, then scans the dictionary and automatically enters all of the clues in the dictionary that correspond to the answers on the grid. This feature permits you to substitute an entirely new set of clues without retyping answers onto the grid. For more information about dictionaries, see the section entitled “THE DICTIONARY.”

**Altering the Grid While the Clue Window Is Active:** To make minor alterations to the grid while the **Clue** window is on the screen, make sure that **Correct** is selected on the **Grid** menu and that the grid is active. Move the pointer to the grid box that you want to change and click the mouse. Then make the change. Additional answers can’t be placed on the grid while the **Clue** window is on the screen, but individual grid boxes that already contain answers can be changed.

### T H E   D I C T I O N A R Y

A dictionary consists of puzzle answers and their corresponding clues. Whenever you close the **Answer** window, *Crossword Magic* checks to see if you have created a dictionary or loaded one from a disk that you saved previously. If you have, the program searches the dictionary for any clues that correspond to the answers that you have typed into the puzzle and automatically incorporates the matching clues into the puzzle. As a result, you would not have to use the **Clue** window to type in any of the clues that were found in the dictionary. (Dictionaries do not, however, enter *answers* onto the puzzle grid for you.)

You can use a dictionary, for example, as a master list of puzzle answers and clues. Follow the instructions given in this section to create a dictionary of answers and clues, save the dictionary to a data disk, and resave it any time that you add to it. Whenever you create a puzzle, use the **Open Dictionary** option on the **File** menu to load your dictionary into the computer's memory (see "Opening a Dictionary" in this section). Then, whenever you close the **Answer** window while creating a puzzle, any clues in the dictionary that correspond to the answers that you have entered into the puzzle will automatically become a part of the puzzle. You won't have to think up new clues every time you create a puzzle for answers that you've created clues for in the past. You also won't have to bother to type clues (that have come from the dictionary) into the **Clue** window.

**Creating a Dictionary Using Crossword Magic:** To create a dictionary, select **Dictionary** from the **Edit** menu. Type the puzzle answer in the answer field at the top of the window where the flashing cursor appears. Press the Return key when you are finished. The cursor moves to the larger clue field in the middle of the window. Type in the clue. Then press the Return key or move the pointer to the **Ok** button and click the mouse. An empty dictionary window appears into which you can type your next answer. When you have typed your last clue, move the pointer to the **Cancel** button and click the mouse to close the dictionary window. That's all there is to it. Remember to save the dictionary to a data disk if you plan to use it in the future (see "Saving a Dictionary" in this section).

To delete whatever appears in the fields of the dictionary window, move the pointer to the **Remove** button and click the mouse. To see if the dictionary contains a clue for a particular answer, type the answer in the answer field, and then move the pointer to the **Find** button and click the mouse. If the dictionary contains a clue for the answer that you typed, the clue will appear in the clue field. Use the scroll bars on the right side of the dictionary window to scroll through the items in the dictionary one at a time.

**Creating a Dictionary Using a Text Editor:** While it's easiest to create a dictionary using *Crossword Magic*, a dictionary also can be created with MacWrite™ or many standard text editors, if you don't happen to have *Crossword Magic* handy. To do so, you must create the dictionary using the following format:

**ANSWER** <Space bar> **CLUE** <Return>

The answer and clue must be separated by an unprintable character (the space bar), and the clue must be followed by a Return keypress. Remember that the maximum clue length is 72 characters. When *Crossword Magic* reads a dictionary created by a text editor, it automatically forces the answer to appear in upper case and truncates clues that are too long.

Save the dictionary to a data disk when you are finished. When using MacWrite™, be sure to select the **Text only** option in the save window before you save the dictionary. Also, click the mouse on the **Paragraphs** button whenever a text format prompt appears on the screen during dictionary loading or saving using MacWrite™. To load a dictionary that was created by a text editor into *Crossword Magic*, use *Crossword Magic*'s **Open Dictionary** option on the **File** menu to load the dictionary into the computer's memory just as you would for a dictionary created with *Crossword Magic* (see "Opening a Dictionary" in this section).

**Saving a Dictionary:** After creating a dictionary with *Crossword Magic*, select **Save Dictionary** from the **File** menu to save it to your data disk. A save window will prompt you to enter a name for the dictionary. The save window also informs you of the name of the disk in the active drive. Be sure to save the dictionary to a data disk rather than the *Crossword Magic* program disk.

**Opening (Loading) a Dictionary:** Select **Open Dictionary** from the **File** menu. A window appears that lists all of the dictionaries that have been saved to the disk in the active drive. Use the scroll bars to scan the dictionary titles. Move the pointer to the dictionary title of your choice and double-click the mouse. The dictionary will load into the computer's memory.

**Closing a Dictionary:** Select **Close Dictionary** from the **File** menu to clear a dictionary from the computer's memory. If you've created or opened one dictionary and want to load another into memory, you must close the first dictionary by selecting **Close Dictionary** before you can select **Open Dictionary** to load the new dictionary.

## SECTION THREE

### P L A Y I N G   A   P U Z Z L E

**Loading a Puzzle to Play:** To play a puzzle, first select **Play** from the **File** menu. A window opens that displays the puzzles on the disk that can be played. Use the scroll bars to the right of the titles to scroll through the list. Move the pointer to the puzzle title that you want to select and double-click the mouse. The puzzle will load into the computer's memory.

**Working With the Grid and Clue Window:** The clue given in the clue window corresponds to the answer boxes on the grid where the arrow cursor is flashing. If the flashing arrow cursor points to the right, the clue in the clue window corresponds to the across answer for that series of grid boxes. If the flashing arrow cursor points downward, the clue corresponds to the down answer for that series of grid boxes.

To move the cursor around the grid, either move the pointer to the grid box of your choice and click the mouse, or use the space bar or Backspace key. You also can press and hold the Command key and then press I, J, K or M to move the cursor up, left, right or down. If you have a Macintosh+™, you can use the arrow keys to move the cursor. To change the direction of the cursor, move the pointer over the flashing arrow cursor and click the mouse, or press the ~ key in the upper left corner of the keyboard. Notice how the clues in the clue window change as you move the cursor around the grid.

Several additional keys perform shortcuts for you. Press Return to move the cursor automatically to the beginning of a word. A Tab keypress advances you to the beginning of the next word. If the Shift key is pressed along with the Tab key, the cursor moves to the beginning of the previous word.

When you are ready to type in an answer, position the cursor at the answer's first grid box and type in the answer. To erase a mistake, position the cursor over the mistake, hold the Shift key down and press the space bar (the cursor will move forward after deleting the character). Or, hold the Shift key down and press the Backspace key (the cursor will move backward after deleting the character). Also, you can position the cursor over an incorrect character and simply type a new character over the old one. To erase an entire word, hold the Shift key down and press Return.

**The Word List:** An alphabetical list of all of the puzzle answers appears in the upper right of the screen when you select **Show Word List** from the **Play** menu. To scroll through the list, move the pointer anywhere within the **Word List** window and click the mouse to activate the window. Use the scroll bars to scan the list, or use the grow box at the bottom right of the window to increase the window's size. To reactivate the grid when you're finished



viewing the **Word List**, move the pointer anywhere within the grid and click the mouse. To remove the **Word List** from the screen, select **Hide Word List** from the **Play** menu.

**When You Need a Hint:** If you're stumped and need a hint, open the **Play** menu and select **Box Solution** to see the correct answer to the grid box under the cursor, select **Word Solution** to see the correct answer for the entire word in which the cursor rests, or select **Puzzle Solution** to see all of the correct answers to the puzzle and your score. When you select **Puzzle Solution**, the backgrounds of boxes that contain correct answers that you have typed will invert. To turn off a box or word solution, simply click the mouse. To turn off the puzzle solution, select **Hide Solution** from the **Play** menu.

**Scoring:** *Crossword Magic* automatically keeps track of how you're doing when you play a puzzle. Select **Count Wrong** from the **Play** menu to display the number of grid boxes that you have answered correctly, the number answered incorrectly, and the percentage of grid boxes answered that have been answered correctly. If you select **Show Wrong** from the **Play** menu, a question mark appears in the grid boxes that contain incorrect answers and the right/wrong/percentage score is displayed. To remove the scores from the screen, simply click the mouse.

**Saving a Played Puzzle:** You can save your progress in a puzzle that you're playing by selecting **Save** or **Save As** from the **File** menu. You'll also be asked if you want to save your progress if you select **Quit Play** from the **Play** menu or **Quit Puzzle** or **Quit Program** from the **File** menu. See the section entitled "LOADING/SAVING PUZZLES" for details about saving.

## SECTION FOUR

### LOADING / SAVING PUZZLES

**Loading a Puzzle:** To load a puzzle for editing, completion or printing, select **Open** from the **File** menu. To load a puzzle for play, select **Play** from the **File** menu.

A window opens that displays the puzzle titles on the disk. Use the scroll bars to the right of the titles to scroll through the list of puzzles. Move the pointer to the puzzle that you wish to load and double-click the mouse. The selected puzzle will load into the computer's memory. Note: You can use a second disk drive, if you have one, to access a data disk for loading and saving puzzles.

Note: There are several demo puzzles on the *Crossword Magic* program disk.

**Saving a Puzzle:** Be sure to save your puzzles or dictionaries to a data disk rather than the *Crossword Magic* program disk. You'll be prompted to save any progress that you've made when you select **Quit Puzzle** or **Quit Program** from the **File** menu. In addition, puzzles can be saved at any time, whether you're creating one or playing one, finished or unfinished. Select either **Save** or **Save As** from the **File** menu. To save a puzzle for the first time, select **Save**. You'll be prompted to name the puzzle. You'll be given the opportunity to change the disk or disk drive to save to. Once a puzzle has been saved and **Save** is selected again, no window will open on the screen and you won't be prompted for any information. **Save** automatically saves the puzzle using the default title to the disk in the disk drive that was active when **Save** was selected. Be careful not to save to your program disk! **Save** also automatically erases any other puzzle on the disk that has the default title. To change the puzzle name or double-check which disk drive is active or which disk is in the drive before a save is attempted, select **Saves As**. When **Save As** is selected, a window opens that gives you the opportunity to check, and change if necessary, the puzzle name, disk, and active disk drive (if you have more than one). In addition, **Save As** only erases puzzles on the disk of the same title if you indicate that it's OK to do so in response to the "Replace existing<filename>?" prompt.

Note: When saving an unfinished puzzle, "(inc)" is added automatically to the puzzle name to indicate that the puzzle is incomplete. The "(inc)" will appear after the puzzle name on the disk's directory of saved puzzles. In addition, when saving a puzzle that you are playing, you are prompted to enter up to three initials. The initials you enter will appear after the puzzle name on the disk's directory of saved puzzles.

## P R I N T I N G   A   P U Z Z L E

Select **Print** from the **File** menu. A window opens that prompts you to enter a name to be printed at the top of the puzzle if the puzzle hasn't been named previously. In addition, a list of printing options appears. Type in a puzzle name or, if a name already exists, alter it if you want to. To select any of the options listed, move the pointer inside the box to the left of a desired option and click the mouse to select it (an "X" appears in the box when an option is selected). When you have made your choices, make sure that your printer is on-line or "selected," move the pointer to the **Print** button, and click the mouse. To escape from the print window before you select **Print**, move the pointer to the **Cancel** button and click the mouse. To interrupt printing after it begins, move the pointer to the **Stop** button and click the mouse.

Note: Puzzles can't be printed in play mode.

An explanation of the printing options appears below.

<b>Puzzle:</b>	Prints the puzzle grid.
<b>Clues:</b>	Prints the list of clues.
<b>Word List:</b>	Prints an alphabetical list of all of the answers that have been used in the puzzle.
<b>Answers:</b>	Prints the puzzle answers.
<b>Unused:</b>	Prints all words in the <b>Unused Word</b> window.
<b>Blackouts:</b>	Shades empty grid boxes on the printout. When not selected, no grid boxes appear where there are no answers.
<b>Box numbers:</b>	Adds numbers to grid boxes that contain the first letter of an across or down answer. In a normal puzzle, <b>Box numbers</b> would be selected.
<b>Dictionary:</b>	Prints the contents of the dictionary if one has been created or opened from a disk.
<b>Fanfold:</b>	Select if you use standard, continuous-feed paper.
<b>Single Sheet:</b>	For printing single sheets of paper. Printer will stop at the end of a sheet of paper.

# QUICK REFERENCE

## K E Y B O A R D   C O N T R O L S

**A-Z, 0-9, +-\*/=:**

Valid characters for answers on grid. Can be typed into blank spaces on grid at flashing arrow cursor. Can also be typed directly over mistakes on grid without having to erase the mistake first.

**Space bar:**

Advances flashing arrow cursor to the next grid box in the puzzle when grid is active.

**Shift + Space bar:**

Erases character from grid box on which flashing arrow cursor rests, then advances cursor to next grid box when grid is active.

**Backspace:**

Moves the flashing arrow cursor back or up one box when grid is active.

**Shift + Backspace:**

Erases character from grid box on which flashing arrow cursor rests, then backs cursor up to previous grid box when grid is active.

**` or ~:**

Toggles the direction of the flashing arrow cursor between across and down when grid is active.

**Command + I, J, K, or M:**

Moves flashing arrow cursor up, left, right or down when grid is active.

**Return:**

When playing a puzzle, moves flashing arrow cursor to the beginning of a word when grid is active. Otherwise, enters answers, clues, unused words and dictionary entries.

**Tab:**

When playing a puzzle, advances flashing arrow cursor to the beginning of the next word when grid is active.

**Tab + Shift:**

When playing a puzzle, moves flashing arrow cursor to the beginning of the previous word when grid is active.



## MOUSE CONTROLS

Make sure that the grid window is active and that the pointer is positioned over the grid box that you wish to have an effect on before attempting to use the keyboard/mouse features described below.

Keys Depressed			Mouse Action		Result
Option	Shift	Command	Click	Drag	
			X		Makes flashing arrow cursor appear in grid box. (Click again to change cursor direction.)
		X	X		Selects (highlights) answer under pointer on grid when <b>Clue</b> window is active.
	X		X or	X	Deletes character in grid box (more than one at a time if mouse is dragged) when <b>Answer</b> window is on screen.
				X	Moves entire section of connected answers from one area of the grid to another when <b>Answer</b> window is on screen.
		X		X	Moves entire word from one area of the grid to another when <b>Answer</b> window is on screen.

Keys Depressed			Mouse Action		Result
Option	Shift	Command	Click	Drag	
	X	X		X	Moves a single grid box from one area of the grid to another when <b>Answer</b> window is on screen.
X		X		X	Copies a word that you can then move to a different location on the grid when <b>Answer</b> window is on screen.
X	X	X		X	Copies a single grid box that you can then move to a different location on the grid when <b>Answer</b> window is on screen.

## M E N U   S E L E C T I O N S

### THE FILE MENU

<b>New:</b>	Sets up an empty 20X20 grid for a new puzzle.
<b>Open:</b>	Lets you select a puzzle to load from a disk for completion or printing.
<b>Play:</b>	Lets you select a puzzle to load from a disk for playing.
<b>Save:</b>	Save a puzzle with the default name (erases any puzzles of the same name on the disk).
<b>Save As:</b>	Lets you save a puzzle to disk and prompts you for the name of the puzzle.
<b>Print:</b>	Print puzzle grid, clues, word list, answers, unused words or dictionary.
<b>Open Dictionary:</b>	Lets you select a dictionary to load from a disk.
<b>Save Dictionary:</b>	Save a dictionary to a disk.
<b>Close Dictionary:</b>	Erase a dictionary from memory (but not disk).
<b>Quit Puzzle:</b>	Remove puzzle from the desktop and erase it from memory (but not disk).
<b>Quit Program:</b>	Exit <i>Crossword Magic</i> and return to Finder.

### THE EDIT MENU

<b>Undo:</b>	Deletes the last (highlighted) answer(s) placed on the grid through the <b>Answer</b> or <b>Unused Word</b> windows.
<b>Cut/Copy Paste/Clear:</b>	Can be used for editing in <b>Answer</b> , <b>Clue</b> , and <b>Unused Word</b> windows.
<b>Erase Unused:</b>	Erases all unused words from window. Unused words are retained, even after the puzzle is completed, unless you erase them using this command.
<b>Erase Clues:</b>	Erases all clues that have been entered. If a dictionary is currently open, erasing the clues causes a rescanning of the dictionary. This allows easy creation of multiple puzzles that use the same grids but different clue dictionaries.
<b>Erase Grid:</b>	Erases entire grid, including answers and clues.
<b>Dictionary:</b>	Opens a dialog window for the creation and editing of dictionaries.

## THE GRID MENU

- Relocate:** Moves the last (highlighted) answer(s) placed on the grid through the **Answer** or **Unused Word** windows to a new location on the grid, if one is available.
- Zoom:** Toggles puzzle between maximum grid size and minimum grid size.
- Mark:** Turns grid box marking on. When playing or printing a puzzle, marked boxes appear as answers on the grid. Available only when **Clue** window is on screen.
- Correct:** Turns grid box marking off. Allows changing (correcting) of grid boxes while the **Clue** window is on the screen.
- Mark Symbols:** Marks all mathematical symbols that appear on the grid (+ - \* / =).
- Mark All:** Marks all of the boxes on the grid, which essentially makes the grid an answer sheet (a printout of the puzzle with all boxes marked makes an excellent hard-copy answer sheet).
- Unmark All:** Clears all "marks" from boxes.

## THE PLAY MENU

- Test Play:** Lets you check the playability of a puzzle while still in the process of creating it. Available only when **Clue** window is on screen and all answers have clues.
- Count Wrong:** Displays the Right/Wrong box count when playing.
- Show Wrong:** Displays the Right/Wrong box count and places a "?" in boxes that contain wrong answers when playing.
- Box Solution:** Displays the solution to the box within which the cursor rests when playing.
- Word Solution:** Displays the solution to the word within which the cursor rests when playing.
- Puzzle Solution:** Displays the solution to the entire puzzle and inverts boxes in which the correct solution was typed during play.
- Hide Solution:** Hides the solution to the puzzle after "Puzzle Solution" has been selected when playing.

**Show/Hide Word List:** Displays (or hides) **Word List** window, which contains all of the answers, when playing.

**Quit Play:** Exits play mode.

### THE SPECIAL MENU

**Lefthanded:** Flips the mouse pointer to a left-handed orientation.

**Righthanded:** Flips the mouse pointer back to a right-handed orientation after "Lefthanded" has been selected.

### THE FONT MENU

**Plain:** Regular characters for grid display and printouts.

**Bold:** Bold characters for grid display and printouts.

## P R O G R A M   L I M I T S

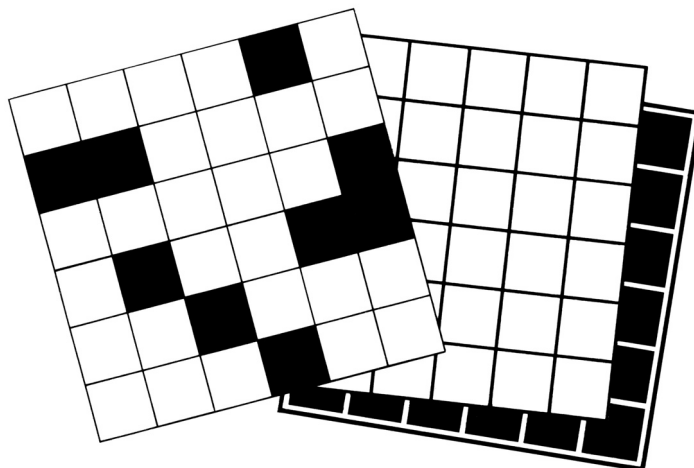
**Puzzle Size:** 5x5 boxes minimum/20x20 boxes maximum

**Puzzle Name:** 14 characters maximum

**Puzzle Answers:** 2 characters minimum

**Puzzle Clues:** 72 characters (3 lines) maximum

**Data Disk Storage:** Approximately 90 puzzles per side (puzzle size can affect total greatly)



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