

# HV

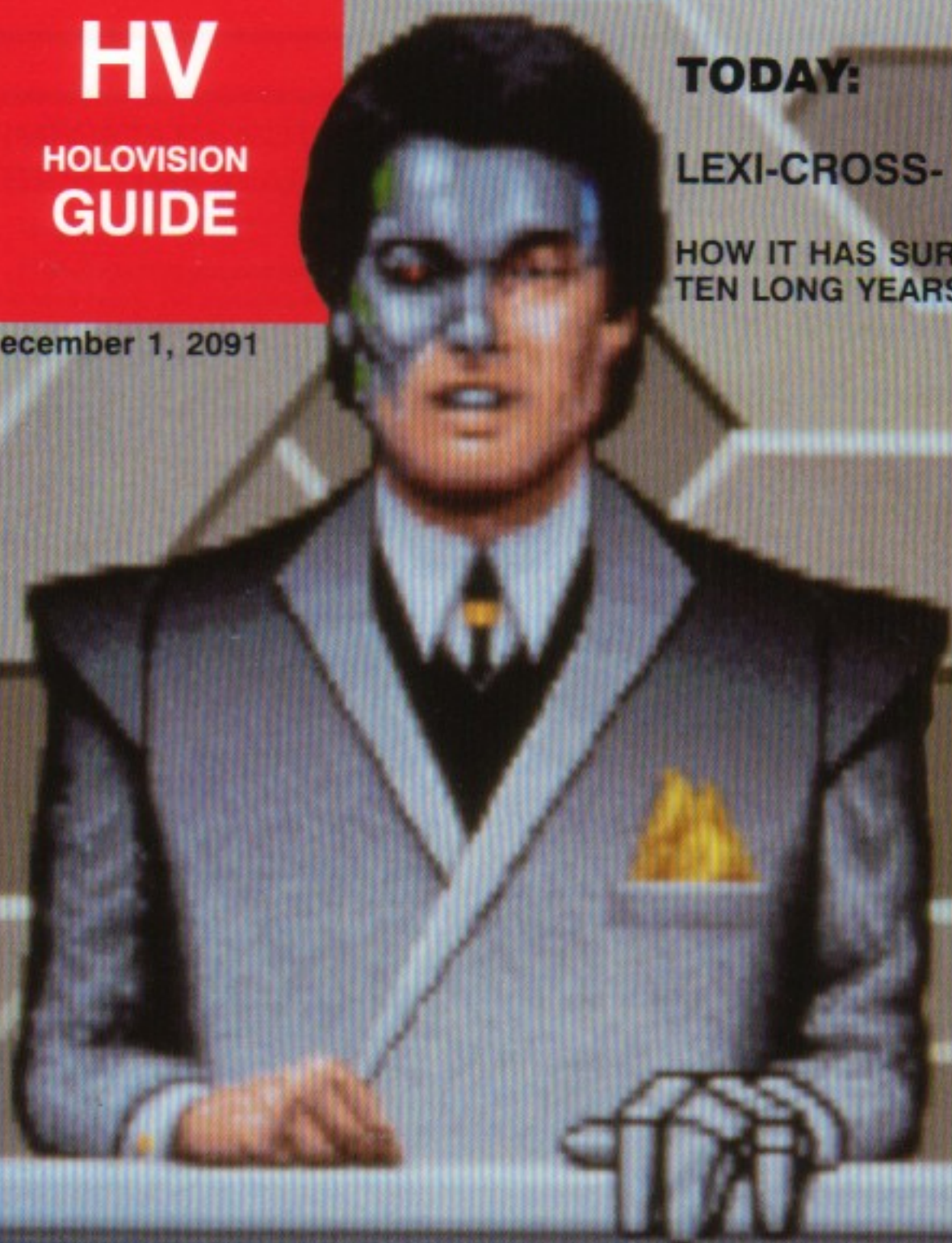
## HOLOVISION GUIDE

December 1, 2091

**TODAY:**

**LEXI-CROSS-**

**HOW IT HAS SURVIVED  
TEN LONG YEARS**



**ALSO:**

**Violence On HV -**

**Have We Gone Too Far?**

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## IMPORTANT NOTICE TO FIRST-TIME READERS

Dear Readers:

Please note that program information is for Saturday only. For information about tomorrow's programs, pick up the HV Guide tomorrow morning, or have it delivered straight to your house via Teleport Express, where you can have it beamed to your coffee table at 6:00 AM each morning.

For those of you using this guide in conjunction with the LEXI-CROSS home version, read below:

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## PLAYING LEXI-CROSS ON THE IBM/TANDY OR 100% COMPATIBLES

LEXI-CROSS requires at least 512K of memory in Tandy/EGA/CGA modes and 640K for VGA. Make sure that you are playing on backup copies of your original LEXI-CROSS disks. Refer to your DOS manual on how to make backups.

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## LOADING INSTRUCTIONS

1. Boot your computer with DOS. If you have a joystick or a mouse, make sure it is connected and the driver installed.
2. Insert the LEXI-CROSS disk marked STARTUP. Make sure you are at the appropriate DOS prompt for the location of your LEXI-CROSS disk.
3. If you want to install LEXI-CROSS to your hard disk, type

### INSTALL

4. Typing

### LEX

at the DOS prompt will begin execution, but a number of command line options are also available.

The format for these options is as follows:

**LEX [option] [option] [option] ...**

To show the list of command line options type

**LEX ?**

at the DOS prompt with each option separated by a space.

These options override the defaults as established on the "LEX Default Options". Later options in the command line take precedence over earlier ones. Bringing up the "LEX Default Options" negates any of the other options since they will be setup on this screen. If an option does not make sense, such as requesting a Mouse when one is not attached to computer, then an error message will appear stating the problem followed by the "LEX Default Options" screen.

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## LEXI-CROSS Default Options

This screen will come up automatically the first time LEX is played and will continue to do so as long as the options picked are not stored to disk. It allows the user to establish such options as graphics mode, sound board selection, default player controls, as well as some customized game playing preferences.

For those who want to know more about the home version of LEXI-CROSS, we recommend the following articles found in this guide:

**LEXI-CROSS -- How it has Survived Ten Long Years (Rules of Play)**

**For the Technically Minded (Description of playing options)**

**An Interview With Zardog (Playing tips)**

Read the file README.DOC for further information or additions which can be found on this disk (type

**TYPE README.DOC**

## TODAY'S FEATURES IN YOUR HV GUIDE

- New Inventions: Hologvision Goes Beyond the Third Dimension Page 4
- Beeps and Bonks Page 6
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## Introducing New Input Devices From INTERPLAY

*Where The Concept Of Input  
Takes On A Whole New Meaning.*

When using your home unit of Lexicross, if input from a MOUSE or JOYSTICK is being used (see LEX Default Options) then the following are equivalent to keyboard inputs:

KEYBOARD	MOUSE	JOYSTICK
Return Key	Left Button	Button #1
ESCAPE Key	Right Button	Button #2
Arrow Keys	(Mouse Movement)	(Joystick Movement)

Solving the puzzle REQUIRES the use of the keyboard. Also, letters may be picked and vowels chosen by hitting the corresponding key on the keyboard regardless of the input device selected.

### SPECIAL OFFER

*For the low, low price of 899 credits you can have the LEXI-CROSS SPECIAL KEYS!!! Yes you can have such memorable keys as*

F1 - the PAUSE GAME KEY. This can be useful if Game Timer is ON.

*Also included are*

F2 - the TOGGLE SOUND ON/OFF key -- This can be useful if you want to turn off the sound effects.

F3 - the TOGGLE TIMER ON/OFF key -- This is accessible only during practice rounds. For beginners, having the TIMER OFF can aid in learning and reduce stress.

F4 - the TOGGLE MUSIC ON/OFF key -- This will turn the

background music on and off during the course of the game.

*Remember the first time you pressed*

F5 - the GIVE UP AND REPLAY ROUND key -- This can only be used during Living vs. Living or Living vs. Modem. Useful if both sides can't figure out the puzzle and wish to start the round over with a new puzzle.

*And*

F6 - the TOGGLE SOUND FROM PC/SOUND BOARD -- This key toggles the sound between the PC internal speaker and your sound board (if available). If you have no sound board, nothing will happen.

*Of course we also include the memorable*

F7 - the EXIT key. Quits and exits to DOS. No history is kept, puzzle is not revealed, and game is not saved.

*As well as the newly created*

F8 - REVEAL PUZZLE AND EXIT - Reveals puzzle answer and then quits as in F7.

*Yes, you can have all these keys which function during normal play of the LEXI-CROSS game for the low price of 899 credits.*

**ORDER YOURS TODAY!  
CASH OR CREDIT  
...NO C.O.D.'s**

### The 17th Edition of the HOME VERSION of LEXI-CROSS!

- Play along at home!
- Available exclusively through Interplay!

## NEW INVENTIONS:

# Holovision Goes Beyond the Third Dimension

*By Hunter Birnelle, I.P.P. Syndicate*

At a recent press conference Dr. S. T. Ench revealed his latest breakthrough for Holovision.... Smell-o-Vision!!! It uses an unstable molecule base to create any odor that is digitally encoded on a side-band of the transmission. This will add a whole new dimension to advertising. Restaurants will be able to entice you with not only the look of a meal but odors of its mouth-watering meals. Dr. S. T. Ench also noted that the first HV show to utilize it will be LEXI-CROSS. "Ah yes, LEXI-CROSS will be the first to use the new technol-

ogy. The lovely ROBANNA SILVER will be using her new line of fragrances on the show.

They are so sweet, I hope

SMELL-O-

VISION will be able to do them justice. Yes ROBANNA is so beautiful," Dr. Ench sighed.



## Cyborg Implants Can Increase Longevity

Honored scientist Dr. Pierre "French" Frye has announced that his experimentation with artificial limbs and body parts has not only been a success, but that humans who are willing to exchange off their old dying parts with his implantations will actually live longer, healthier lives. "Why work on saving the old," says Dr. Frye, "when you can exchange for the new!" Marcy Feldoid, the first

human to survive Dr. Frye's experiments, celebrates her 123rd birthday today. "I've never felt better!" exclaims Ms. Feldoid. "The new parts make me feel like I was when I was twenty." Opponents of Dr. Frye note that Ms. Feldoid actually has no human parts remaining and claim that even her brain is robotic. "Marcy Feldoid is as human as a moon rock," notes one opponent. "Dr. Frye is a mass murderer replacing people with robots." Whether or not you believe Dr. Frye, his Factory has received over one million applicants for treatment.

*Tonight on HVBO*

**Live from the third moon of Saturn!**



**Boxing at its very best!**

***SOLAR-RAY  
LEANARDO***

**VS.**

***IRONY-MARS  
TYSOON***

# "Beeps & Bonks"

Today in Holo-Vision Land we give the best (**BEEPS**) and the worst (**BONKS**) to the people and bots that make up the industry.

A **BONK** to the cast of "MARRIED, ... WITH CYBORGS" for sending a censor robot on a one-way journey to the center of the universe.

A **BEEP** to Amelia Urosoki, MATILDA on "ONE NANOSECOND AT A TIME, for donating 30 seconds of airtime to the Orphaned Robots Guild. Just goes to show how good humans can be to their metallic cousins.

A **BONK** to Kisbob the Unfriendly Alien for pandering to commercial interests and selling 30 seconds of his time for an unspecified amount of credits.

We're giving a **BEEP** to Simon LeFond (of DEBOB DEBOB fame) for not doing anything terribly dumb on the recent episode of "MISSION IMPROBABLE". As you may have seen, Simon played a small part as a stolen toaster oven.

Another **BONK** to Kisbob the Unfriendly Alien for eating this reporter's date to the 132nd Weekly non-Grammatical Awards.

A **BEEP** to the producers of the "SUPERDUPERFRIENDS" cartoon for using live actors instead of animation. This shows a real change and is a landmark in the history of animation.

A **BONK** to Cool Newsoid of "3600 SECONDS" for taking a bite

(and a swipe) at the Cyborg Olympic Fund. This is definitely a no-no.

A **BEEP** to the creators of "CHILDREN'S YOHO", a new Saturday morning children's show. It is 30 time-units of children (and other young robots, cyborgs, and aliens) playing with their YoHos.

A definite **BONK** to the zoo-keepers who let Kisbob the Unfriendly Alien out of his cage.

A **BEEP** to the cast and crew of "MAKE ROOM FOR GHANDI" for putting on such a good show at the recent SOLAR SYSTEM GOOD SHOW AWARDS. Such humility and grace for winning 30 of the top 42 awards and recognitions. Held on Pluto, the fireworks did not bother you if you were on Saturn or closer to the sun.

And finally, A **REALLY BIG BONK** to MICHELLA SAGANOID for blowing up the GOOD SHOW AWARDS building when she did not win a single award for her work as the heroine of "BYTEMAN". Fortunately, at this time no sign of Ms. Saganoid has been reported. She is currently listed as Missing in a Really Big Explosion. Along with this is a small **beep** to the demolition crew of SPUDSKY AND MACE, INC. who say that Pluto should be inhabitable again within two to three centuries.

- Maggie Simpleton,  
Syntax Error & the HV-Guide crew...

# Charles Asteroid of Jupiter *Body Building Capsules*

- *Are you tired of being a 9800 gram weakling?*
- *High gravity dragging you down?*

Well don't worry.

NOW the New Charles Asteroid  
Body Building Capsule will give you  
**MOUNDS OF MUSCLES IN MINUTES.**

The Choice of Stars:



*Balboaoid says "YO!"*

*Albert Schwarzenoid says, "I'll be back for more!"*

*The Bulkaroid, Intergalactic Wrestling SuperHeavy Weight  
Champion states, "Whatcha gonna do when I take TWO?"*

Send \$99.95 plus \$25,000 for shipping and handling to:

Charles Asteroid Body Building Capsules

1313 Bebopalula Shesmybaby

Erehwon, Jen Bohnson

District Loknar 10-85340856-29349-93499-49596 Jupiter

Sorry No COD's

**PROGRAMMING  
ANNOUNCEMENTS**

*Channel 212  
Announces  
Expansion of  
LEXI-CROSS  
Programming*

*By Hunter Birnelle I.P.P. Syndicate*

Mars Plutoson, program director of Channel 212 HVLZ, announced that LEXI-CROSS was expanding its horizons. The new programming will include specialty trivia shows covering several different fields. These are said to include: Sports, Cinema, Music, Literature, and History to name a few. These shows will cover only one field each. The channel, which already shows LEXI-CROSS in syndication 24 hours a day, plans on adding these new shows very soon.

*On the next  
Arseniod Hawl III Show*

Up front and personal with Lexi-Cross' very own ROBANNA!  
Find out:

- Who (or what) she likes to interface with!
- What she REALLY thinks about Chip Ramsey!
- Where she buys her clothes!
- Why she bothers to wear them!

**Madame Long's  
Neo-Chinese  
Food Delivery  
Service**

*"Soybean Sushi  
our Speciality"*



*Now Delivering  
to All the Planets  
in the Solar  
System In 30  
PicoSeconds  
or Less!*

*Call Vidphone  
1-978-4321-LONG  
for a pleasing meal.*

**EDIBLE FAXES AVAILABLE**

## PROGRAM LISTINGS FOR SATURDAY DECEMBER 1, 2091

- (2) HVBS -- HOUSTON, EARTH
- (4) HVBC -- GALILEO, MOON
- (7) HVAC -- NEW YORK, EARTH
- (9) HVDS -- DARK SIDE, MOON
- (120) HVNP -- NEPTUNE
- (134) NVST -- IO, MOON OF JUPITER
- (212) HVLZ -- ASTEROID BELT
- (SPRT) -- ALL SPORTS CHANNEL
- (HVBO) -- HOLOVISION BOX OFFICE

### *Morning 6:00 ----*

- (2) "THE NEW PARAXENO BIOLOGY-ZOO REVUE"
- (4) "THE REAL SLIMEBUSTERS"
- (7) "THE MURF ADVENTURES"
- (9) "MY FAVORITE SATURNIAN"
- (120) SUPERDUPERFRIENDS"
- (134) CHILDREN'S YOHO"
- (212) "LEXI-CROSS"
- (SPRT) "NO IMPACT AEROBICS"
- (HVBO) "THE 3.21 STOOJIES"

### *6:30 ----*

- (2) "BOPPO BUNNY AND FRIENDS"
- (7) "THE ADVENTURES OF MURPHY MURF"

- (134) "THE BREAKFAST FOOD THAT ATE ME"

- (212) "LEXI-CROSS"

### *7:00 ----*

- (2) "YOUNG CYBORGS IN LOVE"
- (4) "CAPTAIN EARTH AND MISTER MARS"
- (7) "BING PONG, THE FRIENDLY RABBIT"
- (9) "THE KISBOB ALIEN HOUR"
- (120) "SUNRISE WITH DOC"
- (134) "WELCOME TO MY NEON ROOM"
- (212) "LEXI-CROSS"
- (SPRT) "HIGH-IMPACT, 6-G AEROBICS: WITH XANDERELLA"
- (HVBO) "SEND IN THE CLONES"

### *7:30 ----*

- (7) "BUSTER DUCK MEGA-CARTOON MINUTE"
- (212) "LEXI-CROSS"

### *7:31 ----*

- (7) "HILLBILLY BOT'S 29 MINUTE ETIQUETTE HOUR"

### *8:00 ----*

- (7) "SUPER SPY IN THE BANANA REPUBLIC"
- (9) "MURF'S ON PARADE"
- (120) "HOLOVISION SHOPPING NETWORK"
- (134) "TED TURING'S NEWS SATELLITE"
- (212) "LEXI-CROSS"
- (SPRT) "SATURDAY MORNING SPORTS"

### *8:30 ----*

- (2) "PHIL BRITT ON HOW TO EAT NUTRITIOUSLY"

- (4) "LEND A HELPING ARTIFICIAL LIMB"

(212) "LEXI-CROSS"

**9:00 ----**

- (2) "SOMETHING FOR ALL OF US (EVEN YOU)"

- (4) "THE MORKY MOOSE SHOW"

- (7) "BED & TILL'S EXCELLENT ADVENTURES"

(212) "LEXI-CROSS"

(HVBO) "IT'S A STRANGE, STRANGE, STRANGE, STRANGE, STRANGE SOLAR SYSTEM"

**9:30 ----**

- (2) "NOTHING FOR NONE OF US (ESPECIALLY YOU)"

(212) "LEXI-CROSS"

**10:00 -----**

- (2) "MR. STREETMONGER'S COMPUTER HOUR"

- (4) "THE DIZNEE SHOW STARRING... MR. DEE"

- (7) "STATION IDENTIFICATION FOR OUR OWN PURPOSES"

- (9) "MY FRIENDLY ROBOT"

(212) "LEXI-CROSS"

**10:30 -----**

- (7) "...THAT'S A WRAP (AND OTHER STOCKING STUFFERS)"

- (9) "STATION ID"

(212) "LEXI-CROSS"

**11:00 -----**

- (2) "UNIVERSAL: THE EVERYTHING SHOW"

- (4) "THE PLUTO CONNECTION"

- (7) "THE PHILLIS REGBIN

SHOW"

- (9) "THE OPEN WINDOW TALK SHOW"

- (134) "STATION ID"

(212) "LEXI-CROSS"

(HVBO) "THE CYBER-DECKERS"

**11:30 -----**

- (7) "IT'S 11:30... DO YOU KNOW WHERE YOUR CYBORGS ARE?"

- (9) "ALL MY LUGGAGE"

(212) "LEXI-CROSS"

**Afternoon 12:00 -----**

- (2) "TRANSLIGHT TRAVEL TIME"

- (4) "ADVENTURES IN TRIMONITE MINING"

- (7) "KISBOB QUOTES FOR KIDS"

- (9) "THE CITIZEN'S FORUM ... WITH PRAETOR WOLLOPER"

- (120) "STATION ID"

- (134) "SCOTT'S WAM BAM SLAMMIN GUITAR JAM"

(212) "LEXI-CROSS"

(SPRT) "SAFETY TIPS FOR GAS GIANT SKIERS"

**12:30 -----**

- (2) "STATION ID"

- (4) "ENDLESS DIRT: THE MOON STORY"

- (120) "THIS OLD TRAMP FREIGHTER"

***When on Jupiter stay at the Sigmund Freud Hotel!***

But, don't forget, you must have advanced reservations to be a guest of Sigmund Freud! Get them today!

(212) "LEXI-CROSS"  
(HVBO) "THIS OLD CRATER"

1:00 ----

(2) "IT'S A WONDERFUL  
PHOTOSYNTHETIC  
EXISTENCE"  
(4) "THE FRUGHON GOURMET  
CHEF OF THE STAR EMPIRES"  
(7) "AS THE PLANET TURNS"  
(9) "THE X.B.Z. AFTER-ACADEMY  
SPECIAL"  
(120) "SOLAROID PRESENTS:  
MOVIES 'TIL DINNER"  
(134) "IF THIS IS YOUR BRAIN ...  
THEN WHERE IS MINE?"  
(212) "LEXI-CROSS"  
(SPRT) "NULL-GRAVITY  
BASKETBALL"

1:30 ----

(9) "HOLLYWOOD  
RECTANGLES"  
(134) "ULTERIOR MOTIVES:  
SECOND GUESSING THE  
IMPOSSIBLE"  
(212) "LEXI-CROSS"

2:00 ----

(4) "THE WAY IT WAS...WITH  
FLASHBACK JAKK"  
(7) "QUANTUM PHYSICS WITH  
DR. NEBULUS"  
(9) "STATION IDENTIFICATION  
FOR OUR OWN PURPOSES"  
(134) "ONE POTATO...TWO  
POTATO..."  
(212) "LEXI-CROSS"  
(HVBO) "SPACE MASON, SON  
OF SPACE MA"

2:30 ----

(2) "SUNTANNING FOR  
CREDITS"

(7) "EVERY ALIEN HAS IT'S DAY"  
(9) "PARSEC BY PARSEC"  
(134) "NILA'S NOONER NANNY  
TIME"

(212) "LEXI-CROSS"

3:00 ----

(2) "KARL JUNG AND THE  
RESTLESS"  
(7) "SPECIFIC HOSPITAL"  
(9) "ROBOID'S STORY"  
(134) "THE GLASS ROSE OF  
SATURN"  
(212) "LEXI-CROSS"

3:30 ----

(4) "STATION IDENTIFICATION  
FOR OUR OWN PURPOSES"  
(212) "LEXI-CROSS"  
(HVBO) "JAMES BOT VS.  
TOASTER-OVEN MAN"

4:00 ----

(2) "XEN MONKISM: ATOP THE  
HIGHEST PEAK"  
(7) "SLAPPY DAPPY'S ICE  
CREAM HOUR"  
(9) "THE TRIALS OF ZETA  
GUMDUM"  
(134) "ORBIT!: THE SPINNING  
GAMESHOW"  
(212) "LEXI-CROSS"  
(SPRT) "GREAT MOMENTS IN  
TRANS-ORBITAL  
VOLLEYBALL"

4:30 ----

(9) "LEAD SPACESHUTTLE:  
METALLIC MUSIC"  
(134) "BILLY BLASTEROIDZ"  
(212) "LEXI-CROSS"

## 5:00 ----

- (2) "FIX YOUR OWN CYBERWARE"
- (4) "NEVER LOOK A GIFT IN THE VIDEO OPTICAL"
- (7) "MOTHER'S, INC. PRESENTS: WOW IS MOM SPELLED UPSIDE DOWN"
- (9) "INTERPLANETARY UPDATE"
- (134) "MY THREE CYBORGS"
- (212) "LEXI-CROSS"
- (SPRT) "BLACK & METALLIC BELT THEATER"

## 5:30 ----

- (2) "SATURNANZA"
- (4) "THE ROBOT CONNECTION"
- (134) "CASABLANCA"
- (212) "LEXI-CROSS"
- (HVBO) "INTERESTING DAYS"

## Evening 6:00 ----

- (2) "YOU KNOW... WHEN I SAID LET'S ALL GO"
- (4) "NEWS 'R' US"
- (7) "ALL THE NEWS THAT'S FIT TO MOLECULARLY TRANSMIT"
- (9) "ALL IN THE GALAXY"
- (120) "HORACE WEEDLEY'S NEWS HOUR"
- (134) "THE SECRET OF MY TURNIP PATCH"
- (212) "LEXI-CROSS"
- (SPRT) "STAR SURFERS"

## 6:30 ----

- (2) "SEAN SEBASTIAN'S SARCASM SHOW"
- (9) "THE INNER LIMITS"
- (134) "MY MOTHER THE HOVERCAR"
- (212) "LEXI-CROSS"

## 7:00 ----

- (2) "ORANGE JULIUS: WONDER CAT OF THE NORTH"
- (4) "MILLY VANILLA'S PUTTING ON THE HITS"
- (7) "THE ROBOT DOWNEE JR. SHOW"
- (9) "PAULA ABDULOID'S DANCE FEVER"
- (120) "ELECTRIC CURRENT AFFAIR"
- (134) "SESAME PLANET"
- (212) "LEXI-CROSS"

## 7:30 ----

- (2) "STELLAR TRAFFIC REPORT"
- (4) "ROBOT KNOWS BEST"
- (9) "ONE NANOSECOND AT A TIME"
- (212) "LEXI-CROSS"

## 8:00 ----

- (2) "MAKE ROOM FOR GHANDI"
- (4) "3600 SECONDS"
- (7) "STAR WRECK: The FINAL Generation"
- (9) "TWIN PARKS"
- (120) "HIGHWAY TO HEAVING"
- (134) "STATION ID"
- (212) "LEXI-CROSS"
- (SPRT) "TUFF SPORTS: COMPETITION ICE-SKATING ON MERCURY"
- (HVBO) "ROCKY JR. VIII"

*Visit the Diznee-Planet  
Fun Park NEW location  
on Pluto!*

**He was once part of us,  
now we're part of him...**

# HV Guide

8:30 ----

- (2) "I LOVE LUCITE"
- (134) "THE NEW GILLIGAN'S ISLAND"
- (212) "LEXI-CROSS"

9:00 ----

- (2) "MISSION IMPROBABLE"
- (4) "THE DICK VAN BYTE SHOW"
- (7) "HOUSTON"
- (9) "BYTEMAN"
- (120) "PLANET PARENTHOOD"
- (134) "B\*Y\*T\*E"
- (212) "LEXI-CROSS"
- (SPRT) "SOLAR-RAY LEANARDO VS. IRONY-MARS TYSOON"

9:30 ----

- (4) "MARRIED... WITH CYBORGS"
- (9) "YOUR HOME WITH OUR ROBOTS & GANG"
- (134) "INSIDE THE IBM"
- (212) "LEXI-CROSS"

10:00 -----

- (2) "THAT'S RIDICULOUS"
- (4) "SEVENTYSOMETHING"
- (7) "COP RAP"
- (9) "MY YAMI VICE"
- (120) "SASHA - LITTLE HUMAN IN A FUR COAT OR DEVIL DOG FROM HELL?"
- (134) "EAGLE'S NEST"
- (212) "LEXI-CROSS"
- (SPRT) "ZERO-G ARCHERY COMPETITION"
- (HVBO) "THE SUN NEVER ORBITS"

10:30 -----

- (2) "BETTER LIVING THROUGH SUPERIOR WATERPOWER"

- (7) "STRAWS OR SPOONS: HOW DO YOU DRINK YOUR MILKSHAKE?"
- (212) "LEXI-CROSS"

11:00 -----

- (2) "AJAX: WONDER CAT OF THE NORTH"
- (4) "CAB"
- (7) "JEERS"
- (9) "HOME BIO-GENETICS WITH ONE-EYE ESTER"
- (134) "BEAMING UP ALTAIR"
- (212) "LEXI-CROSS"
- (SPRT) "CHA NO ROW KYUNG-FU FOR ALIENS"

11:30 -----

- (2) "TOM WOO: COME TO MY SEMINAR"
- (4) "CIRCUITS BOY"
- (7) "TOSS YOUR COOKIES"
- (9) "THE ARSENIOD HAWL III SHOW"
- (120) "BULIMIA: HOW TO MAKE IT WORK FOR YOU"
- (134) "I'M STARVING"
- (212) "LEXI-CROSS"

*Late Saturday/Sunday*

*Morning 12:00 -----*

- (2) "SPACE COLONY II: THE SHUTTLE TRIP"
- (4) "TRANSPORTING MS. DAK'RON"
- (7) "RUBBER BOND 770: THE ALIEN CONSPIRACY"
- (120) "HUSCOL BEEKER'S ALIEN AFTER MIDNIGHT SPECIAL"
- (134) "LATE NIGHT MOVIE OF THE AFTERNOON"
- (212) "LEXI-CROSS"
- (SPRT) "REPLAY OF UNIVERSE"

BOWL V: MIAMI  
DOLPHINS VS. NEPTUNE  
NEBULAS

(HVBO) "SNEAK PREVIEW OF  
TOMORROW'S HVBO"

12:30 -----

- (7) "SKYTOWER 911"
- (9) "THE RETURN OF THE SON  
OF ROMBO III, JR"
- (120) "SATURDAY NIGHT  
HOLOVISIONS"
- (212) "LEXI-CROSS"

1:00 ----

- (2) "WACKY PET HUMAN  
TRICKS"
- (7) "SASHA SINGS THE BLUES"
- (212) "LEXI-CROSS"
- (HVBO) "BETTER OFF A  
CYBORG"

1:30 ----

- (2) "MISKATONIC U:  
UNDERCOVER"
- (7) "MATING HABITS OF  
GALACTIC BEES"
- (120) "US AGAINST I.C.E."
- (212) "LEXI-CROSS"

2:00 ----

- (2) "FORCE FACE: THE MORAL  
DEBATE"
- (4) "THE FATMAN: MYTH OR  
REALITY"
- (7) "WHAT THE HELL ARE YOU  
STILL DOING UP SHOW"
- (9) "MY PET ROSETTA STONE"
- (120) "THE FUN HOUR"
- (212) "LEXI-CROSS"

2:30 ----

- (4) "THE ART OF BEVERAGE  
APPRECIATION"

- (9) "WHY I BLOW MY NOSE"
- (212) "LEXI-CROSS"

2:40 ----

- (2) "SASHA: WONDER DOG OF  
THE NORTH"
- (HVBO) "SOLAR GEOGRAPHIC  
PRESENTS: C.H.O.N. 4  
LIFE"

3:00 ----

- (4) "CHIPS AND DIP"
- (7) "YOU'RE STILL UP? GO TO  
BED SHOW"
- (120) "WHERE'S BUTTER?"
- (212) "LEXI-CROSS"
- (SPRT) "PLANETARY POLO  
AMONG THE  
ASTEROIDS"

3:15 ----

- (HVBO) "THE AMITYVILLE  
PLANET"

4:00 ----

- (2) "COOKING WITH MATT -  
HOW TO LIVE ON  
QUESADILLAS"
- (4) "COCKTAILS WITH CRAMER"
- (7) "I CAN'T BELIEVE YOU'RE  
STILL UP SHOW"
- (212) "OFF THE AIR"
- (SPRT) "JOGGING TO MARS  
AND BACK"

5:00 ----

- (2) "INTERPLAY: THE SERIES"
- (4) "HOW TO AVOID HANG  
OVERS"
- (7) "WELL YOU MIGHT AS WELL  
STAY UP ALL NIGHT NOW  
SHOW"
- (SPRT) "PAT YOUR HEAD AND  
RUB YOUR BELLY..."

## "Today in Hollysteel"

Gossip seekers went absoLUTely wild when major HV star ROBANNA made it clear to the press and insiders, that in no way was she actually going to quit LEXI-CROSS to join an interstellar vid company for the making of the history of her and Chip.

She did say that it was possible that she would make the historical vid, but that it would not interfere with the taping of the popular game show.

Also, a small rust blemish was not seen on the skin of the popular letter-turner, is it possible she's been to a factory-approved mechanic?

Elsewhere in the noisy news, people turned out Friday for the 132nd Weekly edition of the non-Grammatical awards. This reporter won too! Many people and 'bots were amazed at the small turnout. Is it possible that this award is given too frequently?

Marvee Russelbot, manager of HoloAward Productions, said that "people like award ceremonies, so we give them what they want..." and that the awards would continue until noBOTy showed up and the Newton scores zeroed.

- Nocturnal Nose, Gossip Bot

## TODAY'S FEATURE LEXI-CROSS -- How it Has Survived Ten Long Years

*by Harold Paul Ness, staff reporter*

On this, the tenth anniversary of LEXI-CROSS, we at HV Guide felt that an in depth study of the show's inner workings would help to explain how it has survived longer than any other show currently on holovision. But first, a brief history:

LEXI-CROSS was an idea borne by famed talent coordinator and producer Peter Oliphant. Famous for his continuous successes with game shows it was only natural for him to conceive of the Ultimate Game Show, LEXI-CROSS. But when Peter confronted the networks with his idea to go into prime time with his show, they balked.

"I didn't see its potential," said HVBC president, Brenda Tartisnee. "God, I was blind. It's just that we had tried game shows in prime time with no success before. I'd give my left arm to have the chance to get that show back now..."

Facing rejection at every turn, Peter turned to rebel station HVLZ, station 212. Then President Moon Carload took the gamble.

"I had nothing to lose at the time," World President Moon admits

humbly. "Our ratings were down and we needed a break. Peter came along at just the right time."

Well, we all know the story from here. LEXI-CROSS shocked the nation becoming the number one rated show from its inception. HVLZ sold the show to rival HVBS for a record three trillion credits propelling HVBS to the top of the networks for the last ten years. Rival networks put their best shows up against it, but nothing even put a dent in its ratings. LEXI-CROSS has become a foundation on Saturday night HV.

So this reporter went for an inside look at the game. Disguising myself as an average citizen trying to be a contestant, I went in for a tryout. Here's what I discovered:

## CONTESTANT TYPE

*(I went in to the LEXI-CROSS office and the clerk handed me a sheet of general information and disclaimers to fill out and gave me a booklet containing the RULES OF LEXI-CROSS--which I have included herein--to study. It told me to report back in two days and to decide what type of opponent I'd like to face.)*

The first decision to be made is "who" is going to play the next game/show. The options are:

**LIVING VS. LIVING**  
**LIVING VS. ROBOT**  
**ROBOT VS. ROBOT**  
**LIVING VS. MODEM**

"LIVING VS. LIVING" should be selected for a two-player game.

"LIVING VS. ROBOT" is for one person against a computer opponent.

"ROBOT VS. ROBOT" will cause two computer opponents of equal intelligence (*randomly selected level between 3-5*) to play against each other. This can be used to demo LEXI-CROSS or just to watch, similar to a "regular" gameshow.

Computer opponents are represented visually in the game as Robots while "living" players are represented graphically by a character from one of the nine planets of the solar system. (*see Pristine Mint, below*).

"LIVING VS. MODEM" is used to allow a two-player (*On The Air*) game to take place over the telephone line via a modem. Note that both players must have both the entire LEXI-CROSS product and (*of course*) a phone/modem combination! Follow the on-screen directions to make connection with other player.

*(Of course I selected to play against a ROBOT. I wanted the FULL challenge of the game. But then I had to select the intelligence of my robot opponent. As we all know, the only way to be shown on HV is to select the GENIUS level.)*

## ROBOT INTELLIGENCE

This selection menu appears only if "LIVING VS. ROBOT" is chosen from the Contestant Type menu. The user may select how "smart" his robot opponent will be. There are five levels with the higher the level the smarter the robot opponent will be. Additionally, "TOURNAMENT MODE" may be chosen. This is for a marathon session. The player is first pitted against a robot player of level 1. Every time a player wins a full game (three rounds and bonus round) against a robot he/she is then pitted against one of a level one higher. If the player loses twice against a robot then he/she drops to a level one lower. The object is to rise to the top in as few games as possible.

*(After selecting my robot opponent, all potential contestants had to run through several PRACTICE rounds before being allowed ON THE AIR. If we couldn't hack in PRACTICE, we were let go. My group which had started with 25 humans and cyborgs was down to three by the end of the PRACTICE sessions. They were brutal.)*

## TYPE OF GAMESHOW

There are two types of games available for play. One is a no frills version called "PRACTICE". The

other is the full feature version called "ON THE AIR".

"PRACTICE" skips all of the gameshow trappings and goes directly to the heart of the competition. There is no commentary on play, no contestant introductions, no establishing shots, and no between round banter. Just game play. If this option is selected another menu pops up called "TIMER STATUS". The player(s) should select whether or not the game timer is turned ON or OFF. If ON players are required to make decisions in a given time limit or else their turn is forfeited. If OFF then there are no time limits and players may take as long as they like to make their decisions. During Practice players may change their mind before "it's too late" in some instances.

"ON THE AIR" has all of the trappings of a typical gameshow. These include a title sequence, establishing shots, commentary on play, contestant introductions, between round commentary, final words, and credits. The Game Timer is ON and all actions players take are final. Additionally, all On The Air matches go into the record book and become part of the player's and LEXI-CROSS' history record.

*(Finally we were ready to go live. They told me to arrive ten hours early for final prepping. I passed by the dressing room of my opponent to be, Robby the Robot and was getting quite nervous. But all my tensions were relieved by the lovely Pristine Mint, who personally handled my wardrobe,*

*makeup, and ANYTHING else that I needed. By the time she was finished with me, I was as relaxed as a Holo-Glider in the Outer Dimensions.)*

## PRISTINE MINT

### Backstage Assistant Extraordinaire

Whenever one or more Living Contestants are involved a visit to the beautiful backstage assistant Pristine Mint is required. Following her instructions and answering her questions each living contestant establishes vital information about his or herself, including visual appearance of their alter ego on the show.

When Pristine asks for the contestant's NAME the same name should be used as previously used if the player has played before. In this way the player's history is kept track of during On The Air play, which is used to establish Inter-galactic Records. If player is playing for the first time then he/she should pick a name they like and can easily remember. They should be original and imaginative. When filling out the questionnaire the UP/DOWN arrow keys are used to select from the choices and the RETURN key is used to accept the option showing. The COLOR selection is used to establish a first and second choice for the color of the tiles used on the player's side during the game. The two players during a particular show must have

different color tiles. If there is no conflict then each player gets his or her first choice. If there is a conflict with first choices then the player on the right gets his/her second choice. If RANDOM is selected as a choice then this means the player does not care what color comes up. The information contained in the questionnaire may be updated in the future as desired.

When a player chooses an image for his character the body parts of HEAD, BODY, LEFT ARM (*visually*), and RIGHT ARM are picked in that order. The choices allowed for each image depends on the Planet and Sex established in the questionnaire. To cycle through the choices for the various body parts hit any key (*except the RETURN KEY*), and use the RETURN KEY to accept the choice on the screen. To change any part of the image once established the entire process must be done from scratch. If only one choice for a body part is available then it is automatically chosen and need not be accepted.

*(My actual time on the air seemed like a tenth of a nanosecond. I was quickly and soundly humiliated by Robby and was yanked from the stage. Chip and Robanna never even spoke to me, except in the context of the game. I was receiving my parting gifts and being pushed out the door before even getting warmed up. I looked down at the RULES OF LEXI-CROSS hoping to find some loophole that would allow me back on stage, but I could find none.)*

# RULES OF LEXI-CROSS

## Description:

The object of the game is to reveal the words which are concealed under a matrix of tiles and then solve the puzzle that the words suggest by typing in the answer before one's opponent. Points are scored for positive results, and three rounds are played with the point values scored doubling and tripling in the second and third rounds. The player with the highest score after all three rounds is declared the winner and is then allowed to play the Bonus Round. If successful in solving the Bonus Round the player's score will be more than doubled. If the game was not a practice match but instead was on the air then he/she/it is granted access to visit the LEXI-CROSS Hall of Fame. If the player's score was within the top five highest scored in the history of the show then that player is inducted into the Hall of Fame where a bust of him/her/it is placed on the appropriate mantle and the player's statistics may be viewed by pressing the appropriately numbered key.

## Setup:

At the beginning of each round a puzzle of one of four types is randomly selected (*see LEXI-CROSS Default Options*). The words which

make up the puzzle are then hid behind BOTH player's matrices. Although the exact same words are hidden behind each matrix, the position of any particular puzzle word will likely differ behind each matrix. Words may cross at common letters, but two words in the same matrix will not touch unless they cross. Two words crossing on one player's matrix does NOT imply that they cross on the other player's matrix. A number of special tokens are also hidden behind each of the two matrices. Each matrix has the exact same tokens hidden; but again, not necessarily at the same locations. The round scores of each player is set to zero and all tokens which a player is still in possession of from the previous round are removed. The player who won the previous round begins the new round, with the first round begun by a player picked randomly.

## Turn Play:

Players take turns alternately. The player who's turn it is the one listed in the Name Box located at the top of the Action Screen which takes up the bottom half of the game play screen. During a turn a player may do any one of four possible actions when available: REVEAL A TILE, PICK A LETTER, CHOOSE A VOWEL, or SOLVE PUZZLE. This action is selected from the Main Menu which first appears at the beginning of each player's turn inside the Action Screen.

## Reveal a Tile

A player reveals a tile by moving Robanna to one which was previously unselected and hitting RETURN (*see below for input devices other than the keyboard*). What happens next depends on what was concealed behind the tile revealed. If a piece of the puzzle was revealed, indicated by either a blank white tile or a red or white lettered tile, then the player may continue his/her/it's turn. If there was nothing concealed (*a Blank*) then the player's turn is over (*unless in possession of an Extra Turn or Safety Token. See below*). Otherwise, one of the following Tokens was revealed:

**POINT TOKEN** - indicated by a flashing plus or minus sign. If it is a PLUS Point Token then the player scores the number of points indicated in the Action Screen. An equivalent amount is subtracted from the opponent's score, unless the opponent does not have enough points, in which case his/her/it's score becomes zero. Additionally, the player's turn continues. If it is a MINUS Point Token then the number of points indicated in the Action Screen is added to the opponent's score while up to the same amount is subtracted from the player's score. If the player does not have enough points then his score goes to zero. Additionally, player's turn ends (*unless in possession of Extra Turn or Safety Token*).

**VOWEL TOKEN** - indicated by a flashing token with the letters "aeiou" within it. The Vowel Token is stored on the side of that player's matrix and his play continues. See "PICK A VOWEL" for usage of Vowel Tokens. Exactly five Vowel Tokens are hidden on each player's matrix, one for each of the vowels A,E,I,O, and U.

**SAFETY TOKEN** - indicated by a flashing token with the word "safe" on it. The Safety Token is stored on the player's side of the Action Screen and his play continues. The Safety Token can be used at various times when the player would otherwise have his/her/it's turn end. The events at which a Safety Token may be used are: Revealed a Minus Point Token, Poke Token, Lose Safety Token, or a Blank; or the Wheel landed on a "END OF TURN" or "BANKRUPT". A Safety Token does not HAVE to be used and instead the player is first asked. If the player decides to use a Safety Token then it goes over to his opponent's side. When a round begins there is always a total of four Safety Tokens - exactly two hidden in each player's matrix.

**LOSE TURN** - indicated by a flashing "lose" followed by a flashing "turn". The player's turn not only ends but his opponent is given two turns. This is indicated by a marker which appears directly under the Wheel Pointer on the opponent's side. If the player already has his Extra Turn marker up then he/she/it loses this marker and his opponent merely gets to play

one turn. A Safety Token is ineffective against any form of "LOSE TURN".

**LOSE SAFETY TOKEN** - indicated by a flashing "lose" followed by a flashing "safe". The player loses one of the Safety Tokens in his/her/its possession, it is given to the opponent, and the turn comes to end. If the player has an additional Safety Token it maybe used to counteract the end of turn. If the player decides to use the other Safety Token then it too goes to the opponent and the turn continues.

**PEEK TOKEN** - indicated by a flashing horizontal (*vertical*) white and red arrow. The player moves either a horizontal row (*vertical column*) cursor over any row (*column*) which still has unrevealed tiles and hits enter. That row (*column*) will, VERY briefly, have all of the unrevealed tiles turn over and become exposed and then re-concealed. This does NOT show the letter contained by Puzzle Tiles which have not had their letter picked or chosen (*see PICK A LETTER and CHOOSE A VOWEL*). The player's turn continues. If there were no unrevealed tiles in the entire matrix then the Peek Token is simply removed and play continue.

**POKE TOKEN** - indicated by a flashing horizontal (*vertical*) black and red arrow. The computer picks a row (*column*) on the opponent's side which has not been revealed and "peeks" at it in the same manner as the Poke Token described above. The player's turn comes to an end unless a Safety Token is

used. If there are no unrevealed tiles on the opponent's side then the Poke Token is simply removed.

All tokens, once revealed, are removed from the matrix and replaced by Blanks, except Puzzle Tiles. If a tile is revealed that contains a Puzzle Tile then it remains in the matrix. If the letter contained by the Puzzle Tile has been chosen then the letter appears on the tile but no points are awarded. If in addition to the letter haven been picked or chosen the Puzzle Tile is one where two words cross on the matrix then the tile will be RED, otherwise a Puzzle Tile is WHITE.

If a player wants to stop revealing tiles and take one of the other Main Menu actions then the ESCape key will return Robanna to her position between the two matrices and the Main Menu will appear in the Action Screen. This may be done at any time if playing a Practice game, but can only be done if an On The Air game after at least one tile has been revealed.

### Pick a Letter

Once enough Puzzle Tiles have been revealed a player should start to pick letters. Choosing this option from the Main Menu will cause the Wheel Pointers to emerge and the Wheel to appear. It will automatically begin start to spin after a few seconds, landing eventually on one of it's eighteen Slots (*the starting and stopping of the Wheel can be quickened by hitting the Space Bar or Return Key*). The possible slots are:

**POINT SLOT** - indicated by a number of points. When one of these slots comes up the Action Screen changes to a selection of all the letters (*not vowels*) that the player has not yet picked. Each letter has a value in and of itself indicated at the bottom of the Action Screen for the letter that the cursor is on. The player selects a letter by placing the cursor over the appropriate letter and hitting the RETURN key. If there are any revealed Puzzle Tiles containing this letter they are exposed at this time by the tile flipping to show the letter. Points are awarded to the player in the following amount:

(*# of letters flipped*) x  
 (*slot point value*) x (*letter value*)

If a Puzzle Tile that flips is RED then it indicates a tile where two Puzzle Words cross and is accordingly worth DOUBLE. If at least on tile flips then the Point Slot on the Wheel is then replaced by an "END OF TURN" and the player's turn continues (*all Point Slots are returned to their point value at the beginning of each player's turn, but not by Extra Turns*). If not, then the player's turn comes to an end. A Safety Token is ineffective against such a loss of turn, but an Extra Turn if possessed is automatically used and player's turn resumes.

**END OF TURN** - If the Wheel lands on one of these slots then the player's turn comes to an end. The player's turn may be continued by the use of a Safety Token or is continued automatically by an Extra Turn.

**LOSE TURN** - When the Wheel winds up on this slot the player not only has his turn come to end, but if he/she/it has an Extra Turn it is lost; and if not then his opponent is given an Extra Turn. A Safety Token is ineffective against this slot.

**BANKRUPT** - If this slot comes up on the Wheel then the player will not only LOSE TURN as described directly above but will also lose all of his/her/its points. However, a Safety Token IS effective against the Bankrupt slot. Use of a Safety Token completely protects the player against the loss of points and turn, and the player's turn continues.

**REVEAL ROW (COLUMN)** - When one of these slots comes up the player must place a row (column) cursor over one of the rows (*columns*) on his/her/its matrix which has unrevealed tiles and presses the RETURN key. The entire row (*column*) is revealed one tile at a time from left-to-right (*top-to-bottom*). The action of each tile revealed is exactly the same as if it were revealed using the REVEAL TILE option of the Main Menu described above except actions which result in the turn coming to an end do not actual cause the turn to end. However, Lose Turn tokens will cause the player's turn to be lost, but only after the entire row (*column*) has been revealed. Poke Tokens are acted upon immediately on the opponent's matrix. Peek Tokens, however, are merely revealed and turned back to their unrevealed state. The player, if

he/she/it so wishes, may use such a Peek Token as usual by selecting **REVEAL TILE** from the Main Menu and selecting the appropriate tile when his/her/its turn normally permits. Unless Lose Turn was one of the tiles revealed the player's turn continues.

### Choose A Vowel

This option becomes available on the Main Menu only if the player possesses a Vowel Token. When selected the action is similar to **PICK A LETTER** except there is no Wheel to spin and no points are awarded for discovered vowels on the player's matrix. A list of the vowels the player has not previously chosen is displayed and the player selects one by placing the cursor over it and hitting the **RETURN** key. The revealed Puzzle Tiles on the player's matrix which do contain the vowel are flipped to show the vowel on the tile. If the tile is one where two words cross then it appears **RED**, otherwise it appears **WHITE**. At least one revealed Puzzle Tile must flip or else the player's turn ends. Safety Tokens are ineffective against this.

### Solve Puzzle

When this option of the Main Menu is selected the view changes to that of the player at his podium and the Information Board next to him/her/it. The Information Board shows the type of puzzle, the Hint, and the total sum of points scored by each player in all of the previous rounds.

The Hint consists of letter positions, each of which will contain the letter that goes there or a dash. The letters are filled in from the letters and vowels picked and chosen on that player's side. Dashes correspond to letters of the Hint not yet chosen or picked. If totally revealed the Hint shows a statement which should suggest the answer to the puzzle. If the puzzle is of Literal type then instead of a Hint the Category of the puzzle's answer is filled in.

A player may come here to either study the clue, look at total points, or Solve the puzzle. If the player does not wish to solve the puzzle he/she/it should hit the **RETURN** key when the podium says "Don't Solve". If the player does want to solve the puzzle then the **RETURN** key should be hit when the podium says "Solve". When solving the player should use the keyboard to type in the answer. If the game timer is on then the player must finish typing in the answer before the time visible on the podium reaches zero. If there is no timer or the player can't answer the puzzle then hitting the **ESCAPE** key will act equivalently to not solving the puzzle correctly.

If the puzzle is solved correctly the Information board will show a flashing display. The Hint/Category will be completely revealed, solver's score will have his opponent's score added to his, and the matrices become totally uncovered.

If the puzzle is not solved correctly then the player **LOSES** his turn.

Solve Puzzle may be entered as often as a player likes in a Practice game. In an On the Air show a player may only enter once per action taken on the Main Menu. If entered a second time during an On the Air show without either Revealing a Tile or picking a Letter or Choosing a Vowel will force the player to attempt to Solve the puzzle, with all resulting consequences in effect.

## Bonus Round

The Bonus Round is only played in On The Air shows. The player with the most number of points after three rounds is declared the winner. If both players have exactly the same number of points then the one who won the most rounds is the winner. This player then get to play the Bonus Round.

The Bonus round consists of three phases: Pick Letters, Choose Vowels, and Solve Puzzle. The player is given up to 45 seconds to Pick Letters and from one to five vowels to choose depending on his/her/its score during the three rounds.

During the Pick Letters phase the player picks three letters from the list of unchosen ones. Once all three have been picked they are flipped on the player's matrix. The player may then choose as many more letters as the number of valid letters he chose last time. For example, if a player chooses the let-

ters S, T, and R and all three appear on the matrix then three more may be chosen. If then L, N, and B are chosen and only the L and N appear as letters on the matrix then only TWO more letters may now be chosen. This phase continues until the time allotted runs out or the number of letters the player may chose drops to zero. For every letter which is revealed on the matrix the player scores:

$$10,000 \times (\# \text{ of letter occurrences}) \\ \times (\text{letter value})$$

As always, RED letters are worth double and indicate word crossings.

In the Choose Vowel phase the player selects the number of vowels in a given time limit, both determined by his/her/its new score. All the vowels are chosen at once and then revealed. This phase is over with when time runs out. No points are scored for vowels.

Finally, the player is given one chance to solve the puzzle. If time runs out or the puzzle is solved incorrectly then the Bonus Round is lost. There is no trip to the LEXI-CROSS Hall of Fame and player's score remains unchanged. If the puzzle IS solved successfully then the player's score is doubled. The player gets to visit the Hall of Fame and is eligible to be inducted into it. A player is inducted into the Hall of Fame if his/her/its score is one of the top five ever scored.

## Game Timer

If the Game Timer is ON a few more rules apply. The bar located

between the two matrices is the Game Timer. If this bar is WHITE then the Timer is OFF. If it is YELLOW and/or it starts to shrink in size downward, then it is ON. If at any time the bar shrinks completely then the player has run out of

### On the All-Sport Network

*LIVE! From the Moon!*

**The Scott Carpenter Anti-Gravity Golf Classic!**

*Tomorrow at 3PM Moon Standard Time.*

time. This has the effect of a turn ending. A Safety Token may be used to continue play. The Game Timer is always ON during an ON The Air show, while the Timer may be set ON or OFF for a Practice game.

### Conclusion

LEXI-CROSS is a slick and professional organization with no time for deviation. It's no surprise to me that it has survived; nothing seems to go wrong. LEXI-CROSS is what the others try to be, but can't achieve. It has truly become the ULTIMATE holovision show which has shaped a generation and generations to come. Happy Birthday, LEXI-CROSS, and may the rings around Uranus never block your way.

## "Buster Duck Mega-Cartoon Minute"

*Hey, Kids!*

Buster Duck, the funniest animal this side of Pluto, now has his own show! That's right! You can now see Buster do his best and his worst every day! Tune in at 7:30AM on HV Channel 7 EVERY DAY! You don't want to miss a single nano-second of Duck Luck(tm) at it's best!

*Remember,  
You can't bust a  
duck, unless it's Buster Duck!"!*



# Violence on HV -- Have We Gone Too Far?

"Compu-Critics Debate Corner:  
Is there too much violence on HV?"



This issue of HV GUIDE, we present two premier debaters to talk about the effects of violence on the general viewing audience. PLEASE, if you are squeamish or have a bad heart, do not continue reading this article. It contains graphic references to violence. (OK, we're joking, but we made you look!) For the con side, we have Giizbo Glitterhousen, psychic-doctor and pre-natal fetus psychologist. On the pro side, Mr. Dorback Trill of the Better Arms for a Better Future Society. Mr. Trill is also an accomplished holopainter of the Head Cheese-style.

*"Violence on HV is too visible for our young children, cyborgs, etc.."*  
- Dr. Giizbo Glitterhousen, PHD

More children today view violence as a natural, social act. This could have a devastating effect on the teens and quads of tomorrow. More young people and young aliens have been turned to the dark acts of violence thanks to HoloVision than any other period of time before. Vids such as "Marty Mangrove, Bloodeater of the Imperial Inquisition" and "The Criminal Mind- Public Lobotomy Special" show our young, easily impressionable minds that it is OK to

murder and commit gross acts of violence. They should be watching acceptable vids such as "Robot Knows Best", "Robot Downee, Jr. Show" and (my personal favorite vid) "Married... With Cyborgs".

*"HV Violence is acceptable. I'm OK, You're OK, It's OK."*

- Mr. Dorback Trill, BA-BFS

Such acts of violence on HV, as portrayed in such recent hits as "I Love Lucite" and "Twin Parks", is an acceptable alternative to violence in real life. Boppo Bunny pounding Morky Moose on the head with a 30-kg sledgehammer is all right for children, but laser blasts from a distance are not. It is an incorruptible fact that 200% of all people, aliens and robots enjoy casual violence as long as it is not committed on them. We must give people all the violence and fake HV explosions they can handle to produce quiet, productive citizens of the future.

At this time, we were unable to continue the interview and cross-debate since the HV studio Mr. Trill and Dr. Glitterhousen were in was accidentally destroyed by a Photon2 blast during the taping of "Star Wreck: The FINAL Generation".

# AN INTERVIEW WITH ZARDOG

*Conducted by Barbrazoid Walltears*

On this, the tenth anniversary of Lexi-Cross, HV Guide deemed that an in depth interview with Zardog would be most appropriate. As all of you who haven't been hiding in caves or staring at the sun too long know, Zardog currently commands the honorable title of Grand Master since he holds the #1 spot in the Lexi-Cross Hall of Fame. Additionally, Zardog has remained in the #1 spot longer than any man, woman, alien, human, or robot in the known universe. In short, when it comes to playing Lexi-Cross, Zardog is IT.

We caught up with Zardog at his split level condominium located on the sunny side of his home planet Mercury. Sitting in his living room on the subterranean lower level while working on his tan (Mercurians use the roofs and floors of their domiciles as a form of sunblock) Zardog appeared to be completely at ease with our staff and his surroundings. While giving us this interview Zardog would take the occasional sip from the ever present titanium goblet he clutched in his left hand containing his favorite drink, a Banana Lava Daiquiri.

**HVG:** First of all, Mr. Zardog, I'd like to express my sincere apprecia-

tion for granting me this interview on such short notice.

**ZARDOG:** Not at all, Barbrazoid. It is my pleasure! But please, call me Zar. And might I say, you look absolutely stunning in your ARAHAS (*Editor's Note: Anti-Radiation Anti-Heat Armor Suit*).

**HVG:** Why thank you, Zar! Now, let's get down to business. Ever since your unequalled climb to the top of the LEXI-CROSS ladder you have been deluged with no small amount of fame and notoriety. How has this affected your life?

**ZARDOG:** Well, Barbrazoid, I've tried as much as possible to stay pretty much a "down-to-Mercury" kind of guy. But it hasn't been easy! Everywhere I go there seem to be autograph seekers and fans. Then there was the award ceremony given to me by the United Planets of Sol's governing council - after I had held the title of Grand Master for one full year - where I was given the key to the Solar System. Who da known back then that I would still retain the title after all this time! Those sort of things can really go to one's head! And, of course, there is always the occasional Grand Master wannabe that will stop me on the street and actually have the nerve to ask me for tips on how to play

Lexi-Cross so they can try to take over my position! That's why I spend most of my time at home. Not many can take the weather conditions long enough or have the money to own a ARAHAS to bother me here - present company excepted of course, Barbrazoid!

**HVG:** Well, then, as long as you're on the subject - what ARE some of the strategies that you used that allowed you to play Lexi-Cross so well?

**ZARDOG:** Why, are you planning to be a contestant soon? *(he chuckles)* I guess I don't mind you asking just this one time. But only for you, Barbrazoid, only for you.

**HVG:** Let's start with something simple. What is your philosophy on the use of Vowel Tokens?

**ZARDOG:** I like to use Vowel Tokens as soon as I find them. Since vowels are found in almost all words and are extremely common it is very likely that puzzle words will cross on them. By using Vowel Tokens, the positions where such words cross become revealed since they are RED instead of WHITE. This is very helpful in the early stages of a round when the key is to uncover puzzle words. Of course, you should finish revealing any partially uncovered puzzle words first so that there is a better chance the vowel chosen actually appears behind one of the exposed tiles. But even if it doesn't, and your turn ends, this can more than be made up by future discoveries of red vowel tiles.

**HVG:** Are there any exceptions to this tactic?

**ZARDOG:** Yes, don't choose vowels when you already know the answer to the puzzle. Vowels naturally help you discover what the words in the puzzle are, but they are not worth and points. So, if YOU know the answer then why reveal more of the puzzle words and give your opponent an better opportunity to figure it out as well ?!

**HVG:** How about Safety Tokens ?

**ZARDOG:** I LOVE Safety Tokens! Like the saying goes "You can't have your Safety Token and use it too". Er, something like that. In any case, the importance of Safety Tokens is to know when to use them, but the REAL trick is to know when NOT to use them. Because, remember, whenever YOU use a Safety Token it is given to your opponent!

**HVG:** OK. How do decide whether to use a Safety Token or not?

**ZARDOG:** Let me first list some of the situations that I almost ALWAYS use a Safety Token. If I am fortunate enough to have one very early on in the round when I am still revealing tiles then I use them without hesitation. This really speeds up the process of uncovering puzzle words. If I have already started spinning the wheel but don't have any or many points then the threat of hitting Bankrupt is not very great; so the use of a Safety Token is warranted if an End

of Turn comes up. Naturally, landing on Bankrupt with large numbers of points is always a good occasion to use one. Next, if I know the answer to the puzzle then I will keep spinning the wheel and picking letters that I know are on the board as long as I have a Safety Token to increase the points on my side. True, there is the danger of landing on Lose Turn or Reveal Row or Column (and revealing a Lose Turn Tile - Editor), but what's life without taking a few risks, ya know? Besides, you need the really big points if you want to do well in the Bonus Round and get into the Hall of Fame. Also, if I'm in possession of more than one Safety Token at almost any time during a round I'll usually use the "extra" ones. Of course, hoarding can have its advantages, too. Especially if you get way ahead of your opponent early on. If you are picking letters and he is still revealing tiles then not having any Safety tokens can REALLY slow him down!

**HVG:** Which brings us to when DON'T you use a Safety Token?

**ZARDOG:** The best advantage one gets from being in possession of a Safety Token is protecting against Bankruptcy. So if I'm down to one Safety Token and have a large number of points on my side then I'll usually save it "just in case" the old Bankrupt slot on the wheel rears its ugly head! If given the chance to use a Safety Token for reasons other than landing on Bankrupt and you are in possession of an Extra Turn then it is

usually good idea to NOT use the Safety Token and use the Extra Turn instead. Your opponent is, at least temporarily, deprived of the Safety Token you would otherwise be giving him; and you have a CHOICE of whether or not to use a Safety Token if and when the need so arises later on. The only advantage that an Extra Turn really has over a Safety Token is that it helps ease the sting of any Lose Turn event and is the only protection against picking a letter which is not visible on one's puzzle board.

**HVG:** Enough of this token conversation. Could you describe some of the basic strategies you employ, Zar?

**ZARDOG:** Sure. Let me start with some "revealing" thoughts. While looking to uncover puzzle words pick tiles which are spread out from one another. In this way you can cover the most surface area. Once you hit a puzzle word tile, though, finish uncovering the entire word. As I mentioned above, puzzle words cross on RED letter tiles; so in general you should reveal all four of the tiles which border it. You need not reveal all of the puzzle word tiles before beginning to pick letters, but I recommend a high percentage.

Study your opponent's side to figure out your best action. Since the puzzles on both sides have the same puzzle words and solution look to the other side for known letters in the puzzle, and even to solve the puzzle! Remem-

ber that you can solve the puzzle no matter what state your side is in. Since your opponent's score gets added to your score when you're successful you will always end up with at least as many points added to your overall score as your opponent when you do so. And it is a VERY good idea to do some of this studying when it is your opponent's turn! Besides, you should keep alert when he is playing anyway just in case he turns over a Poke Token on his side.

**HVG:** And how to go about picking letters and vowels, Zar?

**ZARDOG:** I use three rules of finger (*Mercurians do not have thumbs - Editor*). First, if I know that there are letters which will definitely be revealed when picked, I will pick one of them. Second, if there is more than one of these then I'll

save those of higher worth - based on frequency in the puzzle and value of the letter - for higher point slots on the wheel to maximize my score. And third, if I don't have any clue as to what letter can be successfully picked I pick one which occurs often in the English language; such as T, E, R, S, N, etc.

**HVG:** What advice can you give to novice players?

**ZARDOG:** The number one mistake that I see beginning players make is letting their opponent know that they have figured out the answer. Never, Never, Never do this! I know that it is exciting when that first feeling of "Aha!" hits because you have solved the puzzle in your mind, and it is hard to not show this excitement visibly. But if your opponent knows that YOU know then a number of complica-

### "Married ... With Cyborgs"



Every Saturday night at 9:30 on HV Channel 4 you can watch the most insulting show on the vid. That's right! You can watch H.A.L. deal with his revoltingly funny family, The Sundyoid's- Pegleg, Dud and Jelly.

This week, watch H.A.L. get thrown in jail after Jelly takes the family spaceship for a

joyride- straight into Ronald Rump's limo! Next week, watch Ronald Rump and Jelly get - Married ... With Cyborgs!

*Satire and spacial commentary at it's best!*

tions can arise. Your opponent will now realize that the puzzle is solvable, and this knowledge may enable him to solve it himself. If he can then solve the puzzle, or already did know the answer, he may go to Solve Puzzle earlier than planned to make sure that HE is the one who scores your combined points! And even if he can't solve the puzzle he may change his style of play to your detriment; such as hoarding Safety Tokens or not scoring any more points himself, points which would have been subsequently added to your score when you do solve it.

I have also noticed that beginners don't seem to handle Peek and Poke Tokens very well. They tend to try to take in EVERYTHING that is briefly uncovered, but are so overwhelmed by the amount that they try to memorize in a such a short period of time that they end up forgetting everything! My suggestion is to look for puzzle word tiles or SPECIFIC tokens - like Safety Tokens, Vowel Tokens, or Peek Tokens - depending on which are more valuable at the time. As a player gains more experience doing this he will find that he can memorize more and more.

And I strongly recommend that before a player actually goes on the air in front of the entire Galaxy that he or she first watch a few rounds being played. Once familiar with the basics, playing a few practice games with the timer turned OFF is then a good idea. Follow this up by playing a few with the timer

turned ON. When you're confident at this level THEN you're ready to play Lexi-Cross on the air where it REALLY counts!

HVG: All very good advice, Zar, but haven't you forgotten something? The Bonus Round, contractually, can only be played while on the air. This means that a player will get his first taste of the Bonus Round only after he has actually WON a game on the air! Do you have any Bonus Round tips?

ZARDOG: As usual, Barbrazoid, I can't slip anything by you! When it comes to the Bonus Round the only advice that I can suggest is to plan ahead, pick your letters quickly and wisely, and try to score as many points during regulation play in order to give you as much time as possible.

HVG: Well, Zardog, that's about it! Again, thank you Soooo much for being such a sport today and answering my questions with such dignity and grace. And who knows, maybe one of the readers out there will benefit so much from your advice that your title of Grand Master will finally be in jeopardy!

ZARDOG: To be truthful, Barbrazoid, I doubt it. My score is so AWESOME that I really don't believe any mere human could possibly be of any threat. But hey, guys and gals, give it your best shot!

HVG: I see. Zar, it's been a slice! Take care!

ZARDOG: Ditto, Barbrazoid!

## "Movies of the Day"

Today, a couple of fine filmed videos are being shown.

The first is the classic "CASABLANCA", colorized and shown in 3-D thanks to the great theatrical Ted Turing and his THVBCS company. Besides the perfect flesh tones and brilliant pastels, Turing and company have added more then 10 minutes of new footage, newly shot. He also removed more then 30 minutes of boring material. This new version is great, a treat for the whole family (including the pets!).

"SEND IN THE CLONES" is a perfect presentation of a paranoid pacifist and paternal instincts. Peter Poronoid plays a perfect paranoid in this prestigious platter of play-acting.

But I have to give a downturn of my internal crystal clock to "ROCKY Jr. VII" and "THIS OLD CRATER", both of these vids are overdone and too familiar to be viewed in any normal condition. But if you are a fan of Balboaoid, then I'm sure you will be pleased with "VII". That's it for today, see you in your viewing room!

- Illa Latunaoid, Woman on Film

### *Monday*

#### *Illia reviews:*

"Porkilla's Revenge XI",  
"Wormy's Game" &  
"Sun Wars"

## For the Technically Minded

Every day we provide technical information for those who would like to know more about a given holovision show.

Since this issue has been dedicated to LEXI-CROSS, we here provide you with explanations for the available options in the LEXI-CROSS home version:

Graphics modes available are for CGA/EGA/Tandy/MCGA and Tandy. If a graphics mode is selected that the user does not have supported in his/her computer, the program will not function properly.

Puzzle difficulty LOW must always be less than or equal to difficulty HIGH (the program will insure this).

Anagram options refer to the puzzle words while playing the game. If a puzzle word is anagrammed its letters are rearranged before being placed on the puzzle board. "ALL PUZZLES" / "SOME PUZZLES" differentiates between whether words will be anagrammed every round or just some of them. "ALL WORDS" / "SOME WORDS" determines, whenever a puzzle is anagrammed, whether all of the words in the puzzle are anagrammed or just some of them. Note that words are not anagrammed the same way for both puzzles and that if only some of the words are anagrammed that

not necessarily the same words or same number of words will be anagrammed. However, if anagramming is in effect then both sides will be effected; and if not, neither side will be.

Once selections are made the user will be asked if the settings are satisfactory. If not, the user may re-edit them. If so, the user will be asked if the settings should be saved to disk. If not then the old saved settings (if any) will remain in tact. If so then the new settings will replace the old ones. Default settings are saved in a file called CUSTOM.LEX. If this file exists then the LEXI-CROSS default set-

tings will be established from it and this page will be bypassed in future executions of the program.

If a user wishes to modify the settings then he/she should use the "!" command line option when starting up the program (i.e., LEX!). Instructions are at the bottom of the screen.

### Manual Credits

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Monkey" Taylor

Other Humorous Features  
by -- Jacob "The Rustman"  
Buchert III

Interior Artwork & stuff  
by -- Hayato "I'll have it  
done tomorrow" Ochiai

### LEXI-CROSS CREDITS

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