

# Lexi-Cross Reference Card For The Macintosh

## Getting Started

*Lexi-Cross* requires at least a Macintosh Plus with 1 megabyte of memory. If you want to play in color, you need at least 2MB of memory. If you try to run *Lexi-Cross* and the system informs you that you don't have enough memory, try:

- turning off the disk cache (in the General control panel)
- removing your extensions and control panels that consume memory
- as a last resort, if you're running System 6, run without Multifinder

To play in color, a hard disk is required. If you play using the floppy disk, be sure to play using a copy of *Lexi-Cross* disk #1, so if the disk is ever damaged, you will still have your original disk as a backup.

## Installing Lexi-Cross on your hard disk

1. Make a new folder on your hard disk and name it *Lexi-Cross*.
2. Copy all files from your *Lexi-Cross* disks into the new folder.
3. If you are going to play in color, you will first need to extract the *Lexi-Cross Color Images File*, to decompress all the color data. Double click on this file after it has been copied into the *Lexi-Cross* folder. It will extract itself.

## Loading Instructions For Hard Disk

Just open the folder that contains *Lexi-Cross*, and double-click on the *Lexi-Cross* application icon.

## Loading Instructions For Floppy Disks

Eject your System disk and insert *Lexi-Cross* disk #1. Double-click on the *Lexi-Cross* icon. You will be asked several times to switch disks while loading the game; if you have more than one disk drive, you can insert the requested disks into your second or third floppy disk drives.

## Copy Protection

When *Lexi-Cross* is launched for the first time from the hard disk or when you play using the *Lexi-Cross* diskettes, you will have to enter a copy protection question. You can find the answer in pages 9 through 14. You will only be asked this question once if you have a hard disk.

## Lexi-Cross Menus

After launching *Lexi-Cross*, the Interplay logo will be displayed along with a group of menus.

## File Menu

**New Game:** Starts a new game.  
**Warning:** If you have previously saved a game, it will be erased unless you first rename the file from the Finder.

**Resume Game:** This will allow you to resume a previous game that you saved in the middle of play. *Lexi-Cross* automatically saves at the end of each round you have played. When you **Resume Game**, the previous game will resume at the end of the last round completed.

**Hall of Fame:** This where every *Lexi-Cross* player wants to go. The top five players have their busts in the Hall of Fame. This option displays the Hall of Fame. If you click on the bust of any player it will show you their career statistics. The current Champion of *Lexi-Cross* is Zardog of Mercury. To return to the main screen, click outside of any members.

**Quit:** This will quit *Lexi-Cross* and go back to the Finder.

## Difficulty

This menu allows you choose the maximum level of difficulty of your puzzles. They range from **Children** to **Genius**.

## Anagrams

This menu option lets you select whether or not you wish to use anagrams. This allows you to select from **No Puzzles/No Words** to **All Puzzles/All Words**. Playing with full **Anagrams** makes the game very challenging.

## Modem

**Call:** This will set your computer to be the caller in a game played over a Hayes-compatible modem. After selecting this you must select **New Game** or **Resume Game**. Both sides must choose the same option: **New Game** or **Resume Game**. Further in

formation on modem play will be covered in the **Modem** section, below.

**Receive:** This will set your computer to be the receiver of modem game. After selecting **Receive**, you must select **New Game** or **Resume Game**. Both sides must have chosen the same option: **New Game** or **Resume Game**.

## Contestants

After selecting a **New Game**, a **Contestants** dialog box will appear. This will allow you to select several options:

**Living vs. Living:** This is a two player game.

**Living vs. Robot:** A one player game against a multitude of computer opponents.

**Robot vs. Robot:** This will allow two robots to play each other.

**Intelligence:** This will allow you to select several levels of **Intelligence** for your robot opponent in **Human vs. Robot**. The intelligence levels are: **Stupid, Dumb, Normal, Smart** and **Genius**.

**Tournament Play:** This can only be selected in **Human vs. Robot**. This has you play against progressively tougher opponents starting at **Stupid** and moving up one each time you win. If you lose, the difficulty does not advance; if you lose multiple times to an opponent it will move you back one. **Tournament play** is always on the air.

After you choose your **Contestant** options, you can choose either a **Practice** or **On-the-Air** game.

**Practice:** This will allow you to play a practice game. None of the

**On the Air** quips by Chip will occur, nor will you be able to play the **Bonus Round**. A **Practice** game will let you toggle the **Game Timer** on or off. To turn the timer off, you can click on the timer box. A red X mark will appear over the timer indicator in the **Timer** box if you turn it off.

**On The Air:** This option broadcasts your *Lexi-Cross* match throughout the galaxy. Chip Ramsey will have plenty to say during the match, and the winner will get to play the **Bonus Round**. If you have selected **Tournament** play, the game will automatically be **On the Air**.

**Game Timer:** If you have selected a **Practice** game, you will be able to turn the timer on or off.

**Skip:** This option skips interviewing with **Pristine Mint** and takes you directly to the broadcast center. Unfortunately they don't know your name when you arrive, so they refer to you as **Player 1** and/or **Player 2** if you are playing a two player game. This option can be used for both **On the Air** or on a **Practice** game.

When you have made all of your selections click on **OK** to continue.

## In the game menus

Once you have entered the game proper you have several menus along the menu bar.

### File

**Pause:** During various points of the game you may wish to pause the game. Clicking on this option will **Pause** the game. Clicking on it again will **Resume Play**. *Command-P* acts the same as clicking on this option.

**Give up and Replay Round:** This option is active during a two player game or a modem game. It will reveal the puzzle and its solution and restart the round. *Command-R* is the same as clicking on this option.

**Quit and Reveal:** Clicking on this option will reveal the current puzzle and quit the application. There is no *Command* key equivalent.

**Quit:** Clicking on this option will quit you out of the application and take you back to the finder. *Command Q* is the same as clicking on this option.

### Volume

**Normal:** This option will play any sound effects at maximum volume.

**Softer:** This is the default sound setting for *Lexi-Cross*. This option reduces the sound effects level to half.

**Off:** This option turns sound off completely.

### Modem Play

To play by modem you must have a Hayes-compatible modem that will operate at 1200 or 2400 baud rate. Both modems must be running at the same rate. The caller will select whether or not this is a **Practice** game or **On the Air**. He will also be able to select if the players choose to **Skip** the introduction with **Pristine Mint**.

### An interview with Pristine Mint

**Pristine Mint** does the pre-show interview. She will ask you for your name to see if you have been on the show before. If there is no record of

you she will ask some further questions. These will include birthday, home planet, gender and your two favorite colors for your board during the game. After answering these questions you will need to build an image of yourself using the L.I.M.B. (*Lexi-Cross* Image Model Builder) editor. Earthlings have a variety of heads, bodies and arms to choose from. Others from off planet have a choice of bodies only. To change the selection of body or other parts just click on the part with the mouse and it will cycle through the different choices. When you have found an appropriate selection click on Looks OK! and you will move on.

## Playing Lexi-Cross

After Chip Ramsey introduces the players the first round begins. There are three options the player can choose from.

**Reveal Tile:** Clicking on here allows you to move Robanna about your playing field. Use her to reveal tiles on the board. Clicking the mouse where she is on the board will reveal the tile she is on. Clicking the pointer on the board will automatically go to this option without having to click on this option. The various tiles you can reveal are covered in the HV Guide (*Lexi-Cross* manual).

**Pick a Letter:** Clicking on this option will allow you to select a consonant after spinning the dollar wheel. Each letter you select has a different multiplier value. Letters can be selected by typing them in on the keyboard or by pointing and clicking on the highlighted one. If none of the tiles currently revealed

contain the selected vowel your turn will end.

**Solve Puzzle:** Clicking on this selection will take you to the Hint screen. If you feel you have revealed enough of the puzzle to solve it click on your mouse when Solve is shown in your time box. If you give an incorrect answer you will lose a turn.

**Pick a Vowel:** This option will only appear if you have a vowel token (please refer to your *Lexi-Cross* manual for this). Clicking on it will allow you to select a single vowel. This can be done by entering it on your keyboard or clicking on the highlighted vowel with the mouse. If there are no tiles currently revealed with that vowel it will end your turn.

## Credits

**Original Game**  
Peter Oliphant

**Macintosh Programmer**  
Troy Dawson

**Producer**  
Troy Worrell

**Art**  
Rob Landeros  
Bryon Carson

**Testing**  
Michael Packard  
Jason Ferris  
Scott Everts  
Jacob R. Buchert III