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How To Play CrossWords

The object of CrossWords is to guess the theme to the crossword puzzle.

There are three stages to CrossWords:

1. Guessing the hidden word.

2. Guessing words in the puzzle.

3. Guessing the puzzle's theme.

See Also
Buzzing in

Guessing the hidden word

To help you solve the puzzle, you are given letters from the puzzle in the form of <u>hidden words</u>.

Each hidden word has a clue to aid you in guessing the word.

To reveal a clue, click the left mouse button on the box marked Click Here to Reveal Clue. The clue will then appear below in the Clue Window.

Once the clock has been started, letters will randomly appear in the hidden word. Players will then ring in to guess the hidden word.

To start the clock, click the left mouse button in the box marked Click Here To Start Clock. You will then have three seconds to move your hand to your <u>buzzer</u>.

Once a player has rung in, they will be asked to type the hidden word.

If the player is incorrect, they will be locked out for the remainer of the hidden word and the clock will restart. This allows the other players to guess the hidden word.

If the player is correct, the letters in the hidden word will be put into the puzzle. The player can then guess at words in the crossword puzzle.

Other Topics
<u>Guessing words in the puzzle</u>
<u>Scoring</u>

Buzzing in

In a one player game, the player uses the **spacebar**.

In a two player game, player 1 uses the **A** key and player 2 uses the **L** key.

In the three player game, player 1 uses the **A** key, player 2 uses the **spacebar**, and player 3 uses the **L** key.

Guessing words in the puzzle

The player who successfully guessed the hidden word is in control of the puzzle. The player in control of the puzzle scores points for guessing words in the puzzle.

To guess at a word in the puzzle, click on the number of the word you wish to guess. If the number indicates words across and down, you will be asked which word you would like to guess.

If the player correctly guesses a word in the puzzle, the word is revealed and the player may continue to guess puzzle words.

If the player guesses a puzzle word incorrectly, the next clue and hidden word are made available for all players.

Other Topics
Guessing the puzzle's theme
Scoring

Scoring

Guessing the hidden word = +10 points per hidden letter
Incorrect guess = -5 points per revealed letter

Guessing a puzzle word = +25 points
Incorrect guess = No penalty, but turn ends

Correct theme guess = +Jackpot
Incorrect guess = -100 points

What Is Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

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Users of CrossWords must accept this disclaimer of warranty: "CrossWords is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of CrossWords."

CrossWords is a "shareware program" and is provided at no charge to the user for evaluation.   Feel free to share it with your friends, but please do not give it away altered or as part of another system.   The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you enjoy this program and wish to receive more puzzles, you must make a registration payment to the author.   The registration fee will license one copy for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Anyone distributing CrossWords for any kind of remuneration must first contact Glen DeBiasa for authorization. This authorization will be automatically granted to distributors recognized by the Association of Shareware Professionals (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering CrossWords immediately (however, Glen DeBiasa must still be advised so that the distributor can be kept up-to-date with the latest version of CrossWords.).

You are encouraged to pass a copy of CrossWords along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it.   All registered users will receive a copy of the latest version of CrossWords plus at least 30 new puzzles.

Other Topics
How to register CrossWords

How To Register CrossWords

This product is distributed as <u>Shareware</u>. It may be freely copied and distributed provided that the original files remain unmodified and no fee is accepted for distribution without the express written consent of Glen DeBiasa.

If you enjoy this product and wish to receive additional puzzles, you must register it. To register, send a check or money order in U.S. funds for either:

1. Ten dollars ($10) or
2. Five Dollars ($5) and two puzzles

to the address below:

Glen DeBiasa
CrossWords
R.R. 1 Box 410 Apt 1M
Hamburg, NJ 07419

If you choose to send five dollars and two puzzles, please be sure to read the information about submitting puzzles.

When you register the product, you will receive at least 30 new puzzles. Registered owners will be eligible to receive puzzles submitted by other registered users as they become available. Be sure to indicate which disk size you prefer.

Should you experience any difficulties with this product, please do not hesistate to contact me at the address above. I can also be contacted on America Online (GlenDB) or on CompuServe (UserID 70602,3257). Comments and suggestions on improving this product are always welcome.

Other Topics
<u>What Is Shareware?</u>
<u>Submitting Puzzles</u>

How To Send Puzzles

The best way to send puzzles is in the correct file format on any size 5 1/4" or 3 1/2" disk. This will speed the arrival of new puzzles to you, as I can send these disks right back to you.

You may also submit a paper copy of puzzles and their clues. Make sure you clearly mark which puzzles and clues belong together.

If you do send a paper copy, it MUST be clean and legible or it will be rejected immediately.

Each paper puzzle must be typed in and tested. This will reduce my enjoyment, since I will not be able to play your puzzle.

I look forward to your innovative contributions to CrossWords. Don't forget to inclue you name in the puzzle file so you may receive the credit you deserve.

Other Topics
Guidelines for Submitting Puzzles

Guidelines for Submitting Puzzles

In order to make this game more enjoyable for all parties involved, I am seeking puzzle submissions for inclusion into this game. Lewd, suggestive, or obscene puzzles will NOT be accepted under any circumstances and will not be considered as part of registration payment.

All puzzles must be designed on a grid no larger than 12 rows by 12 columns. No word should be less than 2 letters.

All puzzles must have a connecting theme, since the purpose of the game is to guess the theme. Remember that the letters in the puzzle and the theme must be used to make up the clues.

You may submit as many puzzles as you like, but only 2 will be considered toward your registration payment. Remember, only registered users will receive puzzle files created by other users.

Other Topics
Puzzle File Format
Clue File Format
How to register CrossWords

Puzzle File Format

The puzzle file defines the structure of the actual crossword puzzle.

The first line should contain your name as you would like it to appear during the game. You name will appear at the end of the "Puzzle created by" line at the top of the puzzle.

The second line in the file should contain the puzzle's theme. You should use no punctuation marks in the puzzle theme or in any of the puzzle words.

The remaining lines define the shape of the puzzle. The line format for a word definition is listed below:

[Puzzle number] [Row number] [Column number] [Direction] [Puzzle word]

The puzzle number is a sequential numbering of the puzzle starting in the upper left corner of the puzzle, moving right first and then down.

The row number is the starting row of the word.

The column number is the starting column of the word.

The direction is 0 (zero) for across and 1 (one) for down.

The puzzle word should be typed in all capital letters.

Other Topics
Clue File Format

Clue File Format

The clue file contains the clues and words that fill in the puzzle letter by letter.

The first line of the clue file should contain the leftover letters of the puzzle. These letters are randomly displayed at the beginning of the game.

Every set of two lines defines one hidden word.

The first line defines the word, which should be typed in all capital letters.

The second line defines the clue, which can be typed in either upper or lower case.

This sequence of lines can be repeated as many times as necessary.

You must make absolutely sure that all the letters of the puzzle and theme are included somewhere in the clue file. Otherwise, the game will not work properly.

Other Topics
Puzzle File Format

A hidden word is a word whose letters belong somewhere in the crossword puzzle. Each hidden word contains a clue to help players guess the word. The letters in the hidden word belong somewhere in the crossword puzzle.

The theme is the ultimate goal of the game. The theme "links" the words in the puzzle. Whoever correctly guesses the theme wins the round.

File Menu Commands

New allows you to play a new puzzle.

Load puzzle allows you to load and play a specific puzzle.

About gives you information about CrossWords.

Quit allows you to exit the program.

Players Menu Commands

1 Player, **2 Player**, & **3 Player** change the number of players in the game.

Change Names lets you set the names of each of the players.

Reset Scores will clear the high score table.

Guess The Puzzle

When a player has control of the puzzle, he or she may attempt to guess the puzzle's theme.

If the player is correct, the player will win the points in the Jackpot. The player with the most points at the end of the puzzle will win the round.

If the player is incorrect, the player will lose 100 points and control of the puzzle.

Other topics
Scoring

Other Available Products

Halloween Match (Version 1.1, Registration Fee $5)

Halloween Match is a fun game for both kids and adults. Both you and the computer start with ten pieces of candy corn. Each player picks one tile at a time, until you have a hand of five tiles. The player that matches the most tiles wins the hand and gets to eat a piece of candy corn. The player that eats all of their candy corn wins the game.

Equatron (Version 1.1, Registration Fee $7.50)
Equatron is a challenging strategy game played against the computer. The computer randomly generates a mathematical equation, which it fills in with numbers from the game board. Your task is to beat the computer, scoring more or less than the computer, depending on the round.

To help you in your task are special tiles including Zap (which remove the last number entered into the equation), Negate, Double, Triple, and the unpredictable Any Number.

As the rounds progress, the stakes grow higher, as the equations become more complicated, and more variable, operators, and parenthesis. Want to try a particular equation? Just specify the round number and you can play it! Over 30 different equations!

For a more challenging game, set the number of rounds needed to win the game and see if you can beat the computer before it beats you!

About the Author

Glen DeBiasa is the creator and programmer of CrossWords. He is a member of the Association of Shareware Professionals. He graduated from Clarkson University in 1991 and holds a Bachelor of Science in computer science. He is currently working for a gourmet food store in northern New Jersey called Someplace Special.