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Welcome to Crossword Mania!™

For context-sensitive help at any time inside the program, press F1

Welcome to Crossword Mania!™, a Windows program that allows you to solve 'crossword' puzzles on your computer! Never has it been so easy and fun to solve crossword puzzles on your PC! Crossword Mania will provide you with hours and hours of pleasure. Play at work as well as at home! Just take a look at some of its outstanding features:

- Solve 'Crossword' or 'Diagramless' puzzles!
- Build your own puzzles to solve, or let the computer build them for you! Use a dictionary to help you build them!
- Solve puzzles with a time limit!
- Change the puzzle font!
- Display puzzles in ANY size!
- Solve puzzles without any typing whatsoever, using the mouse!
- Fully integrated sound capabilities!
- Attractive 3D interface with color toolbar!
- Print puzzles with or without answers, preview puzzles before printing them!

Registering Crossword Mania!

For context-sensitive help at any time inside the program, press F1

[Registration by Mail](#)

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THIS PROGRAM IS NOT FREE! You are invited to try Crossword Mania! for an evaluation period not to exceed 15 days. If you continue to use the program after the time is up, YOU MUST REGISTER.

The registration price is \$24.99 + \$1.00 S/H. Upon registration, a registration 'key' will be sent to you by mail (or through CompuServe or the Internet if you have access). Select 'PLEASE REGISTER' from the help menu, click on the 'Register' button, and use this key to register the program.

Registration entitles you to the following five things:

- 1) A reduced price on future upgrades. You will be notified by mail when an upgrade is ready to be released
- 2) All registration reminder screens will be removed in the program!
- 3) Puzzle building will no longer be disabled.
- 4) More Puzzles! You will have access to all of the puzzles distributed with the program. Future upgrades will have more puzzles included. Remember, you can also build your own puzzles to solve, or have the computer build them for you!
- 5) Free support (See the file README.WRI for details on how to contact us)

A companion program to Crossword Mania! that enables you to build and solve 'word search' puzzles is available from CrystalTech, called Wordsearch Mania! See ' [Other Products by CrystalTech](#) ' in the help file for program details. This program also retails for \$24.99 plus \$1.00 S/H, but ordering both programs simultaneously entitles the purchaser to a \$5.00 discount over the overall regular price. The current shareware version of the program is v2.0, look for it on the CrystalTech Web Site, <http://www.crystaltech.com>, or on CompuServe in the WINFUN' forum, if you wish to try before you buy.

SITE LICENSE pricing is available. See 'Product Information' in the help file for details.

Registration by Mail

For context-sensitive help at any time inside the program, press F1

To register by mail, read ORDER.WRI using Microsoft Write which comes with Windows (or WordPad if using Windows 95), or double-click on the Order Form icon. This file contains information on:

- How to register by mail
- What you get with your registration
- USA and Foreign orders

Print the order form contained in this file, fill it out, and send to the specified address. If you can't print the order form, please provide all the information that is asked for on the form.

Registration on-line through CompuServe

For context-sensitive help at any time inside the program, press F1



If you subscribe to CompuServe, you can register the program on-line, with the registration fee charged to your CompuServe account.

- GO to the 'SWREG' forum
- Select 'Register Shareware' from the top menu, and follow the instructions.
- To order Crossword Mania! alone, you will need this information: The name of the program is 'Crossword Mania! v1.03', and the Registration ID is 4538.
- To order the companion program Wordsearch Mania! and Crossword Mania! together: The name of the program is 'Crossword/Wordsearch Mania! bundle', and the Registration ID is 13109.

Foreign orders will be accepted here. Please note that all foreign orders will be charged \$3.00 U.S. for shipping instead of the \$2.00 charged to U.S. customers.

Registration with a Credit Card

For context-sensitive help at any time inside the program, press F1

You can order with:



Visa



Mastercard



American Express



Discover

through the PsL registration service in four ways:

- 1 - By Phone - by calling 800-2424-PsL or 713-524-6394.
- 2 - By Fax - by calling 713-524-6398.
- 3 - Online at our World Wide Web site on the Internet - <http://www.crystaltech.com>.
- 4 - By regular mail - Mail orders to PsL at P.O. Box 35705, Houston, TX 77235-5705.

To order Crossword Mania! alone, specify the name of the program as 'Crossword Mania! v2.0' and the Product Number of #11810. To order Crossword Mania! and the companion program Wordsearch Mania! together, specify the name of the program as 'Crossword/Wordsearch Mania! Bundle' and the product number of #14859. Ordering both programs at the same time entitles you to a \$5.00 discount over the combined regular price.



PLEASE NOTE THAT THE ABOVE NUMBERS ARE FOR ORDERS ONLY!! Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, etc. must be directed to the authors. See 'Obtaining Technical Support' for ways to contact the authors.

PsL office hours are: 7:00am to 6:00p.m. CST Monday-Thursday and 7:00am to 12:30pm CST on Fridays. On-line Internet registration can be done 24 hours/day.

When ordering, please provide your name EXACTLY AS IT APPEARS ON THE CREDIT CARD YOU ARE USING. Also provide the billing address for the card as your ordering address.

To insure that you get the latest version of the program, PsL will notify us the day of your order and we will mail the registration code directly to you.

Foreign orders will be accepted here. Please note that all foreign orders will be charged \$3.00 U.S. for shipping instead of the \$2.00 charged to U.S. customers.

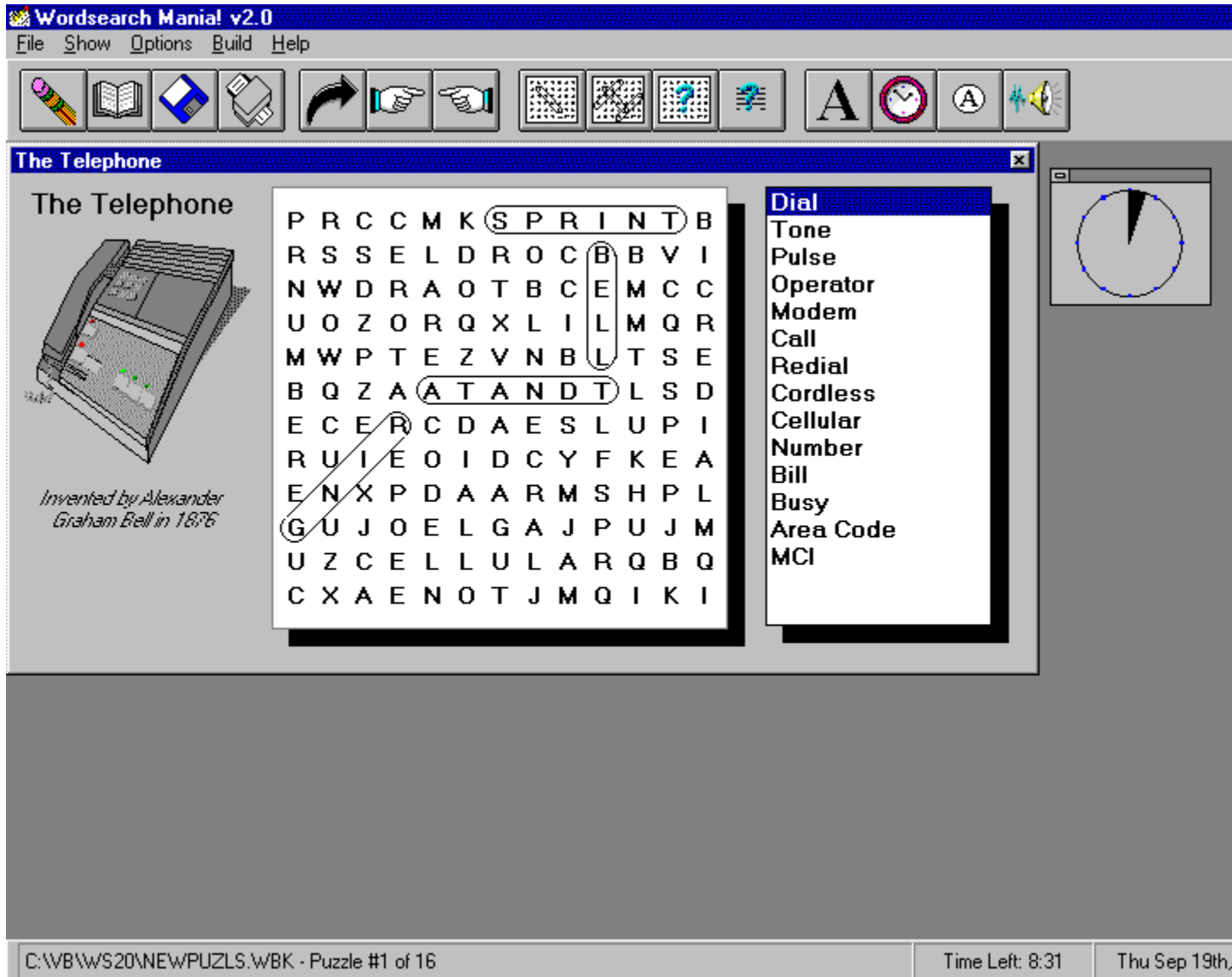
Other Products by CrystalTech

For context-sensitive help at any time inside the program, press F1



Wordsearch Mania! Reg Price: \$25.99

Solve 'Word Search' Puzzles on your PC!



Now you can solve 'Word Search' puzzles on your computer! Some of the many features of this outstanding program include:

- Comes with >200 puzzles to solve!
- Solve puzzles with a time limit!
- Change the puzzle font!
- Circle words in three different ways! Circle the entire word, circle each letter, or put a line through the word!
- Solve up to 10 puzzles simultaneously!
- Print puzzles with or without circled answers!
- Build your own puzzles to solve, or let the computer build them for you!
- Build attractive puzzles with graphics!

The latest version of this outstanding program can always be found at the following locations:

- At our World Wide Web site on the Internet: <http://www.crystaltech.com>
- In the WINFUN forum on CompuServe
- In the SOFTWARE CENTER on America Online

Order this program at the same time as Crossword Mania! and receive a \$5.00 discount! See [Registering Crossword Mania!](#) for details.

Technical Support

For context-sensitive help at any time inside the program, press F1



If you have any questions, comments, or bugs to report about Crossword Mania!, you can send us e-mail to the following on-line services:



Internet (E-Mail) - Try this address first

crossword@crystaltech.com



Internet (World Wide Web)

Our Web site is located at:

<http://www.crystaltech.com>

The latest versions of all of our software will be available for download here. You can also send us e-mail from here.



CompuServe

74072,1330

America Online, Genie, Prodigy, Microsoft Network, etc:

Send us mail through the Internet.

If none of these options is possible for you, you can write us directly at:

**CrystalTech
P.O. Box 6053
Glendale, AZ USA 85312-6053**

Product Information

For context-sensitive help at any time inside the program, press F1



System Requirements

To run Crossword Mania!, you will need one of the following:

- Windows 3.1 (3.0 is not supported)
- Windows for Workgroups 3.11
- Windows NT (3.1 or greater)
- OS/2 v2.1 or greater
- Windows '95

The minimum hardware configuration needed to run Crossword Mania! v1.03 is a 386SX with 2 megs RAM. The recommended configuration is a 386DX or higher with 4 megs RAM. A mouse is also recommended but not necessary.



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- 6-10 copies \$14.99 each
- 11-20 copies \$12.99 each
- 21-50 copies \$10.99 each
- 51-100 copies \$6.99 each
- 101-500 copies \$4.99 each

501+ copies \$2.99 each

Contact CrystalTech for more details.

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Some states do not allow the exclusion of the limit of liability for consequential or incidental damages, so the above limitation may not apply to you.

This agreement shall be governed by the laws of the state of Arizona, and shall inure to the benefit of CrystalTech and any successors, administrators, heirs and assigns. Any action or proceeding brought by either party against the other arising out of or related to this agreement shall be brought only in a STATE or FEDERAL COURT of competent jurisdiction located in Maricopa county, Arizona. The parties hereby consent to in personam jurisdiction of said courts.

Toolbar

For context-sensitive help at any time inside the program, press F1



New(Close All Puzzles)



Open Puzzle Book



Print a Puzzle



Save Puzzle



Jump To a Puzzle



Forward One Puzzle



Backward One Puzzle



Show Letter



Show Word



Puzzle Stats



Grid Numbers



Work Direction



Define Sounds



Set the Timer



Mouse Pad

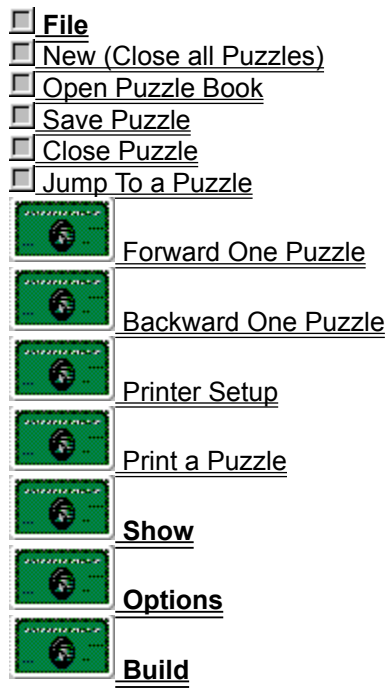
Pull Down Menus

For context-sensitive help at any time inside the program, press F1

-  **File**
-  **Show**
-  **Options**
-  **Build**

Pull Down Menus

For context-sensitive help at any time inside the program, press F1



New (Close All Puzzles)

For context-sensitive help at any time inside the program, press F1

This option will remove all puzzles from the desktop in the reverse order they were loaded. Before unloading each puzzle, the program will prompt you to save any work that you have completed. Once the unloading procedure is completed, the puzzle book will be removed from the desktop. To open another book, select File/Open.

If you wish to close only one puzzle, select the File/Close option or click on the upper left box of the puzzle form, and select "Close".

Open Puzzle

For context-sensitive help at any time inside the program, press F1

This option loads a puzzle book into memory. Once a book has been loaded, the program will ask for a puzzle to be loaded from the book. Crossword Mania! puzzle books have the .CBK file extension.

Only one book may be loaded at a time. After a book has been loaded, use the ' Forward One Puzzle ', ' Backward One Puzzle ', or ' Jump To a Puzzle ' options to navigate within a book.

Crossword Mania! allows you to work on 1 puzzle book and 10 puzzles at one time.

Save Puzzle

For context-sensitive help at any time inside the program, press F1

This option allows you to save partially solved puzzles so you can work on them later. The saving feature also saves the amount of time left to solve the puzzle (if the timer is on). The program will also ask if you want to save when a puzzle is closed.

To open a puzzle book, select File/Open.

Close Puzzle

For context-sensitive help at any time inside the program, press F1

This option unloads the current puzzle. Before unloading a puzzle, the program will prompt you to save any work that may have been completed.

If the puzzle being unloaded is the last puzzle on the desktop, the puzzle book will be unloaded from memory. To open another puzzle book, select File/Open.

If you wish to close all loaded puzzles, select File/New.

Jump To a Puzzle

For context-sensitive help at any time inside the program, press F1

This option allows you to jump to any puzzle in the loaded puzzle book and display it on the desktop. If the chosen puzzle has already been loaded onto the desktop, then this puzzle will become active, i.e. the current puzzle.

To open a puzzle book, select File/Open.

Forward One Puzzle

For context-sensitive help at any time inside the program, press F1

This option allows you to move forward in the puzzle book, loading the puzzle one number after the current puzzle. For example, if you are solving puzzle #3 in the puzzle book, and choose this option, puzzle #4 will load. If the chosen puzzle has already been loaded onto the desktop, then this puzzle will become active, i.e. the current puzzle.

To open a puzzle book, select File/Open.

Backward One Puzzle

For context-sensitive help at any time inside the program, press F1

This option allows you to move backward in the puzzle book, loading the puzzle one number before the current puzzle. For example, if you are solving puzzle #3 in the puzzle book, and choose this option, puzzle #2 will load. If the chosen puzzle has already been loaded onto the desktop, then this puzzle will become active, i.e. the current puzzle.

To open a puzzle book, select File/Open.

Printer Setup

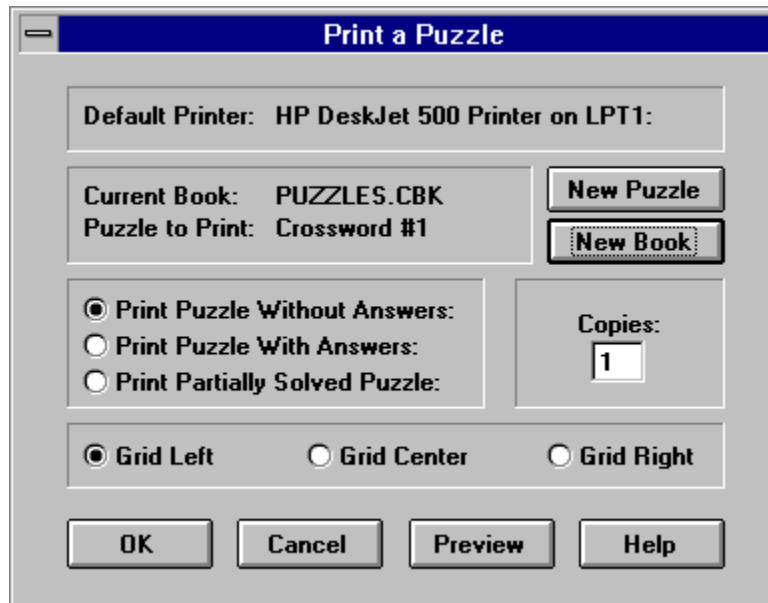
For context-sensitive help at any time inside the program, press F1

Displays the Microsoft Windows Printer Setup dialog box, which allows you to change printing parameters. Use this in conjunction with ' Print a Puzzle ' to print puzzles.

Print a Puzzle

For context-sensitive help at any time inside the program, press F1

Choose this option to print puzzles. You can print any puzzle in any book at any time, regardless of whether a puzzle book is loaded or whether a particular puzzle is displayed on the desktop. To find out information about the print window, move the mouse cursor over the item you want help on, and click.



The dialog box titled "Print a Puzzle" contains the following elements:

- Default Printer:** HP DeskJet 500 Printer on LPT1:
- Current Book:** PUZZLES.CBK
- Puzzle to Print:** Crossword #1
- Buttons:** "New Puzzle" and "New Book" (disabled).
- Print Options:**
 - ☒ Print Puzzle Without Answers:
 - ☐ Print Puzzle With Answers:
 - ☐ Print Partially Solved Puzzle:
- Copies:** 1
- Grid Position:**
 - ☒ Grid Left
 - ☐ Grid Center
 - ☐ Grid Right
- Action Buttons:** "OK", "Cancel", "Preview", and "Help".

Pull Down Menus

For context-sensitive help at any time inside the program, press F1



File



Show



Show Letter



Show Word



Show All



Clear Grid



Puzzle Stats



Show Stats When Loading Puzzles



Arrange Puzzles



Type Checking



Toolbar



Options



Build

Show Letter

For context-sensitive help at any time inside the program, press F1

This option will display the correct letter (or dark square in the case of diagramless puzzles) on whatever square the cursor is on. Use this to get a 'hint' during puzzle solving. There are no hidden 'penalties' for using this option, it is up to you whether or not you want to use it.

This option is disabled in ' Tournament Mode '.

Show Word

For context-sensitive help at any time inside the program, press F1

This option will display the correct word (or dark square in the case of diagramless puzzles) on whatever square the cursor is on. Whether an across or down word is displayed depends on the work direction. Use this to get a 'hint' during puzzle solving. There are no hidden 'penalties' for using this option, it is up to you whether or not you want to use it.

This option is disabled in ' Tournament Mode '.

Show All

For context-sensitive help at any time inside the program, press F1

This option will fill the entire puzzle grid with letters (and dark squares in the case of diagramless puzzles). There are no hidden 'penalties' for using this option, it is up to you whether or not you want to use it.

This option is disabled in ' Tournament Mode '.

Clear Grid

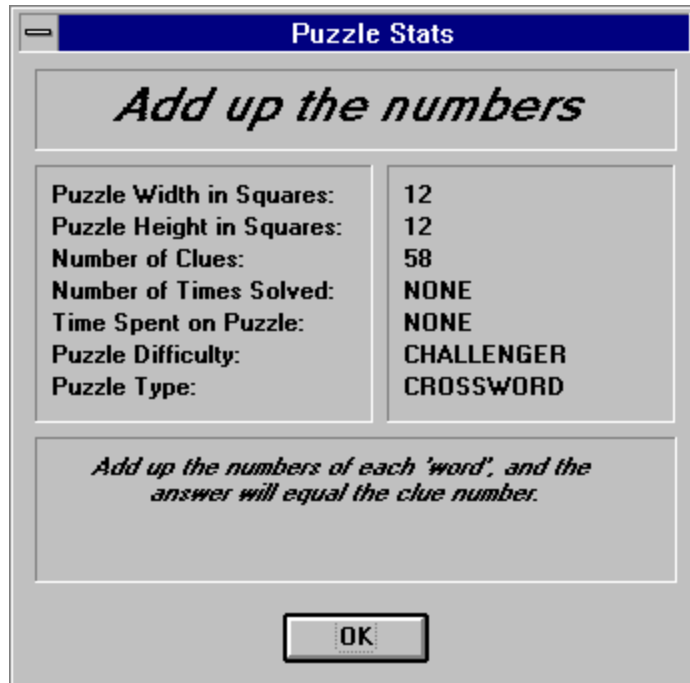
For context-sensitive help at any time inside the program, press F1

This option will clear the entire puzzle grid. When playing diagramless puzzles, black squares will be cleared along with the letters.

Puzzle Stats

For context-sensitive help at any time inside the program, press F1

This option displays statistics about a puzzle.



The 'Number of Clues' represents the total (Across + Down) clues in a puzzle. Every time a puzzle is solved, the 'Number of Times Solved' flag is incremented by one, use this to see if you have solved this puzzle before. The total time spent working on the puzzle, in minutes and seconds, is also kept track of, to see how long it is taking to solve this puzzle. There are four possible puzzle difficulty levels, EASY, MEDIUM, HARD, and CHALLENGER. There are two possible puzzle types, CROSSWORD and DIAGRAMLESS.

Show stats when loading puzzle

For context-sensitive help at any time inside the program, press F1

If this option is toggled ON, the the puzzle stats window will appear each time a puzzle is loaded.

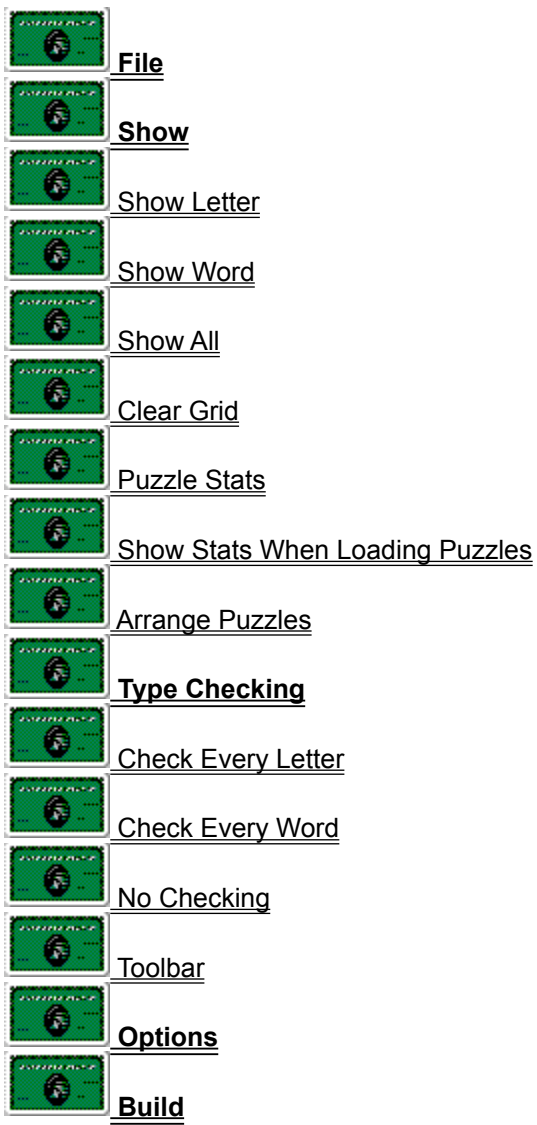
Arrange Puzzles

For context-sensitive help at any time inside the program, press F1

Select this option to arrange multiple puzzles neatly on the desktop. The puzzles are arranged in a 'cascade' fashion, similar to the Program Manager cascade function. Use this if a puzzle is being hidden from view by another puzzle.

Pull Down Menus

For context-sensitive help at any time inside the program, press F1



Check every letter

For context-sensitive help at any time inside the program, press F1

If this option is toggled ON, then every letter typed while solving the puzzle is checked for correctness. If the letter is not correct, then a warning is given. If sound is ON, then you will hear an error sound (you can make this sound anything you wish, see ' Define Sounds '), otherwise a message box will be displayed. Turn this option OFF by selecting ' No Checking ' from the Show/Type Checking menu.

Check every word

For context-sensitive help at any time inside the program, press F1

If this option is toggled ON, then every word finished while solving the puzzle is checked for correctness. If the word is not correct, then a warning is given. If sound is ON, then you will hear an error sound (you can make this sound anything you wish, see ' Define Sounds '), otherwise a message box will be displayed. Turn this option OFF by selecting ' No Checking ' from the Show/Type Checking menu.

No checking

For context-sensitive help at any time inside the program, press F1

Select this option when you want no type checking during puzzle solving. See 'Check every word typed' and 'Check every letter typed' for an explanation of type checking.

Toolbar Toggle

For context-sensitive help at any time inside the program, press F1

This option will toggle the toolbar on and off. Turn this off if more room is needed on the desktop to display puzzles.

Pull Down Menus

For context-sensitive help at any time inside the program, press F1



File



Show



Options



Puzzle Font



Set the Timer



Tournament Mode



Mouse Bar



Grid Numbers



Work Direction



Set Paths



Sound

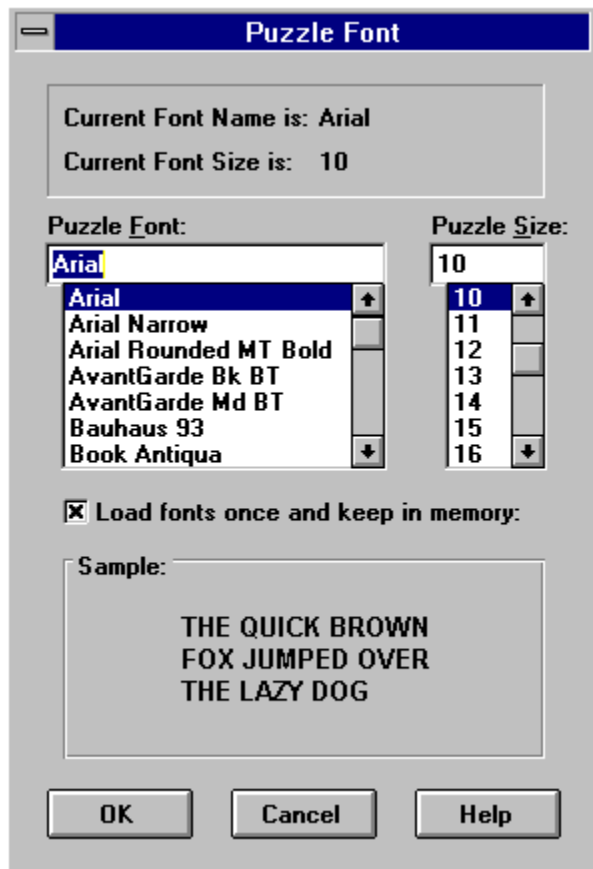


Build

Puzzle Font

For context-sensitive help at any time inside the program, press F1

Choose this option to change the puzzle font and size.



The puzzle font is the font displayed in the puzzle grid as well as the clues list box. Any Windows font can be used as the puzzle font. Changing the size of the puzzle font changes the size of the entire puzzle window, large puzzle fonts means large puzzle windows, and small puzzle fonts mean small puzzle windows.

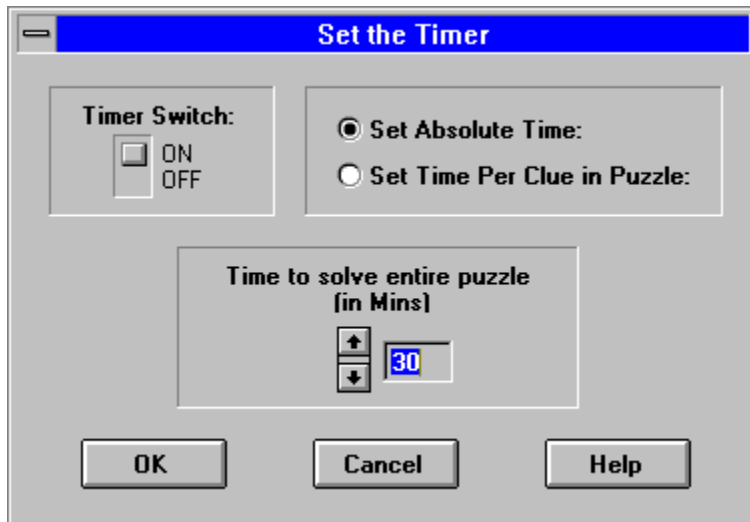
A sample text fragment using the chosen font name and size appears in the 'Sample' window, so you can preview the font before making the final choice. Click on 'OK' to finally choose the font.

The 'Load fonts once and keep in memory' option, if checked, will keep a copy of all the font names in the system in memory, so that if the puzzle font menu choice is selected again, the program will not check again for available font choices. If unchecked, the program will check for available fonts each time the puzzle font menu choice is selected. If you update or change your system fonts regularly, leave this unchecked.

Set the Timer (Options Menu)

For context-sensitive help at any time inside the program, press F1

Choose this option to solve timed puzzles. You can specify any amount of time necessary to solve a puzzle.



The 'Timer Switch' turns the timer ON or OFF, i.e. choosing between timed and untimed puzzles. There are two ways to choose the amount of time to solve a puzzle: 'Set Absolute Time' means that all puzzles opened will have the same amount of time to be solved, represented in the input field in minutes. 'Set Time Per Clue in Puzzle' means that each puzzle will have a different amount of time to be solved, depending on how many clues the puzzle has (i.e. how big the puzzle is). The time per clue is represented again in the input field, this time in seconds.

You must solve timed puzzles in ' Tournament Mode '.

Tournament Mode

For context-sensitive help at any time inside the program, press F1

Playing in 'Tournament Mode' is more difficult than normal, since no hints in puzzle solving are allowed. Also, all solving of puzzles MUST be timed. When 'Tournament Mode' is ON, the following conditions are true:

- The timer cannot be turned off. All puzzles are timed in Tournament Mode.
- 'Show Letter' , 'Show Word' and 'Show All' hinting does not work.
- Type checking is turned OFF, and cannot be turned back on.
- The '% done' counter, which shows the percentage of the puzzle that has been correctly solved at the bottom, will not work since this could be used to determine whether letters being typed are correct or not.

Mouse Pad

For context-sensitive help at any time inside the program, press F1

This option turns the 'mouse pad' ON or OFF. The pad is used to solve puzzles using the mouse, making keyboard typing unnecessary.



The pad has every character necessary to complete either regular crossword puzzles or diagramless puzzles. Simply click on a button when a puzzle is open. The arrow keys act the same as the keyboard arrow keys, moving the cursor around the puzzle grid. The white square acts the same as the space bar. The black square acts the same as the slash ('/') key, and draws a black square on diagramless puzzles. The DEL and BKS buttons are 'Delete' and 'Backspace' respectively.

Grid Numbers

For context-sensitive help at any time inside the program, press F1

This option toggles whether numbers will be displayed in the upper-left corner of squares in the puzzle grid. When grid numbers are on, the square size will increase in size to accomodate the numbers. Grid numbers are not strictly necessary to solve a crossword puzzle, since the across and down clue for the current cursor location is highlighted in the clue list boxes.

Work Direction

For context-sensitive help at any time inside the program, press F1

This toggle option controls the direction of cursor movement during puzzle solving, across or down. It also controls the direction a word will be filled when you use the ' Show Word ' option.

Set Paths

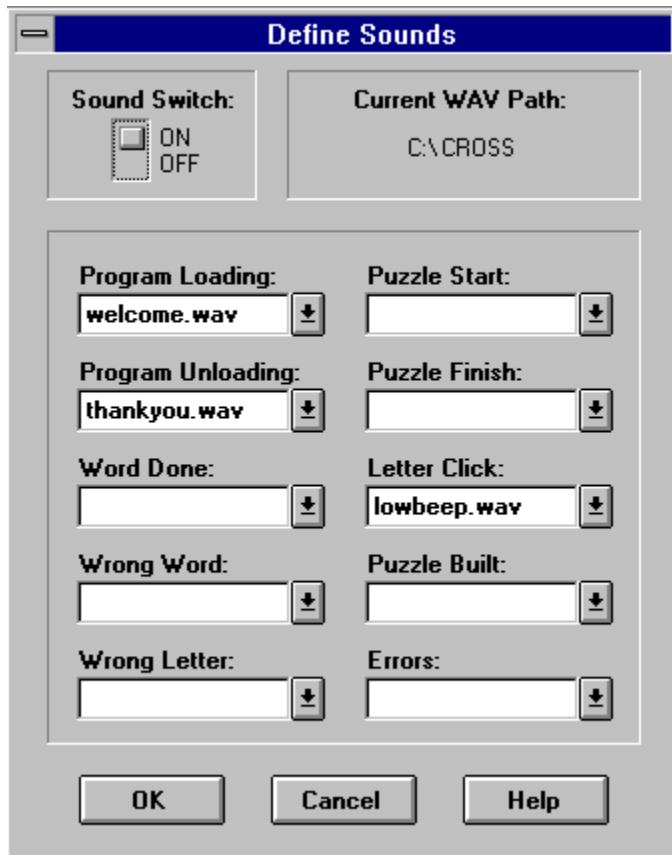
For context-sensitive help at any time inside the program, press F1

This option allows you to specify the directories where the puzzle books (files with the .CBK extension), sound files (.WAV extension) and patterns (.PAT extension) will be stored. Patterns are used when building a puzzle. If no directories are specified, then the directory containing CROSS.EXE will be assumed for all.

Define Sounds

For context-sensitive help at any time inside the program, press F1

This option allows you to toggle whether you want the sound on or off, as well as to assign sounds to certain program events.



The 'Define Sounds' dialog box is a standard Windows-style window with a blue title bar. It contains several sections for configuring sound settings. At the top left, there is a 'Sound Switch' section with a checkbox and labels for 'ON' and 'OFF'. To its right is a 'Current WAV Path' section displaying 'C:\CROSS'. Below these are two columns of event-sound assignments. Each row consists of an event label (e.g., 'Program Loading:') followed by a text input field containing a filename (e.g., 'welcome.wav') and a small button with a downward arrow. The events listed are: Program Loading, Program Unloading, Word Done, Wrong Word, Wrong Letter, Puzzle Start, Puzzle Finish, Letter Click, Puzzle Built, and Errors. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

Event	Sound File
Program Loading:	welcome.wav
Program Unloading:	thankyou.wav
Word Done:	
Wrong Word:	
Wrong Letter:	
Puzzle Start:	
Puzzle Finish:	
Letter Click:	lowbeep.wav
Puzzle Built:	
Errors:	

Each time one of the 10 program events above occur, then the sound shown in the input field will be heard. Specify a .WAV file as the sound file to play. If the specified WAV file does not exist in the WAV directory (see ' Set Paths ') then you will be warned. You can change a WAV file by typing in a new one, or by clicking on the down arrow button, and selecting a new one.

In order to play sounds in Windows, you need a compatible sound driver to be installed. See 'Control Panel/Drivers' to make sure you have one installed.

Pull Down Menus

For context-sensitive help at any time inside the program, press F1



File



Show



Options



Build



Build a New Puzzle

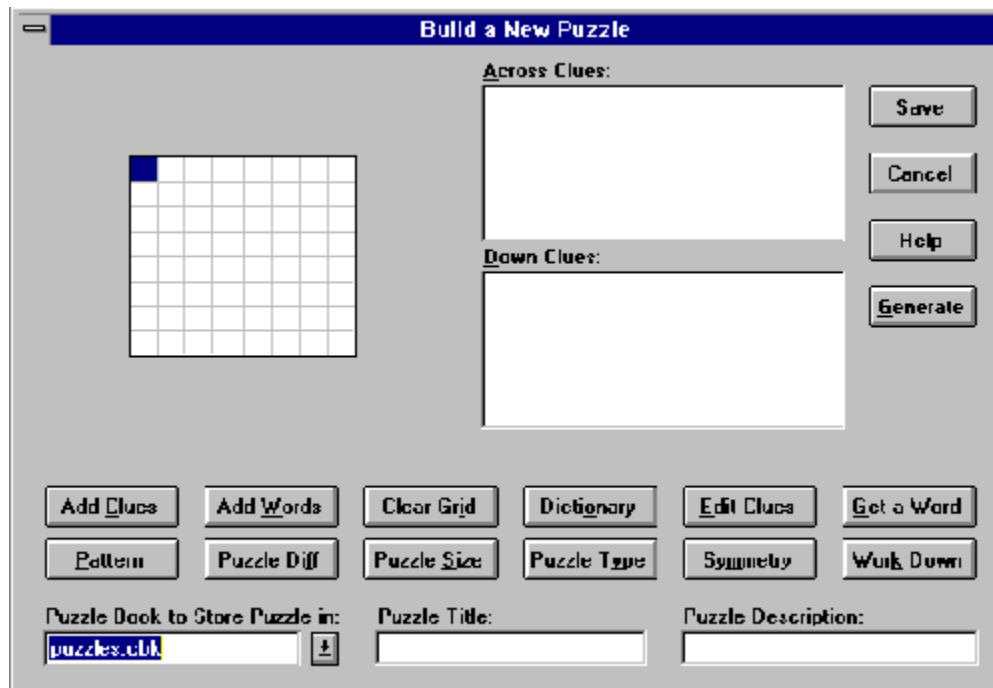


Edit Existing Puzzle

Building a new puzzle

For context-sensitive help at any time inside the program, press F1

Crossword Mania! allows a person to build a crossword or diagramless puzzle completely from scratch. The program will also build puzzles all by itself! Click on a part of the build window to get help for a particular function:



Building can be done in four easy steps:

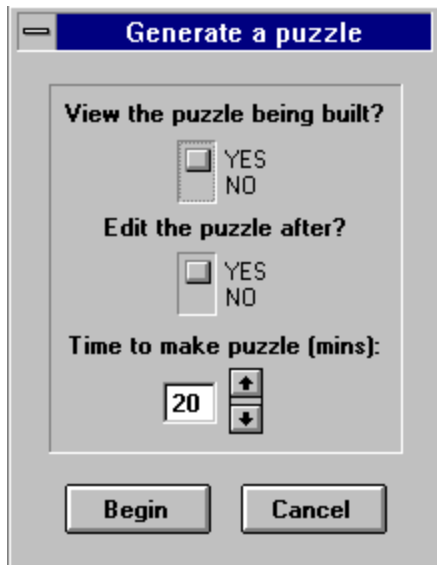
- Assemble the puzzle grid. Type letters, numbers, or dark squares into the puzzle grid. Dark squares can be typed using the slash (/) key. Fill in the entire grid. Choose 'Puzzle Size' to change the puzzle width and height, if necessary.
- Click on 'Add Clues' to put clues in the puzzle. If you make a mistake, you can edit them later by highlighting the bad clue and selecting 'Edit Clues'.
- Set the 'Puzzle Type', 'Puzzle Description', 'Puzzle Title' (optional), 'Puzzle Difficulty' (optional) and puzzle book to save the puzzle in.
- Click on the 'Save' button

It is possible to have the computer build a puzzle for you. This can also be done in four steps:

- Set the 'Puzzle Type', 'Puzzle Title' (optional), 'Puzzle Description' (optional), 'Puzzle Size' and puzzle book to save the puzzle in
- Load a dictionary by clicking on the dictionary button. This is needed by the computer as a source of words and clues.
- Click on the 'Pattern' button to put a pattern of dark squares in the puzzle grid. If you desire, you can put your own dark squares with the slash (/) key.

- Click on the 'Generate' button.

The following menu will pop up:



You can watch the puzzle being built, if you desire. Choose 'NO' to this option if you want to solve the puzzle later, so you won't see any of the words or clues. Choose 'YES' to watch the computer build the puzzle.

You also have the choice of editing the puzzle after building or not. If 'NO' is chosen, then the puzzle will be saved in the puzzle book chosen earlier. If you did not choose one, click on 'CANCEL' to select one.

In certain circumstances, the puzzle building may get 'stuck' on a certain part of the grid. Set a time limit after which the puzzle building will stop and ask you if you want to give up. Usually the default time that pops up will be long enough for the puzzle to complete building. Set the time to zero to build for unlimited time.

Large puzzles may take many minutes to build (10-30 minutes), while short puzzles take only a few minutes. It is recommended that there not be too many long words in the puzzle (greater than 5 letters), short words means the puzzle will build faster. So take this into account when created your own dark square pattern

The dictionary STANDARD.DCT is currently under construction and some of the words do not currently have clues. When a word is inserted into a puzzle that has no clue, a clue for the word is 'made up'. The clue 'ANAGRAM of XXX' is used as a substitute clue.

Edit existing puzzle

For context-sensitive help at any time inside the program, press F1

Choose this option to edit a puzzle in a puzzle book. After choosing the puzzle to edit, the build window will appear with all the puzzle information displayed. Edit the puzzle in the same way as building a puzzle from scratch.

General Topics

For context-sensitive help at any time inside the program, press F1

[Building a puzzle from scratch](#)

[Changing the puzzle font](#)

[Checking whether or not solving of the puzzle is being done correctly](#)

[Clearing a puzzle from the desktop](#)

[Clearing ALL puzzles from the desktop](#)

[Editing a puzzle that already exists](#)

[Getting a puzzle to solve](#)

[Getting information on a particular puzzle](#)

[How to get solving 'hints'](#)

[How to set the direction of cursor movement while solving a puzzle](#)

[How to solve a puzzle](#)

[Jumping between puzzles in a book](#)

[Moving forward and backward in a puzzle book](#)

[Printing a puzzle](#)

[Putting sound effects in the program](#)

[Saving a partially solved puzzle to work on later](#)

[Setting printing parameters](#)

[Solving a puzzle using only a mouse \(no typing\)](#)

[Solving a puzzle with a time limit](#)

[What are grid numbers?](#)

[What directory are puzzle books located in?](#)

[What is a 'Diagramless' puzzle?](#)

[What is 'Tournament Mode'?](#)

[What to do if a puzzle on the desktop is hidden from view by other puzzles](#)

Type Checking

There are two ways to check your puzzle solving for mistakes. Both operate 'on the fly', which means while your typing.

[Check every letter](#)

[Check every word](#)

Getting solving hints

For context-sensitive help at any time inside the program, press F1

There are three ways to get 'hints' while solving a puzzle:

Show a Letter

Show a Word

Show All

How to solve a puzzle

For context-sensitive help at any time inside the program, press F1

- Choose 'File/Open' to choose a puzzle book containing puzzles to solve. Choose a puzzle from the list of puzzles displayed.
- Once a puzzle has been loaded, you will see a puzzle grid and two clues list boxes. The top list box is for the 'Across' clues, the other is for the 'Down' clues. A flashing cursor will appear in the upper-left corner of the grid, which can be moved around with the arrow keys. Simply type letters and they will appear in the square where the cursor is located.
- To solve puzzles without typing, using the mouse, see ' Mouse Pad '.
- If solving a diagramless puzzle, you have to determine where the dark squares are located, as well as typing letters. Typing the slash ('/') key draws a dark square.
- For crossword puzzles, notice that moving the cursor around causes different clues to be highlighted. The highlighted clues represent the across and down clues for the current cursor location. This does not happen in diagramless puzzles.
- Clicking on a particular clue in the clues list box with the mouse causes the cursor to move around the grid. The cursor moves to the location of the word the clue represents. This does not happen in diagramless puzzles.
- Keep track of your progress so far by the 'percent done' indicator at the bottom of the screen. This tells you what percentage of the puzzle you have completed correctly..
- When you are done solving the puzzle, it is closed (removed from the desktop). The next time you load a puzzle, the puzzle list will reflect the fact that you have already solved this puzzle. You can choose to solve it again if you wish.

What are Diagramless puzzles?

For context-sensitive help at any time inside the program, press F1

'Diagramless' puzzles are similar to Crossword puzzles, except that the dark squares are not shown when the puzzle is displayed. It is up to the solver to determine where the dark squares are located in the puzzle, as well as the location of the words themselves. Adding dark squares to a diagramless puzzle is done with the slash (/) key.

Common Questions

For context-sensitive help at any time inside the program, press F1

[What is a 'Diagramless' Puzzle?](#)

[How can I build a Crossword Puzzle with a theme using my own words?](#)

[How can I get my free upgrades \(bug fixes\)?](#)

[How do I solve a puzzle?](#)

[What is 'Tournament Mode'?](#)

[How can I get a FREE major upgrade by making puzzles?](#)

How can I build ...

For context-sensitive help at any time inside the program, press F1

This question is very popular among teachers, and newspaper editors. They often want to make true crossword puzzles using some of their own words. This allows for puzzles with themes. To build a puzzle with a theme, go to the ' Build a New Puzzle ' option from the pull down menus. After the build screen appears, do the following steps:

- Set the 'Puzzle Type', 'Puzzle Title' (optional), 'Puzzle Description' (optional), 'Puzzle Size' and puzzle book to save the puzzle in
- Load a dictionary by clicking on the dictionary button. This is needed by the computer as a source of words and clues.
- Click on the ' Pattern ' button to put a pattern of dark squares in the puzzle grid. If you desire, you can put your own dark squares with the slash ('/') key.
- Click on the ' Add Words ' button to either load a list or make a list of words to put on the grid. These words are put on the grid before the rest of the puzzle is built. This should be done before you allow the computer to generate a puzzle for you. This will allow more words from your list to be used.
- Click on the 'Generate' button(if you want the computer to build the puzzle), or continue building the puzzle yourself.

You should now have a puzzle with a theme using your own words.

Across and Down Clues

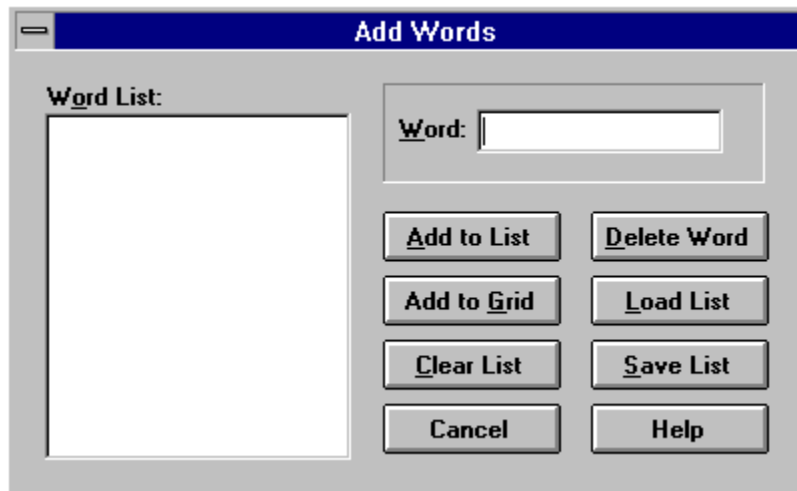
The 'Across' and 'Down' clues you create for the puzzle will be stored in these list boxes. Adding clues to these list boxes is done by clicking on the 'Add Clues' button. Once a clue has been created, it can be edited by highlighting a clue and selecting the 'Edit Clues' button. When the computer builds a puzzle, it adds clues automatically to these list boxes.

Add Clues

When the puzzle grid has been filled completely with letters, numbers, or dark squares, click on this button to begin adding clues. Go through each across and down word in the grid, and type in a clue for the word. You can use the dictionary to get a clue for a particular word, make sure you load a dictionary first by clicking on the 'Dictionary' button. As each clue is typed in, they appear in the 'Across Clues' and 'Down Clues' list boxes, where they can be edited later.

Adding your own words during puzzle building

For context-sensitive help at any time inside the program, press F1



Use this option to add a list of words of your own choosing to the puzzle grid. Simply type in words in the input box, and they will appear in the word list. Once you have assembled a list of words to add to the puzzle, select 'Add to Grid', and they will be randomly placed on the grid. Any words that would not fit on the grid are simply discarded, so it is a good idea not to type in too many words to place. An ASCII word list can be used by clicking on the 'Load List' button. Word lists can also be saved with the 'Save List' option.

Once the words have been placed, puzzle building can continue, either by manual placement of words, or computer building (Generate).

This option is commonly used to create a 'theme' for a puzzle, by having words that are related to each other in some way.

Clear Grid

Click on this button to clear the puzzle grid and clues list boxes. Use this if you have messed up in puzzle building and wish to start over. All work done up to this point will be lost, so be careful!

Dictionary

Use a crossword dictionary to assist you in puzzle building, or as a source of words and clues for the computer when it is building puzzles. Select 'Generate' if you want the computer to build a puzzle for you. The dictionary can be used to get words for the puzzle grid by selecting the 'Get A Word' button, or for assigning clues to words by selecting 'Add Clues'.

Edit Clues

Use this option to edit one of the clues listed in the clues list boxes. Usually used to correct misspellings in clues. This is used to edit clues that already exist, choose 'Add Clues' to create clues.

Generate

Press this button to allow the computer to build a puzzle for you to solve. Make sure you have loaded a dictionary first (press the 'Dictionary' button) so that the computer will have a source of words and clues to build with. You will be asked if you wish to see the puzzle being built, if YES is chosen you will see the computer building on the puzzle grid, otherwise you will see a progress window showing the percentage of the puzzle that has been built so far. You will also have the option of editing the puzzle further, or having the computer save it and quit.

Make sure you have some initial parameters set up before generating a puzzle, such as what puzzle book to save the puzzle in, and what puzzle type the puzzle will be (Crossword or Diagramless).

It is OK to add some words to the puzzle grid (either manually or with 'Add Words') and have the computer finish the puzzle building for you.

Get A Word

Use the dictionary to get a list of words that will fit in a particular area of the puzzle grid. Make sure you have a dictionary loaded before choosing this option (choose the 'Dictionary' button). Position the cursor on the area of the grid you wish to get a word for, and press the 'Get A Word' button. Either an 'across' word or a 'down' word will be gotten, depending on the 'work direction'. Change the 'work direction' by pressing the 'Work Across/Down' button. A list of words that can fit in that area of the grid will popup, choose a word from the list.

This option can also be used to verify the existence of a particular word. Put the cursor on the word to check and press 'Get A Word'. If the word was found in the dictionary, it will popup in the word list box, otherwise you will have the option of adding this word to a user dictionary.

The puzzle grid

The actual puzzle is built here. Type letters, numbers, or squares into this grid. To draw a square, type the slash ('/') key. The cursor can be moved with the arrow keys, or position the mouse over a square and click. Fill in all the empty squares with letters, numbers, and dark squares, then click on 'Add Clues' to create clues for the puzzle.

Pattern

Use this option to add a pattern of dark squares to the puzzle grid. Do this before adding any letters (or numbers). If no dark squares are already on the grid, then a list of patterns will pop up, choose one from the list. You can preview what each pattern will look like before adding it to the grid. If dark squares are on the grid, then you will be asked if you want to save this pattern or not.

'Puzzle Book' to store puzzle in

Specify here what puzzle book you would like to store the newly built puzzle in. If the puzzle book does not exist, then a new one will be created, otherwise the puzzle will be attached to the end of the existing book. If a puzzle book is being edited from one book, and being saved in another, you will be warned to make sure this is what you want.

Puzzle Description (optional)

Each puzzle can have a puzzle description. You can type anything you want here. It is usually used to describe any details about the puzzle, like anything the clues or words have in common.

Puzzle Difficulty

Set the puzzle difficulty level here. There are four levels, EASY, MEDIUM, HARD, and CHALLENGER. Choose the difficulty that you feel is most appropriate for your puzzle.

All puzzles built by the computer have a difficulty level of MEDIUM by default.

Puzzle Size

Choose the puzzle grid dimensions (width and height) here. The smallest puzzle that can be made is an 8x8 square grid, while the largest is 25x25. Do this before adding letters to the puzzle grid.

Puzzle Title (optional)

Each newly built puzzle can have a title. You can type anything you want here. Puzzles are usually given a title describing some theme the words and clues have in common.

Puzzle Type

Choose the puzzle type here. There are two puzzle types, Crosswords and Diagramlesses.

Save

Click on 'Save' when you are done building the puzzle. The puzzle will be stored in the puzzle book you specified. Make sure you have set the Puzzle Type, Title, Description, and Puzzle Difficulty before saving.

Symmetry

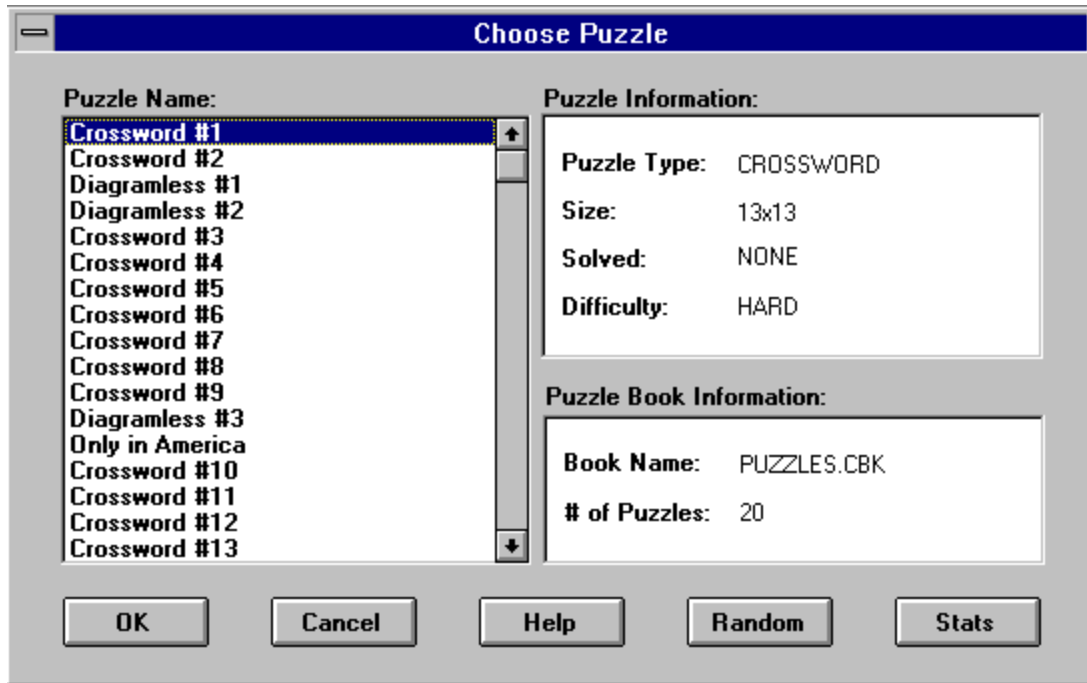
This option is used when adding dark squares to the puzzle grid. Adding dark squares can be done by pressing the slash (/) key. Symmetry refers to the arrangement of dark squares on the grid. There are five possible symmetries, NONE, VERTICAL, HORIZONTAL, DIAGONAL, and QUADRUPAL. When a dark square is added with the slash key, other squares may appear on the grid, symmetrical with the square just added. For example, if VERTICAL symmetry is chosen, and a dark square is added to the upper-left corner of the puzzle grid, then a dark square will appear in the upper-right corner, since these two squares are vertically symmetrical. Crossword puzzles often have some sort of symmetry to their pattern of dark squares.

Work Across/Down

Press this button to set the 'work direction', i.e. the direction the cursor moves while typing. Use this as well to get an 'across' or 'down' word with the 'Get A Word' option.

Choose Puzzle

For context-sensitive help at any time inside the program, press F1



The choose puzzle form allows you to choose a puzzle to solve from the currently loaded puzzle book. Available puzzles to solve are listed in the 'Puzzle Name' window. Highlight a puzzle from the list and click on 'OK' to begin solving. Information about the highlighted puzzle is displayed in the 'Puzzle Information' window to the right of the puzzle list. You can get more information about the highlighted puzzle by pressing the stats button. You can also allow the computer to randomly choose a puzzle for you to solve by pushing on the random button.

This input field allows you to change how many copies you want printed.

The puzzle book loaded is displayed here. You can print from another puzzle book by pushing the 'New Book' option.

The printer that will print the puzzle is displayed here. Change this by selecting 'Printer Setup' from the File menu.

These three toggles allow you to select where you want the puzzle grid placed on the page, left justified, centered, or right justified. The clues will be printed around the grid automatically, no matter where the grid is. Click on the 'preview' button to see what the printout will look like.

This option allows you to change puzzle books. Once another book is loaded, choose a puzzle from that book to print. If you want to print a different puzzle in the same book, choose 'New Puzzle'. This option does not affect the book that is loaded for the puzzles on the desktop.

This option allows you to change the puzzle you want to print. You are only allowed to choose another puzzle from the currently loaded book. If you want to load a puzzle from another book, you must use the 'New Book' button. This option has no affect on the puzzles loaded on the desktop.

This option allows you to preview what your printout will look like.

The puzzle you are printing is displayed here. Change this with the 'New Puzzle' and 'New Book' options.

Toggling this option will print the answers on the crossword puzzle. The letters (or numbers) will appear inside the puzzle grid. There will be no grid numbers, and no clues printed. Click on 'Preview' to see how this will look before printing.

Toggling this option will not print the answers on the crossword puzzle. An empty grid will be printed with grid numbers. The clues will also be printed. Select this option to print out a puzzle to solve. Click on 'Preview' to see what this will look like before printing.

Toggling this option will print only the letters in the puzzle you have solved so far. Grid numbers and clues will be printed. Click on 'Preview' to see what this will look like before printing.

A row of buttons underneath the menu bar that can be clicked on with mouse to activate certain functions. Usually provided as a shortcut method of performing a particular action.

.CBK

The .CBK files are also referred to as puzzle books. Each puzzle book can hold an unlimited number of puzzles.

.WAV

Files with the .WAV extension are Windows sound files. Use these to create sounds for certain program events.

HotSpot1

test

puzzle book

A puzzle book is a collection of puzzles grouped together in one .CBK file. Each puzzle book can hold an unlimited number of puzzles. The puzzles are numbered sequentially, i.e. the first puzzle is puzzle #1, the second is #2, etc. Crossword and Diagramless puzzles can be mixed together in one puzzle book.

