

Help on Enigmacross™ Demo

Welcome to **Enigmacross** on-line Help. The following topics, accessed through the Windows hypertext-based Help system, give a quick understanding of the software. Please refer to the printed **Enigmacross** Users' Guide for more in-depth information.

[Solving Acrostics](#)

[Constructing Acrostics](#)

[Dictionary](#)

[How to Register](#)

[ASP Ombudsman](#)

[Un-installing Enigmacross](#)

Solving Acrostics

With **Enigmacross**, you get all the challenge and enjoyment of solving acrostics exactly like those found in the daily or Sunday newspapers right on your computer. Please select from the following topics for additional information about solving acrostics.

[Cheating](#)

[Clue Entry Window](#)

[Clue Listings](#)

[Desktop Settings](#)

[Get Hint](#)

[How to Solve Acrostics](#)

[Keyboard](#)

[Menu Selections](#)

[Mouse](#)

[Opening a Puzzle](#)

[Preferences](#)

[Printing](#)

[Quotation Grid](#)

[Saving Puzzles](#)

[Score Solution](#)

[Undo Work](#)

[View](#)

Constructing Acrostics

With **Enigmacross**, constructing professional puzzles is virtually foolproof. The computer eliminates erasers, pencils and stacks of paper forms. You can't omit a clue or make errors in the grid. Puzzle numbering is done automatically. Please select from the following topics for additional information about constructing acrostics.

[Desktop Settings](#)

[Foreign Characters](#)

[How to Construct Acrostics](#)

[Keyboard](#)

[Menu Selections](#)

[Mouse](#)

[Opening a Puzzle](#)

[Preferences](#)

[Printing](#)

[Quotation Grid](#)

[Saving Puzzles](#)

[Tool Box](#)

[Writing Clues](#)

[Undo Work](#)

[View](#)

Dictionary

With **Enigmacross**, you can "hot link" your favorite dictionary so it is only a mouse-click away. If the dictionary supports the Windows Clipboard, definitions can be transferred directly into Autoclue. Please select from the following topics for more information:

[Linking](#)

[Accessing](#)

[Data Transfer](#)

How to Register Enigmacross

All registered users of **Enigmacross** receive the latest version of the software available at the time of registration, *and* the next major upgrade at a significant discount, over 50 professionally constructed acrostics, a 50-page, spiral bound Users' Manual, and unlimited, enhanced product support.

Registration fees make possible further development of **Enigmacross** software and additional puzzle disks.

With the registered **Enigmacross** package, you can construct professional quality acrostics exactly like the kinds appearing in magazines and newspapers. You get access to *all* the features shown in the Demo, plus many more. And you can even get help with marketing any puzzles you create. The full **Enigmacross** package costs \$39.95 in US funds or \$43.95 in Canadian funds (\$46.95 overseas in US funds).

Like crossword puzzles? **Crossdown** for Windows is a brand new product that brings all the challenge and enjoyment of solving and constructing real crossword puzzles to your personal computer. **Crossdown** for Windows features a scrollable clue list, full sound card support, and a programmable "hot-link" for attaching your favorite digital dictionary, more than 50 challenging crossword puzzles by some of the best puzzle-makers in the country, a 50-page, spiral bound Users' Manual and many other features. The deluxe edition of **Crossdown** is only \$39.95 in US funds or \$43.95 in Canadian funds (\$46.95 overseas in US funds).

Just wanna have fun? Not interested in constructing your own puzzles? Both **Enigmacross** for Windows and **Enigmacross** for Windows are available in *solve-only* versions. These special editions are strictly for crossword solvers. The **Enigmacross** for Windows "Game Edition" includes more than 60 professionally constructed crosswords by some of the top names in the industry. The **Enigmacross** for Windows "Game Edition" comes with more than 50 challenging acrostics. The "Game Editions" of **Enigmacross** and **Enigmacross** sell for only \$11.95 each (\$13.95 in Canadian dollars or \$15.95 overseas in U.S. funds).

Send your check or money order for any of **Enigmacross's** entertaining and educational word game products to:

CROSSDOWN
133 Akron Street
Rochester, NY 14609-7618

Please specify which operating system--Windows 95 or Windows

3.1--you prefer.

For additional information call us at (716) 482-8092. You can also contact **Crossdown** by e-mail at 70724.2075@compuserve.com, or visit the **Crossdown** Home Page on the Internet at <http://ourworld.compuserve.com/homepages/crossdown>.

For your convenience, this demo includes the file REGISTER.WRI which may be printed out with the Windows Write application. Fill out the form and mail it in with the registration fee ... today!

Ombudsman Statement

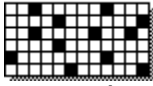
Enigmacross™ is produced by Sam Bellotto Jr., a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI USA 49442-9427, FAX 616-788-2765, or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Un-installing Enigmacross

After you have given **Enigmacross** a fair tryout, we hope you will want to order the registered version. In either case, you are obligated to remove the demo from your system. This is very easy to do.

From the Windows 3.1 File Manager, highlight the EMXWDEMO subdirectory (or highlight the subdirectory to which you installed **Enigmacross**.) Select **File** then select **Delete**, or simply hit the Delete key. Answer **OK** to all prompts. Now go ahead and remove the **Enigmacross** group and/or **Enigmacross** icon from the Windows desktop itself. With Windows 95, simply send the entire **Enigmacross** folder to the Recycle Bin. Refer to your Windows Users' Guide if you don't know how to do this.

How to Solve Acrostics



From the Main Menu, select **Puzzle**. Select **Solve** and open a puzzle from the Solve Puzzle dialog box.

Solve **Enigmacross** acrostics much the same way you normally solve acrostics. Complete the quotation grid by entering letters directly onto the grid or by filling in the correct answers to the acrostic clues. The first letters of the acrostic words spell out the author and source of the quotation.

Directly below the quotation grid is the Acrostic Bar comprising the first letters of each acrostic word. Below this is the Clue List.

Click on any square from the Acrostic Bar or click on any clue within the Clue List. The Acrostic Clue Entry Window opens for input.

Close the Acrostic Word dialog box by clicking the Close button in the upper-right corner of the window or by pressing the ESC key. Both the quotation grid and the Clue List are automatically updated.

You can also click on any letter square within the quotation grid itself. The selected word in the grid is highlighted. Enter letters from the keyboard. Entries or changes made to the quotation grid are *not* automatically updated in the Clue List, but you can update the entire puzzle at any time by clicking the Apply Button.

If you require a little help, you can hit the Plus (+) key at any time. If you get *really* stuck, click the Cheat Button to see the entire solution.

At any time, if you make a complete mess of the acrostic, you can undo everything by clicking on Options and then Revert to Saved.

Continue working the puzzle in this fashion until the quotation grid and the Acrostic Bar are both completed. From the Main Menu, click on **Options** then Score Puzzle.

At any time, select **Save** from the Main Menu to save your work.

Cheating



Press the **Cheat Button** at the bottom right of the screen to see the correctly solved puzzle. Do this by clicking and *holding down* the Cheat Button. Correct answers are shown in gray. Only unfilled boxes are revealed. Entries you have made to the puzzle grid remain. Release the Cheat Button to continue solving the puzzle.

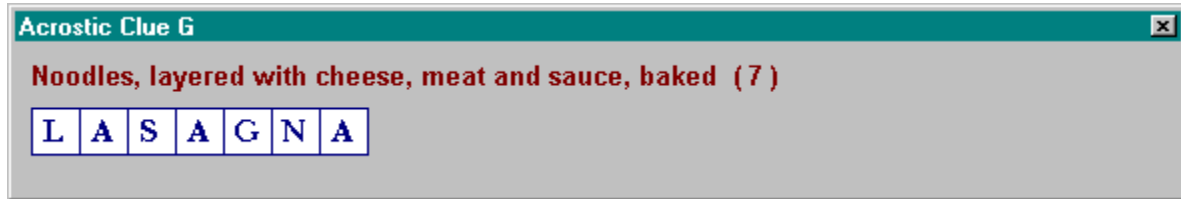
Clue Scan List

All of the acrostic clues can be scanned and selected within the Clue List Box at the bottom of the screen. Use the scroll bar to move through the clue listing. Each clue has a broken "fill-in" line to the right showing the exact number of letters in the answer. You do not enter letters directly into the Clue List. **Enigmacross** continually updates the Clue List automatically.

To select a particular clue, click on it with the left mouse button. The clue is highlighted and the Acrostic Clue Entry Window opens for input.

Acrostic Clue Entry Window

The Acrostic Clue Entry Window opens every time you select a clue from the Clue List or Acrostic Bar. The selected clue is displayed above the text input box. The text input box contains one square for each letter of the answer.



Click on any square in the dialog box and begin entering letters from the keyboard. You can enter only the letters A to Z, Backspace, the Spacebar, Enter or the Plus (+) key. Hit the Spacebar to erase a letter in a square. Hit Enter to skip a square *without* erasing it. If you need some help, hitting the Plus (+) key always enters the correct letter in the square. As letters are entered or erased, the Quotation Grid is simultaneously changed.

You *do not* have to close the Clue Entry Window every time you select a clue from either the Clue List or Acrostic Bar. However, the Clue List is only updated when the Clue Entry Window is closed.

You can close the Acrostic Clue Entry Window at any time by clicking the Close button in the upper-right corner or by pressing the ESC key. Or you can simply select another clue from the Clue List or the Acrostic Bar.

Get Hint

If you absolutely require assistance trying to fill in a word, press the **plus (+)** key to reveal the next unfilled square. You can keep on hitting the plus key to reveal as many letters of a word as you like, but, hopefully, you won't.

Opening a Puzzle

Select **Puzzle** from the Main Window menu. Select **Solve...** Highlight and select a puzzle from the Solve Puzzle dialog box. Click on **OK** to open that puzzle.

You can open a puzzle at any time. If you are working on a puzzle and decide to open another one, **Enigmacross** automatically saves your work on the old puzzle before opening the new one.

Saving Puzzles

Your puzzle is saved automatically every time you **Exit** or open another puzzle. To save at any other time simply select **Puzzle** from the Main Menu and then select **Save**. From the keyboard you can also enter the **Ctrl-S** combination.

Score Solution

When the puzzle is completed, click on **Options** from the Main Menu. Select **Score puzzle**.

If you have made errors, an error notification box pops up. You can choose to see your errors, which will be check-marked in red, or attempt to correct your errors without this additional help (good for you!)

If the puzzle is correctly solved, you are treated to a short surprise, followed by a Congratulations dialog box with three choices. Select:

- **Clear** to "wipe" the grid so the puzzle may be re-played by you or someone else.

- **Delete** to erase the puzzle altogether from your computer. After you close a deleted puzzle, either by quitting or opening another puzzle, the deleted puzzle is removed from the system.

- **Cancel** to do nothing. The correctly completed puzzle is saved.

If you try to score an incomplete puzzle, you get an error message telling you that the puzzle has not been completed!

Revert to Saved

If you make a complete mess of the acrostic, it is easy to put things back to where you began. Click on **Options** from the Main Menu and select **Revert to Saved...** This instantly returns the puzzle to the way it was when *last saved*.

In Construction Mode, **Revert to Saved** also wipes out any clues input through Autoclue that have not been saved!

Updating Acrostic



Because solving acrostics requires working back and forth between the quotation grid and the Clue List, it isn't always practical for **Enigmacross** to update the screen all the time. You can do this easily by clicking the Apply Button located below the Clue List and to the right.

How to Construct Acrostics

• From the Main Menu, select **Puzzle**. Then select **Construct**. Select **New**. Enter a name for the new puzzle in the Construct New Puzzle dialog box (the default name is UNTITLED).

To open a pre-existing puzzle, from the Main Menu, select **Open**. See [Opening a Puzzle](#) for additional information.

If you clicked on **New** to construct a brand new acrostic, the [Quotation Entry](#) dialog box appears. Type the quotation in the upper panel. Type the acrostic in the bottom panel. Click **OK** to continue. **Enigmacross** determines the optimum grid size for the puzzle and randomly extracts the acrostic letters from the quotation.

Click on the [Grid Button](#) to make any final spelling corrections to the [Quotation Grid](#), if necessary. Click on the [Acrostic Button](#) to actually begin constructing the puzzle by extracting letters from the grid and placing them in the acrostic section.

Use the [Construction Toolbox](#) to make constructing easier. At any time, if you make a complete mess of the acrostic, you can undo everything by clicking on **Options** and then [Revert to Saved](#).

When all letters from the Grid have been successfully transferred to the Acrostic, the Grid will be completely empty. The Letters Distribution Panel will also have all the letter counts blanked out. Click on [Autoclue](#) to begin defining the clues.

After the puzzle has been successfully completed, [Save](#) it.

Quotation Entry

The Quotation Entry dialog box is comprised of two primary zones. Enter the source quotation in the upper (larger) text input box. Type the acrostic itself into the lower (one-line) text input box.

To make input easier, you can enter the quotation exactly as it appears in the original source material, using upper and lower case letters, punctuation marks, symbols, and so forth. **Enigmacross** automatically strips the quotation of any illegal characters and converts all letters to upper case when creating the finished grid.

An **Enigmacross** acrostic is limited to 341 letters. This should be a more than adequate length for most acrostic puzzles.

The acrostic part of the puzzle is limited to no more than 31 letters. And every letter of the acrostic must appear in the quotation. Because of these constraints, it is easier to input the acrostic exactly as it will appear in the puzzle. In the acrostic text box, spaces or punctuation marks are not accepted, anyway. *Do not* exceed 31 characters.

After everything is entered correctly, click on **OK** and, within seconds, **Enigmacross** constructs the puzzle grid with letters randomly selected out of it to form the acrostic displayed below.

Grid Button



Click on the Grid Button to make any spelling corrections within the grid itself, or change any of the letters for whatever reasons. You cannot alter the design of the grid. If the quotation requires extensive editing, it is much easier to simply start from scratch and overwrite the puzzle! You can only edit letters that show in the grid and haven't been assigned to any of the acrostic words.

Acrostic Button



Clicking on the Acrostic Button places **Enigmacross** into primary construction mode. In this state, you can swap letters back and forth between the main quotation grid and the acrostic words, gradually constructing the puzzle.

Click on any letter in the Acrostic Bar to access that acrostic word and work on it. The selected letter is highlighted yellow. The corresponding acrostic word is displayed below the Acrostic Bar on the Acrostic Word Bar. (If no word has yet been built for this letter, only the first letter appears on the Acrostic Word Bar.) The original location on the quotation grid of each letter *assigned* to the selected Acrostic Word is highlighted, the first letter in light green, the remaining letters in yellow.

Click on any letter from the quotation grid. The letter is removed from the grid, its source position is highlighted yellow, and it is added to the selected Acrostic Word. It is now *assigned* to an Acrostic Word.

Click on any letter from the selected Acrostic Word. It is removed from the Acrostic Word Bar and returned to the quotation grid. It is no longer highlighted because it is now "unassigned."

The initial letters of each Acrostic Word are permanent and cannot be returned to the quotation grid. They are displayed in gray, highlighted in light green for identification.

Letters can be removed and/or added to Acrostic Words *non-sequentially*. In other words, if an Acrostic Word contains eight letters and the fourth letter is removed, the very next letter selected from the quotation grid will go to position four. Only then will the next letter be *added* at position nine, and so forth.



To return *every* letter in an Acrostic Word to the quotation grid at once, click on the **Spill Button**.

Quotation Grid

The **Enigmacross** acrostic grid conforms to the standard acrostic conventions used for this kind of puzzle. The quotation is spelled out from left to right, top to bottom. All letters are upper case with each letter occupying a single square. Black squares represent the spaces between words. If needed to complete a rectangular grid, additional black squares are added *only* before the first word or after the last word. No punctuation marks, symbols or figures are permitted.

Writing Clues

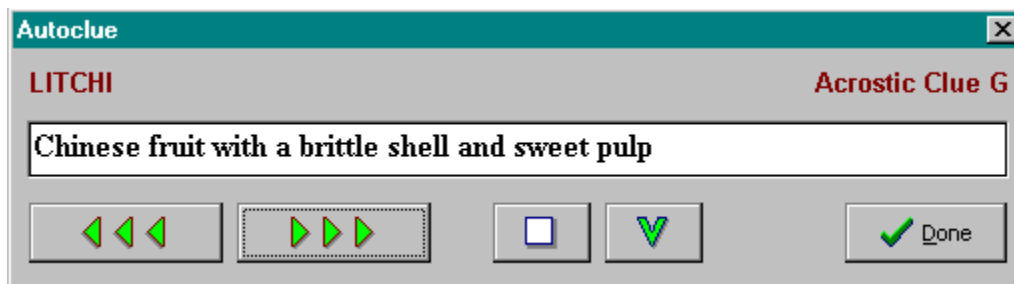


After you have assigned every letter in the quotation grid to an acrostic word and the quotation grid is empty, you are ready to write the clues, or definitions. Click on the **Autoclue Button** (identified by a magnifying glass icon) located at the lower right corner of the screen.


To define a specific acrostic word, select that word by clicking on its initial letter from the Acrostic Bar before clicking on **Autoclue**. Otherwise, **Autoclue** always begins with the first acrostic word.

The individual acrostic words and positions appear at the top of the **Autoclue** dialog box in red.

Immediately below is the Text Input Box for typing in or editing clues. Use the keyboard normally. You can also enter foreign characters. You have a maximum of 60 characters for each clue.



Beneath the Text Input Box are five buttons. **Click on any of the buttons in the diagram above to see what they do.**

If you have linked a dictionary to work with **Enigmacross** and the dictionary supports copying to the Windows Clipboard, you can use the  push-button to transfer data into **Autoclue**.

Foreign Characters

You can enter letters from the complete set of ASCII Extended Foreign and Symbol Characters in AutoClue. Generate these characters by holding down the ALT key and pressing 0 (zero) on the numeric keypad, followed by the three other numbers listed below:

199 Ç	230 æ	243 ó	252 ü	198 Æ	250 ú
233 é	244 ô	241 ñ	226 â	246 ö	209 Ñ
228 ä	242 ò	170 ð	224 à	251 û	186 °
229 å	249 ù	191 ¿	231 ç	255 ÿ	181 μ
234 ê	214 Ö	172 ¬	235 ë	220 Ü	189 ½
232 è	162 ¢	188 ¼	239 ï	163 £	161 ¡
238 î	165 ¥	171 «	236 ì	167 §	187 »
196 Ä	182 ¶	223 ß	197 Å	225 á	177 ±
201 É	237 í	176 °			

You can also transfer Foreign characters into AutoClue from the Windows Character Map.

Keyboard

The keyboard is used primarily in solve (or game) mode. When constructing acrostics, the keyboard is active only when the Grid Button is selected.

Letters are filled in directly from the keyboard. Type normally. You do not need to use the shift key or the caps lock key. All letters are entered in upper case. Furthermore, only the letters A through Z , the spacebar, the enter key, the backspace key and the plus (+) key are allowed during grid input.

Backspacing. If you make a mistake, use the backspace key as you would with any word processor. Keep in mind that **Enigmacross** uses a non-destructive backspace; backspacing moves your position on the puzzle grid in the reverse direction, a square at a time, highlighting backspaced squares in yellow. Filled in squares are not cleared, but they can be overwritten.

Spacebar. Use the spacebar to erase a filled in square.

Enter key. Hitting the enter key while entering letters skips that square. If the square is unfilled, it remains unfilled. If the square contains a previously entered letter, that letter remains unchanged.

Plus (+) key. In solve (or game) mode, use this key to get a hint.

Mouse

Use the mouse pointing device to construct or solve a puzzle and access **Enigmacross'** many features and options. The left mouse button is the primary button, although for some functions the left or right mouse button may be used interchangeably.

Opening a Puzzle

From the Main Window menu select **Puzzle**. Select **Construct**. To open a new puzzle, click on **New**. To open a pre-existing puzzle, click on **OK**.

If you clicked on **New** to create a brand new puzzle, the Construct New Puzzle file dialog box opens. Enter a title for the new puzzle or accept UNTITLED.EMX as the default. Select a destination directory, if required. Click on **Save**. The Quotation Entry dialog box appears. Type the quotation in the upper panel. Type the acrostic in the bottom panel. Click **OK** to continue. **Enigmacross** determines the optimum grid size for the puzzle and randomly extracts the acrostic letters from the quotation.

If you clicked on **Open** to access an existing puzzle, the Construct Open Puzzle dialog box appears. Change directories if necessary. Select the puzzle you want to work on. Click **OK**.

See [Associating Puzzles](#)

Preferences

From the Main Window menu select **Options**. Select **Preferences...** The Preferences dialog box enables you to customize various aspects of **Enigmacross** to your specifications.

Manuscript Heading. You can enter your name and up to two additional lines of address information to be used in puzzle printouts. This information will be printed on the first page of each manuscript.

Dictionary Path. Under Dictionary Path, enter the complete path and filename of any Dictionary you wish to hot link.

Sounds On. If you have a sound card in your system and want to hear **Enigmacross'** audio messages, turn this option "on". Otherwise, turn this option "off" and **Enigmacross** will operate silently (except for a few warning beeps if you do something wrong).

Page Length. You can adjust the bottom margin of printouts by changing this setting. It indicates the number of additional blank lines to place at the bottom of the page. The default is zero (0). You can add up to nine (9) lines of extra space. You will probably need to adjust this if your printer outputs fewer lines-per-page than standard, or if you desire a larger bottom margin.

Desktop Settings

You can change the color and style of the type font used in the acrostic puzzle grid. You can also change the color of the letter squares in the grid, the filled squares and the color of the background matte to suit your personal tastes.

From the **View** option of the Main Menu, select **Change Settings...** The Enigmacross Settings window opens. To change the font, click on **Set Font**. To change the filled square color, select from the color palette with the left mouse button. To change the letter square color, select from the color palette with the right mouse button. To change the background matte, select from the color palette with the Ctrl-key *and* right mouse button combination. You can preview your selections on the sample puzzle grid. Click **OK** to exit the Settings window and apply your selections. Click **Cancel** to disregard your selections.

The selected font will also be used for the "Solution Grid" printout option. Please note that, depending upon your screen's resolution, not every font size will display correctly. It is a simple matter of trying different fonts and sizes until you get one that you are completely happy with.

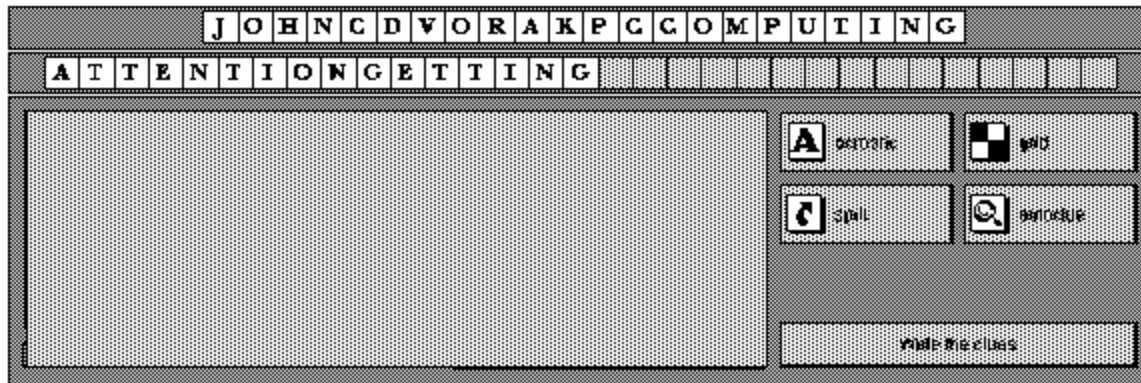
You can change Desktop Settings as often as you like. To revert to the default Desktop Settings, from the **View** option of the Main Menu, select **Default**.

Saving Puzzles

You can save a puzzle you are constructing at any time. It is a good idea to do this frequently as **Enigmacross** does *not* automatically save puzzles in Construction Mode. From the **Puzzle** option of the Main Window menu, select **Save**. You can also press the **Ctrl-S** key combination from the keyboard.

Construct Tool Box

Below the quotation grid is the Construct Tool Box. The Construct Tool Box contains the Acrostic Button, the Grid Button, the Spill Button, and the Autoclue Button. These are the elements most frequently needed for constructing acrostic puzzles, so they have been placed within easy reach.



Click on any area within the Construct Tool Box illustrated here for additional information.

Associating Puzzles

You can open any puzzle by associating the EMX file type with **Enigmacross** and then double-clicking on the filename or icon symbol of that puzzle. Refer to the Windows documentation for help with associating file types. With this method, the puzzle always opens in construct mode.

Rewinds to the previous definition.

Advances to the next definition.

Skips ahead to the first *undefined* word.

Copies any text from the Clipboard to the current definition.

Closes the Autoclue window.

Build acrostic words by moving letters here to and from the Quotation Grid with the mouse.

Enables Acrostic Construction mode.

Enables Grid Editing mode.

Click to put *all* letters in current acrostic word back on the Quotation Grid.

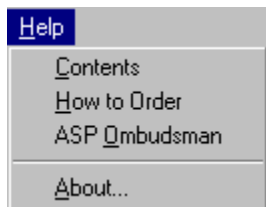
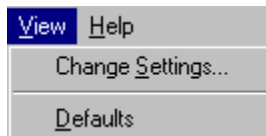
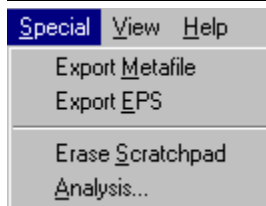
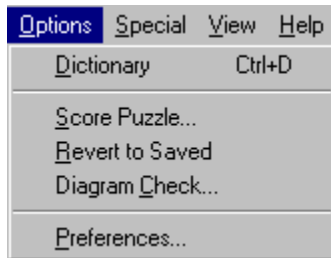
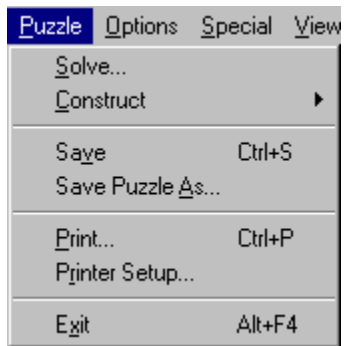
Opens Autoclue window for writing acrostic clues.

Displays brief on-screen help information.

Click on a letter to work on its specific acrostic word. Letters already "assigned" are displayed on the Acrostic Word Bar below. Otherwise, only the initial letter is displayed.

Menu Selections

Click on any of the Menu Selections below for additional information. Certain Menu Selections are only accessible in either **Solve** or **Construct** mode.



Open an acrostic puzzle to solve.

Construct a **new** acrostic puzzle or open an existing one to work on.

Save your work.

Available with registered version of **Crossdown** only.

Print out the current puzzle.

Configure or change printers.

Quit out of **Enigmacross**.

Launch an on-line dictionary, if one has been linked.

Check to see if the current acrostic puzzle has been correctly solved.

Discard any recent work on puzzle and return to the *last saved* status.

Available with registered version of **Crossdown** only.

Customize many **Enigmacross** features and settings.

Available with registered version of **Crossdown** only.

Available with registered version of **Crossdown** only.

Available with registered version of **Crossdown** only.

Available with registered version of **Crossdown** only.

Customize fonts and colors used by **Enigmacross**.

Return all customizable **Enigmacross** settings to their "out-of-the-box" defaults.

On-line help with using **Enigmacross Demo**.

How to order the registered version of **Enigmacross**.

Association of Shareware Professionals.

Version information about **Enigmacross**.

Linking a Dictionary

First, install the dictionary if it is not already installed. The dictionary can reside on your computer's hard drive or a CD-ROM. However, it *must* be a stand-alone Windows application (*not* a component of another application like a word processor).

From the **Enigmacross** Main Menu, click on **Options** then click on **Preferences....** The Preferences dialog box appears. In the Edit Box labeled **Dictionary Path** type the full path and name of the dictionary's executable file.

This is the same Command Line that Windows uses. You can find it by *right clicking* the dictionary's Shortcut icon on the Windows desktop. Then click on **Properties**. Then click on **Shortcut**. The Command Line appears in the **Target** edit box. Or find the Command Line through Explorer.

The **Dictionary Path** entry in the Preferences dialog box should look something like this:

```
c:\dictpath\dictionary.exe
```

Where DICTPATH and DICTIONARY.EXE are the actual pathname and filename of the dictionary that you have installed. Click on **OK** to save the information.

Accessing the Dictionary

Click on **Options** from the Main Menu. Click on **Dictionary**. If correctly linked, the dictionary window appears on top of the **Enigmacross** window.

The first time the dictionary is accessed in this way, it must be launched and takes a little longer to appear. If you are going to be using the dictionary repeatedly, *do not close* it after use. Simply click anywhere on the **Enigmacross** window and the dictionary is moved to the back. Or minimize the dictionary. Subsequent selections of **Dictionary** from **Options** brings up the dictionary almost instantaneously.

The dictionary can also be accessed at anytime by pressing the Ctrl+D hot key combination from the keyboard.

Data Transfer

Follow the instructions of your dictionary for copying definition data into the Windows Clipboard. Return to **Enigmacross**. From the Autoclue window, click on the insert ● push-button. The information copied to the Windows Clipboard is in turn inserted into the Autoclue text box at the cursor. You can edit this information as you desire.

Printing Acrostics

Select **Puzzle** from the Main Window menu. Select **Print ...** The Print dialog box opens. You have five kinds of Print Styles from which to choose. You can select one or any combination of these styles:

Manuscript. This option is primarily intended for constructors to output their puzzles in manuscript format. The clue pages are printed double-spaced with the keyed answer lines just below and indented on each definition. A final page is output of the puzzle grid with both numbers and the solution. *Selecting **Manuscript** from Solve Mode omits the answers on the definition pages and prints the grid with numbers only.*

Manuscript Grid Only. Prints only the final puzzle page of the Manuscript, with both numbers and letters in the grid

Numbered Grid. This option prints out a numbered, blank acrostic grid. Each box in the grid is approximately 5/16-inches square.

Solution Grid. This option prints out the acrostic grid with all the answers filled in. The boxes are not numbered. *Selecting **Solution Grid** from Solve Mode prints out the acrostic grid as it appears on the screen.*

Puzzle Page. This option prints out a blank, numbered acrostic grid and the clues on a single page, keyed and formatted the same way as you might find in the daily newspaper, ready for solving. You can print out puzzles this way to give to others. *With large acrostic puzzles, it isn't always possible to contain the grid and clues on a single page. In such cases, **Enigmacross** fits as many clues as it can on the first page and prints the rest on a second page.*

The **Puzzle Title** edit box allows you to enter an optional title line for the puzzle. If you do not wish to enter your own title, the puzzle filename is printed as the default title.

The Manuscript style is the system default. You can change this by selecting any other combination of printing options and then checking the **Default** box.

