

THE FILE MENU:

New starts a new game with the given preferences.

Close Window closes the front window.

Save As Text writes the contents of the front window to a text file.

Quit exits the program.

THE EDIT MENU:

This menu gives you access to the standard editing functions. The Color submenu allows the use of color in all text fields (but the color change may not be permanent). The **Other** selection will bring up the system color wheel.

THE GAME MENU:

This menu gives you access (and command key selection) to most of the game features.

Pause game play. The timers are stopped.

Preferences brings up the preference window and allows you to change several features of the game.

Reset Totals sets all player's total scores to zero.

Reset Games sets all player's games won to zero and the present game number to one.

High Scores opens the high scores window.

Memory Monitor opens the memory monitor window.

Help brings up the help window.

THE EDITORS MENU:

This menu gives you access to the editors that allow you to select, modify or create the internal structures used in the various game types. The editors name determines which game type that is modified.