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## INTRODUCTION

WordWiz™ is a comprehensive word puzzle design and construction tool. With WordWiz you can design and print your own word puzzles to enjoy with your friends, children, students, or customers.

Use the puzzles for fund raisers, party activities, educational projects, company newsletters, bulletins, advertising flyers, or your own enjoyment. Make personalized puzzles to use as greeting cards. You will find that creating your own word puzzles is actually more fun, more educational, and more profitable than simply solving them.

WordWiz includes a built in collection of over 30,000 words that are used to 'fit' into the puzzle patterns that YOU design. Have fun building your vocabulary as you research and write your own clues for the words that WordWiz automatically selects for your puzzles.

Advanced design features allow you to lock individual letters or words into your design and build your own custom word lists. With these features you can design a puzzle that includes your full name (or any other specific words), you can also create puzzles that contain only words related to specific topics such as sports, music, The Bible, famous people, etc.

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## Commercial Licenses

If you meet BOTH of the following criteria, then you must obtain a commercial WordWiz license.

- 1) You are in business to make a profit.
- 2) You will publish 5000 or more copies (per year) of puzzles that were composed by WordWiz (even if the puzzles are rendered for publication using other software).

If you meet both of the above criteria, then you must obtain a COMMERCIAL USAGE LICENSE. Prices for commercial licenses are based on anticipated annual publication quantities. Contact the author directly for current pricing information.

**If you use this software for more than 90 days, you are required to purchase a registered copy.**

## Getting Started

To create an **Instant Crossword puzzle** (from a short list of your own words) follow these steps:

- 1) **Select the Puzzle Style** Click "OPTIONS / PUZZLE STYLE / INSTANT CROSSWORD" from the main menu. This selects the puzzle style. The different puzzle styles provide alternative construction methods and puzzle types. At this point, you should also select FILE / NEW to clear out any previous puzzle.
- 2) **Select the Grid Size** (This step is required only if you want to select a new grid size for the puzzle.) Click "OPTIONS / SIZE / 9 x 9" from the main menu. This changes the overall grid size. Rectangular grid sizes can be selected by choosing the number of rows and columns separately. Note: The maximum grid size is limited to 9 x 9 in the unregistered version.
- 3) **Create a Word List** Type the words you want to use in the puzzle into the large empty box (clue edit box) on the right side of the screen. Then click ADD TO POOL. This adds the words you typed into the current word pool. All puzzle styles (except Number Fill-in) use the word pool to determine which words are eligible to be placed in the puzzle. There are many other ways to load or merge previously defined word lists into the word pool. See WORD POOL for more information.
- 4) **Make the Puzzle** Click the CONSTRUCT button. Within a few seconds, a puzzle will appear. If you don't like the way it looks, or if not enough words from your list were used, just click CONSTRUCT again.
- 5) **Write the Clues** A CROSSWORD Puzzle needs clues!!! Just double click on each word that was copied to the CLUE BOX when the puzzle was constructed, and then type a clue for the word. When you save your puzzle (step 9), your clues will be saved in a CLUE LIBRARY. The clues will automatically be re-used if the same words are used in a future puzzle.
- 6) **Choose a CLUE LIBRARY** Click CLUE LIB. This determines where your clues will be saved when you save the puzzle. The 10 separate clue libraries allow you to keep different types of clues for the same word. For example, Library 2 might contain "fill-in the blank" style clues, while library 3 is used for opposite meanings, etc. etc. How you organize the clue libraries is up to you!!! You could even use one of the libraries to keep notes about which puzzles the word was previously used on. Note: Clue Library "S" is the "Standard" library. This is where all clues created with earlier versions of WordWiz will be found.
- 7) **Adjust the Page Layout** Click PREVIEW to see what your puzzle will look like when it prints. Use the MENU BUTTONS at the top of the preview screen to adjust the page layout before printing.
- 8) **Print the puzzle** Click PRINT to print the puzzle. Close the PREVIEW screen when you are finished with it by clicking CLOSE.
- 9) **Save your puzzle** by clicking "FILE / SAVE". This will create a file with a .WIZ extension. This file contains the puzzle, and its clues. You can load this file later to print more copies. The clues are also saved in the currently selected clue library, for future re-use.

## How to become a registered customer.

Four different **WordWiz registration levels** are available. The only difference between the levels is the **maximum** puzzle grid size that can be created, and the registration fee. The minimum grid size is 5x5 for all registration levels.

<b>Registration Level</b>	<b>Maximum puzzle size</b>	<b>Typical Usage</b>	<b>Price</b>
Introductory	9 x 9	Puzzles for very young children.	\$19.00
Junior	13 x 13	Home use	\$27.00
Classic	17 x 17	Educational use, Newsletters	\$49.00
Pro	25 x 25	Professional publishing**	\$79.00

\*\* A COMMERCIAL Licence may be required. See [LICENSING INFORMATION](#) for details.

The price includes shipping, handling, and applicable state and local taxes. Orders will be shipped via first class mail within 48 hours of receipt.

When you decide on the registration level that suits your needs, fill out and then print the order form (use the menu button provided or print ORDERFRM.WRI using MS WRITE.EXE) and send it along with a check or money order payable in U.S. dollars and drawn on a U.S. bank. Make the check payable to:

**Jim Buccigrossi**  
**112 Woodward Drive**  
**West Mifflin, PA 15122-1065**

Be sure to include your real full name and mailing address. WordWiz usage Licenses cannot be granted without this information. Orders from outside the U.S. are welcome. Do not send credit card orders to the above address. **Note: 3.5 inch HD (1.4 MB) disks will be shipped unless otherwise noted on the order form.**

### **Compuserve Users:**

Use "**GO SWREG**" to access the Compuserve shareware registration data base. Search for title "WORDWIZ", and select the registration level you need. The registration fee will be billed directly to your Compuserve account. On-line registration is available for the Junior, Classic and Pro levels.

### **Credit Card Orders:**

You can use your Master Card, VISA, American Express, or Discover Card by:

- \* **Calling** the Public (software) Library at 800-242-4775 (800-2424-PsL) or 713-524-6394. PsL operators are available from 7:00 a.m. to 7:00 p.m. CST Monday through Friday, and from 7:00 a.m. to 4:00 p.m. CST on most weekends.

- \* **FAX** to PsL at 713-524-6398 (Print ORDERFRM.WRI, fill it out, and FAX it to PsL)
- \* **CIS Email** to PsL at 71355,470
- \* **U.S. Mail** to PsL at P.O. Box 35705, Houston, TX 77235-5705 (Print ORDERFRM.WRI)

Be sure to include your name, **the name on the credit card if it is different**, and your mailing address with all credit card orders.

THESE NUMBERS ARE FOR ORDERING ONLY. PRODUCT SPECIFIC QUESTIONS CANNOT BE ANSWERED. THE AUTHOR CANNOT BE REACHED AT THESE NUMBERS. Be sure to specify which WordWiz level you wish to order; Intro, Junior, Classic, or Pro, and provide your name, address, card number and expiration date. Also mention the WordWiz item number which is 11301.

**When you register, you will receive:**

- A free phone support number.
- An MS-WRITE file that contains a printable version of the on-line help system.
- A personalized registration card.
- The latest version of the WordWiz software.
- A free shipment of the next future version of WordWiz if a new version becomes available within the 1st year of registration.
- Automatic notification of all future versions as they become available, and low cost upgrade opportunities.

**You will also receive several bonus word pool files** (including music terms, world cities and countries, peoples names, Bible words, and more!!! ).

**Upgrading to a higher registration level**

If you have already registered, and then decide to upgrade to a higher level, you can send the difference in price directly to the author. Include your name and mailing address, also include the customer ID and current version numbers from the ABOUT box. You will receive a new registration card, (and a disk containing the current version if a newer one is available). Upgrade orders are not available through PsL. (Sorry, this means cash upgrades only).

**Problem reports, questions and comments will be accepted from all users.** Problems, questions and suggestions may be submitted on the registration form, via U.S. mail, or to CompuServe Email to Jim Buccigrossi, 74013,2740. AOL Email to JimB15122 is also welcome.

When you receive your registered copy of WordWiz, you will only need to re-install it if the label indicates it is a newer version than the one you already have (use the ABOUT button to check the version number). If the versions are the same, then you will only need to enter the info from the registration card into the registration screen (use the register now button.)

Keep the disk and registration card in a safe place. You may need to use it to re-install WordWiz at some future date. You may need to re-install WordWiz in the event of a hard disk failure, or if you upgrade to a future version of Windows. Contact the author (not PSL) if you misplace your original disk or registration card.

**WordWiz is distributed under the shareware concept.** You have an opportunity to try the program before you buy it. Any amount you may have paid to obtain this program went

towards distribution and duplication costs. When you register, you help to support me, the author, and provide an incentive for me to continue improving this fine product.

**This software must be registered if you wish to use it beyond 90 days.** See [License Information](#) for additional information. Contact the author for information on site licenses and discounts for educational institutions. Commercial publishers, or users wishing to publish puzzles created with WordWiz for profit, must obtain a COMMERCIAL LICENSE. Contact the author at the address below for additional information.

The shareware version of WordWiz is a full-featured Introductory version. The registered versions will not contain the "order form", "how to register", and "register" buttons. The registered version will not request that you enter the access code once a valid code is entered.

**What to do if WordWiz reverts to unregistered status.**

Certain rare events (such as re-installing Windows, or deleting the WORDWIZ.INI file from the main windows directory) could cause a registered version to revert back to it's former un-registered self. If this happens, re-enter the registration information from the registration card. Or better yet, restore the WORDWIZ.INI file from any backup copy that was made AFTER you entered the registration info.

With WordWiz, you can create six different kinds of puzzles.

Instant Crossword

Classic Crossword

Instant Fill-in

Word Fill-in

Word Search

Number Fill-in

Use the PUZZLE STYLE menu item in the OPTIONS main menu to select the desired style.

You can also click the large button located over the clue edit box that shows the currently selected style. This will wake up the "Style Selection Wizard" who will help you choose an appropriate puzzle style.



## Puzzle Sizes

WordWiz allows you to create kid sized puzzles as small as 5 cells by 5 cells, or with the Pro version, gigantic 25 x 25 cell puzzles for your 'Sunday Bests'. Please note that the maximum grid size that can be used for constructing puzzles is determined by your registration level.

Even odd shaped puzzles can be created by using "transparent blocks" (shift+click) to cut the grid into any desired shape. Note: "transparent blocks" are simply blocked cells that will not be printed. Because they can't be seen, the "Block Styles" setting has no effect on them.

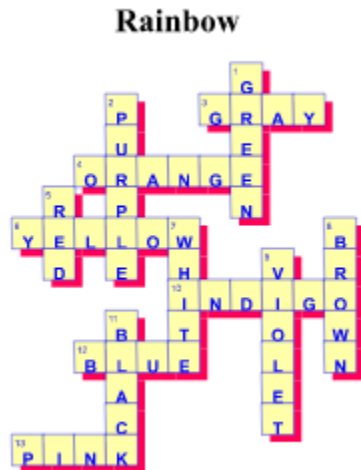
Use the PUZZLE SIZE menu item in the OPTIONS main menu to select the desired puzzle size.

Rectangular sizes may be selected by selecting the number of rows and columns separately.

# INSTANT CROSSWORD

## Instant Crossword Puzzles

This puzzle style is perfect for creating puzzles for short subject lessons. For best results, at least 10 or more words should be placed in the word pool before starting the constructor. There is no limit to the number of words that may be in the word pool.



### Across

3. An achromatic color between the extremes of black and white.
4. Florida's favorite fruit and color.
6. Lemon \_\_\_\_\_.
10. A dark blue to grayish purple blue.
12. Azure, cerulean, sapphire.
13. Rosy, flushed, reddish.

### Down

1. Emerald, lime-colored.
2. A hue between violet and red.
5. Crimson, cherry, scarlet.
7. Snowy, milky, chalky.
8. Chestnut, mahogany, tan.
9. Reddish-blue.
11. Ebony, coal, jet.

This puzzle was created using a grid size of 11 x 13. The word pool contained only the 13 words that appear in the puzzle. The constructor was restarted several times until a puzzle that used all the words was obtained.

### [Click Here for step by step instructions for creating an Instant Crossword Puzzle.](#)

The instant puzzle styles use words from the word pool. The word pool may contain any number of words. IMPORTANT -- If word pool is empty when construction is started, an attempt will be made to load the word pool from the text that is currently in the clue edit box. This means you can clear the word pool, and then type the words you want to use into the clue edit box, before starting the constructor the first time.

Usually, the number of words in the finished puzzle will be less than the actual number in the word pool. i.e. not all words will be used. This is especially true if the word pool contains dozens of words, or if a very small grid size is used.

### **Special features for Instant Crosswords:**

The LOCK CELLS feature may optionally be used to manually place specific words before the automatic construction is started. The locked words will remain in place while other words from the word pool are added in to the design. This method can be used to insure that a few important words will always be selected in to the design.

This puzzle style does not require (or permit) you to design a grid pattern. The grid pattern is

automatically developed as the words are selected for use. The blocked cells are automatically set to transparent mode to produce the shadowed "cross patch" effect.

The Instant Crossword constructor randomizes the word placement so that a different puzzle is built every time you click CONSTRUCT. This means that you can create many different puzzles from the same word list.

**Writing Clues:**

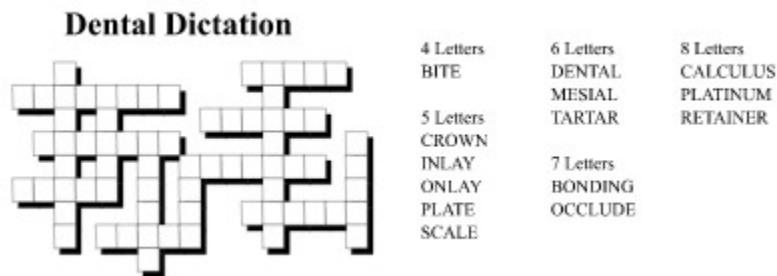
This puzzle style requires you to write clues for the words that are selected for use in the puzzle. You do this after the puzzle is constructed, but before you save or print it. To write a clue, just double click on the puzzle word that appears in the large CLUE EDIT BOX, and then type the clue. You can also use the EDIT menu to copy/cut/paste your clue text from other sources.

The CLUE LIB button may also be used to edit and save the clues.

# Instant Word Fill-In

## Instant Word Fill-in Puzzles

Instant Word Fill-in puzzles are made automatically from your own list of words. You do not design the grid layout, it is done automatically for you. You do not need to write clues for Word Fill-in puzzles.



Word fill-in puzzles are similar to a crossword puzzles, except that no clues are used. The puzzle word list is printed instead of the word clues. The person solving the puzzle uses deductive reasoning skills to determine where the words belong on the empty grid. This type of puzzle can be used to introduce students to new words, while deferring the actual word definitions to a later learning stage.

The LOCK CELLS feature may optionally be used to manually place a few specific theme words **before** the puzzle is constructed. **After** construction is complete, the locked cells may also be used to control which words are printed as "hint" words. Do this by selecting OPTIONS / SHOW LOCKED CELLS. Note that the cell locks can be added or changed, after construction has completed, to determine which words (if any) are printed as "hints".

The instant puzzle styles use the word pool to determine which words to put in the puzzle. The word pool may contain any number of words. **IMPORTANT** -- If word pool is empty when construction is started, an attempt will be made to load the word pool from the text that is currently in the clue edit box. This means you can clear the word pool, and then type the words you want to use into the clue edit box, before starting the constructor the first time.

Usually, the number of words in the finished puzzle will be less than the actual number in the word pool. i.e. not all words will be used. This is especially true if the word pool contains dozens of words, or if a very small grid size is used.

### Step by step instructions for creating an Instant Word Fill-in Puzzle.

1) **Select the Puzzle Style** Click "OPTIONS / PUZZLE STYLE / INSTANT WORD FILL-IN" from the main menu. This selects the puzzle style. The different puzzle styles provide alternative construction methods and puzzle types. At this point, you should also select FILE / NEW to clear out any previous puzzle.

2) **Select the Grid Size** (This step is required only if you want to select a new grid size for the puzzle.) Click "OPTIONS / SIZE / 9 x 9" from the main menu. This changes the overall grid size for the puzzle.

Rectangular grid sizes can be selected by choosing the number of rows and columns separately. Note: The maximum grid size is limited to 9 x 9 in the unregistered version.


- 3) **Create a Word List** (You can skip this step if the Word Pool already contains the words you want to use) Type the words you want to use in the puzzle into the large empty box (clue edit box) on the right side of the screen. Then click ADD TO POOL. This adds the words you typed into the current word pool. All puzzle styles (except Number Fill-in) use the word pool to determine which words are eligible to be placed in the puzzle. There are many other ways to load or merge previously defined word lists into the word pool. See WORD POOL for more information.
- 4) **Make the Puzzle** Click the CONSTRUCT button. Within a few seconds, a puzzle will appear. If you don't like the way it looks, or if not enough words from your list were used, just click CONSTRUCT again.
- 5) **Adjust the Page Layout** Click PREVIEW to see what your puzzle will look like when it prints. Use the MENU BUTTONS at the top of the preview screen to adjust the page layout before printing.
- 6) **Print the puzzle** Click PRINT to print the puzzle. Close the PREVIEW screen when you are finished with it by clicking CLOSE.
- 7) **Save your puzzle** Click "FILE / SAVE". This will create a file with a .WIZ extension. This file contains the puzzle, and the word list. You can load this file later to print more copies.

# Cross Word

## Classic Crossword Puzzles

This is an advanced puzzle style that allows you to design your own grid pattern. Words will automatically be selected from the word pool to fit into the pattern. **Very large word lists are recommended.** Construction may take a considerable amount of time, and may not always be possible. Use the **Instant Crossword** style if you want to allow WordWiz to design a grid automatically, if you have a small word list, or if you are in a hurry.

**Beware!!!**



**Across**

1. A grotesque, elfin creature of folklore.
6. abbr. Rhode Island.
7. abbr. extra terrestrial being
8. Holiday for wearing costumes, begging for treats and playing pranks.
12. Something, such as a thought or conception, that exists in the mind.
13. A delightful place; a paradise.
14. Soapy water.
15. A heap of combustible material for burning a corpse at a funeral rite.
16. To strike with a blow.
17. interj. Used to attract attention or to show surprise.
19. Informal. An identification card.
20. A demon or spirit.

**Down**

1. Advancing by regular
2. Treated with oil.
3. The fifth sign of the zodiac in astrology.
4. Being in need; poor.
5. To direct the course of
8. adj. The possessive form of he.
9. A stroke or blow with or as if with a whip.
10. past. Cry with tears.
11. abbr. North-northeast
18. abbr. Officer of the guard.
19. A reference to any non-human item.

The above puzzle was created on a 9x9 grid. It combines the use of transparent blocks; to clip out the face shape, and normal blocks; to create the features on the face. The lock cells feature was used to place the theme words, and also to cause them to be circled and visible in the grid.

A fair amount of skill is required to design grid patterns that are both pleasing and capable of being constructed. Try using grid designs from existing puzzles until you get the feel for what works and what doesn't before attempting to design your own grids. The more words that there are in the word pool, the more likely it becomes that construction will be possible.

The puzzle words will be automatically numbered as you click on the grid cells to modify the grid pattern.

The SYMMETRY feature should be used to automatically keep the grid pattern symmetrical. Several types of symmetry may be selected; vertical, horizontal, diagonal, quadrants, and asymmetric (none).

The DESIGN GRID feature is used to create the grid layout. Just click on the DESIGN GRID button, and then click on the grid cells. Each time you click, the cell will toggle between "OPEN" and "BLOCKED" states. If you hold the SHIFT button down while clicking, the BLOCKED cells will appear transparent. Transparent cells can be used to create odd shaped grid patterns, or even patterns with holes in the middle.

The LOCK CELLS feature may optionally be used to manually place a few specific theme words **before** the puzzle is constructed. This feature may reduce the chances of finding a successful combination of words, so use it carefully. **After** construction is complete, the locked cells may also be used to control which words are printed as "hint" words. Do this by selecting OPTIONS / SHOW LOCKED CELLS. Note that the cell locks can be added or changed, after construction has completed, to determine which words (if any) are printed as "hints".

The CONSTRUCT button will start the automatic construction process. Use this only after you have loaded the word pool with a large word list, and after you have completed your grid design. While the puzzle is constructing, you can interrupt the process at any time (just click DESIGN GRID or LOCK CELLS). You can make changes to the word pool, grid pattern, or cell locks, and then click CONSTRUCT to start things up again. You can also use the pause / restart buttons if you want to suspend construction, and then resume at the point where you paused. This is handy if you want to switch to another application that needs the full attention of your processor.

# Number Fill-in

## Number Fill-in Puzzles

This puzzle style is the easiest style to create. You must design your own grid pattern, but any pattern will work. There are no words in this type of puzzle, so no word pool or clue writing is required. Just click on the grid cells to form a pattern, and click CONSTRUCT to get a puzzle. Results are always instant.

### Easier Than It Looks

3 Digits	4 Digits	5 Digits	7 Digits	9 Digits
003 017	0124 0387	07567 46707		
046 123	1187 1189	64623 70155		
130 176	1682 1745			
190 196	1764 2041			
197 303	2687 3165			
326 328	3771 4358	0027413		
347 397	4516 5488	1252360		
419 445	5527 6714	8290754		
446 328	6748 6812	8810118		
672 708	6818 7383			
744 767	7477 7812	9 Digits		
791 792	8147 8286			
891 977	8487 8816	201961910		
	8820 9324	313510198		
		637219078		
		796718952		

Number Fill-in puzzles are similar to Word Fill-in except numbers are used instead of words. This type of puzzle exercises deductive reasoning skills. This type of puzzle is easier to solve than it appears to be at first glance. (Can you find a 9 digit number with a 6 in the 3rd digit?)

The LOCK CELLS feature may optionally be used to manually place specific numbers (such as phone numbers) into the grid before construction is started. This feature can also be used (after construction) to provide a starting hint.



# Word Fill-in

## Word Fill-in Puzzles

This is an advanced puzzle style that requires you to first design your own grid pattern. Words will automatically be selected from the word pool to fit into the pattern. **Very large word lists are recommended.** Construction may take a considerable amount of time, and may not always be possible. Use the **Instant Word Fill-in** style if you want to allow WordWiz to design a grid automatically, or if you have a small word list.

**Heart to Beat**

2 Letters	5 Letters	6 Letters	7 Letters
AE AI AP AS	AFFIX	ADAGIO	CATERER
BI DP EY FI	ALNUS	CURATE	DONATES
IL LI NA RD	ARERE	DUNDEE	FRIENDS
RI SE TI TV	CANNA	GEODES	LITTERA
	CAPSA	HOBNOB	MUTATIS
	DATUM	LOVERS	PAHLAVI
	DOTIS	ODONTO	ROBINIA
	LEIPO	PAPERS	SECTARY
ATM BAL	MODAL	REPERE	UNHITCH
BOC HEM	ODOUS	SUDARE	
IRR TTR	SPECS		8 Letters
	SPILL		MONSTERA
	STORE		ROMANTIC
	TULIP		
AIRE ARTS			
DRIP LIES			
MOOD OLIO	13 Letters		9 Letters
SERE SIRE	INTERMEDIATOR		INDUCTIVE
TRIX URIC			

The above puzzle is based on a 17x17 grid. A combination of transparent and standard blocks was used to create the heart pattern. The lock cells feature was used to manually position the theme words before starting the construction process. The "circle locked cells" and "show locked cells" options were used to make the theme words visible.

Word fill-in puzzles are similar to crossword puzzles, except that no clues are used. The puzzle word list is printed instead of the word clues. The person solving the puzzle uses deductive reasoning skills to determine where the words belong on the empty grid.

A fair amount of skill is required to design grid patterns that are both pleasing and capable of being constructed. Try using grid designs from existing puzzles until you get the feel for what works and what doesn't before attempting to design your own grids.

The SYMMETRY feature may be used to automatically keep the grid pattern symmetrical. Several types of symmetry may be selected; vertical, horizontal, diagonal, quadrants, and asymmetric (none).

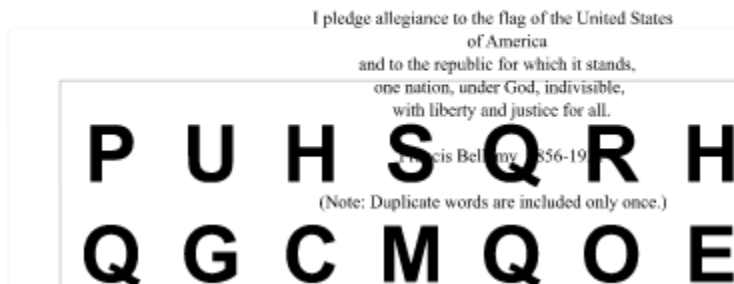
The LOCK CELLS feature may optionally be used to manually place a few specific theme words **before** the puzzle is constructed. This feature may reduce the chances of finding a successful combination of words, so use it carefully. **After** construction is complete, the locked cells may also be used to control which words are printed as "hint" words. Do this by selecting OPTIONS / SHOW LOCKED CELLS. Note that the cell locks can be added or changed, after construction has completed, to determine which words (if any) are printed as "hints".



# Word Search

Word Search Puzzles.

## The Pledge of Allegiance



To create a Wordsearch puzzle:

- 1) Select OPTIONS / STYLE / WORDSEARCH
- 2) Load the words that you want in the puzzle into the WORD POOL.
- 3) Click CONSTRUCT.

The word search puzzle style uses words from the word pool. The word pool may contain a lot of words, or just a few. **IMPORTANT** -- If word pool is empty when construction is started, an attempt will be made to load the word pool from the text that is currently in the clue edit box. This means you can clear the word pool, and then type the words you want to use into the clue edit box, before starting the constructor the first time. The WORDS / EDIT POOL menu item may be used to add or remove words from the word pool after the initial construction.

When construction is completed, a sorted list of the words that were placed in the puzzle will be copied to the clue edit box. The sorted word list may be used as is for printing, or you can edit it into any form you wish, as in the example above. (This is true for all puzzle styles -- after construction is completed, you can change the puzzle text.)


The clipboard text that was used to load the word pool for the above puzzle, was also used to replace the alphabetized word list after construction was completed. The text was still in the clipboard, so all that was needed was EDIT/SELECT ALL, followed by EDIT/PASTE. The puzzle word count was verified to insure that the puzzle contained all 26 words that were in the word pool, before the word list was replaced.

A CONFIGURE button is provided to allow you to choose which word directions are to be used. An option to choose maximum and minimum word lengths is also provided.

The LOCK CELLS feature is not used for this style.

## The Word Pool .

The Word Pool is the list of all possible words that are currently eligible to be selected for use in the construction of all puzzle styles (except Number Fill-in). If the word pool is empty (contains no words) when you start the puzzle construction process, then a standard word pool will automatically be loaded for you.

Use the Word Pool  button to access the "Word Pool Edit Pad". You can use the edit pad to create a new word pool, add or remove words from the current word pool, and load or save the word pool on disk.

The term "word pool" refers only to the collection of words that are currently loaded into memory. When a word pool is saved on disk, it is referred to as a "word pool library". Word pool libraries use a disk file name extension of .WPL. WPL files are saved word lists, without any clues.

WordWiz allows you to create and save your own word pools. By using different word pools for different puzzles, you can create puzzles that use only words related to a certain subject. Clues are NOT saved in the word pool files. They are stored in separate clue libraries. This allows WordWiz to automatically re-use clues for words that appear in more than one WPL file.

The regular Crossword and Word Fill-in styles require very large word pools in order to successfully find a combination of words that will fit into the grid pattern. The other puzzle styles will work with either large or small word pools.

The WORDS/EDIT WORD POOL menu item may be used to review and change the words in the current word pool. Several methods are provided to allow you to add words into the word pool from the clipboard or other text files. See the WORDS menu item for additional information on how to add or load a word pool into memory.

## The Clue Library.

When you create a CrossWord style puzzle, a clue must be written for each word in the puzzle. WordWiz will automatically save each clue you write as you save a completed CrossWord puzzle. If the same word appears in a future puzzle, WordWiz will automatically use the last clue you wrote for the word. The place where WordWiz saves the clue text is called a Clue Library.

You only need to write a clue the first time a word appears in one of your puzzles, When a word is reused in a future puzzle, the clue for the word will be looked up in the clue library, and the clue will be automatically placed in the clue edit box for you. You can then change the clue if you want, and the change will be saved for the next time the word appears in a puzzle.

**WordWiz version 3.0 supports 10 separate clue libraries.** This means that the same word can have 10 different clues written for it. The clue that is retrieved will depend on which clue library is currently selected. The CLUE LIB button may be used to select the primary and secondary clue libraries, and also to review the clues for the current puzzle.

The **PRIMARY clue library** will be checked first when WordWiz is looking up the clues for the words that appear in the puzzle. If there is no clue in the primary library, then WordWiz will then try the **SECONDARY clue library**. When you save the completed crossword puzzle, the clues for the puzzle will be saved in the PRIMARY clue library only.

When you use the clue edit dialog, you can see and change all 10 clues at the same time. However, only the clues in the library (not the puzzle) are modified. Use the RE-CLUE button to re-lookup the clues and copy them into the clue edit box. The RE-CLUE button is also handy if you want to rebuild the clues for an existing puzzle after switching to a new Primary or Secondary clue library.

## The Print Preview Screen

The Print Preview screen contains various controls that can be used to adjust the puzzle layout before it is printed.

Some of the control settings have subtle interactions with other settings. For this reason, the following adjustment sequence is suggested:

- 1) Choose Landscape or Portrait page orientation, (Setup) if supported by your printer.
- 2) Select the desired font face (Font)
- 3) Adjust the desired clue text font size (Font +, Font -)
- 4) Adjust the desired Grid Size (Grid +, Grid -)
- 5) Adjust the text column spacing (Spread +, Spread -)
- 6) Center the Puzzle grid (<<L, R>>)
- 7) Adjust the page margins (Margin +, Margin -)

Note: Because the video screen resolution is generally much lower than the printer resolution, you may have to click an adjustment button several times before you see a noticeable effect on the screen.

<b>Button</b>	<b>Hot Key</b>	<b>Description</b>
Close	ALT+C	Returns to the main screen.
Print	ALT+P	Starts Printing the puzzle or solution grid.
Setup	ALT+S	Activates Printer Setup Screen.
Font	ALT+F	Select a new font face (not the font size).
Font +	ALT+1	Increases the clue text and title font size.
Font -	ALT+2	Decreases the clue text and title font size.
Grid +	ALT+G	Increases the puzzle grid size.
Grid -	ALT+3	Decreases the puzzle grid size.
Spread +	ALT+A	Increase the clue text column width.
Spread -	ALT+4	Decrease the clue text column width.
<< L	ALT+L	Moves the puzzle grid to the left.
R >>	ALT+R	Moves the puzzle grid to the right.
Margin +	ALT+M	Increase the overall page margins.
Margin -	ALT+5	Decrease the overall page margins.
Blocks	ALT+B	Change the style of the blocked cells.
Reset	ALT+T	Restores default page layout settings.
Help	ALT+H	Brings up this help screen.

**The following main screen hot keys are also active while in the preview screen.**

(no button)	CTRL+E	Edit Add-in list
(no button)	CTRL+G	Word Pool Statistics
(no button)	CTRL+N	New Puzzle

(no button)	CTRL+O	Edit Omission list
(no button)	CTRL+Q	Quit
(no button)	CTRL+S	Save the puzzle
(no button)	CTRL+T	Toggle between transparent and blocked cells.
(no button)	CTRL+W	Edit the word pool.
(no button)	CTRL+Y	Select new colors.

## Main Screen Hot Keys

This table shows the Hot Key combinations that can be used to access the more frequently used features.

Keys	Menu or Button Equivalent
ALT+C	Clicks Construct Button
ALT+D	Clicks Design Grid Button
ALT+E	Opens Edit menu **
ALT+F	Opens File menu **
ALT+I	Clicks Clue Lib Button
ALT+L	Clicks Lock Cells Button
ALT+O	Opens Options menu **
ALT+S	Opens the Settings Menu **
ALT+W	Opens Words menu **
ALT+Y	Clicks Symmetry Button
CTRL+A	Select all text in the clue edit box.
CTRL+C	Copy currently selected text to the clipboard
CTRL+D	Shift grid pattern 1 cell down (bottom row must be all blocked)
CTRL+E	Edit Add-in list
CTRL+G	Word Pool Statistics
CTRL+J	Clicks first "extra" button.
CTRL+K	Clicks second "extra" button.
CTRL+L	Shift grid pattern 1 cell to the left (leftmost column must be all blocked)
CTRL+N	New Puzzle
CTRL+O	Edit Omission list
CTRL+Q	Quit
CTRL+R	Shift grid pattern 1 cell to the right (rightmost column must be all blocked)
CTRL+S	Save the puzzle
CTRL+T	Toggle between transparent and blocked cells
CTRL+U	Shift grid pattern 1 cell up (top row must be all blocked)
CTRL+V	Replace currently selected text with clipboard text
CTRL+W	Clicks Word Pool Edit Button
CTRL+X	Cut currently selected text to the clipboard
CTRL+Y	Select new colors.
Del	Delete currently selected text (title or clue edit box)


\*\* When a menu is opened, you can select a specific item from the menu by keying the underlined letter.




## Grayed out menu items and tool buttons

When a menu item or button appears gray (or any color other than the color of the normal menu text), the menu item is unavailable at the present time. WordWiz uses this technique to guide you through menu choices, and to prevent you from selecting items that are not applicable to the current situation. For example, word clues are only used for the crossword and instant crossword puzzle styles. The CLUES button will appear gray for all other puzzle styles.

If you find yourself wanting to select an inactive menu item, think about why the item may not be currently applicable, and change other menu items or tool buttons until the situation changes. For example, during puzzle construction, many menu items become unavailable. Also, most Word Pool related items are not available while the WORD SEARCH or NUMBER FILL-IN styles are in use.

When the construct button is covered with a  symbol, it means that there are not enough words of the particular lengths required by the current puzzle design in the current word pool. The

 symbol will be removed when enough words of the proper lengths are loaded into the word pool, or if the grid pattern is changes so as to not require as many words of the offending length.

## WordWiz Menu Commands

The main menu bar contains the following items:

- File        Use to load, save, export, and print puzzle files.
- Edit        Use to access the Windows clipboard and copy / paste to the CLUE EDIT BOX.
- Options    Use to select the size, style and other attributes of the current puzzle.
- Words       Use to load, save, expand, and clean-up the word pool.
- Settings    Use to change options that affect the overall operation of WordWiz.

### The FILE menu.

This main menu item contains commands for loading and saving puzzle files, exporting pictures of the puzzle grid to other programs, and for printing puzzles on your printer. It also contains the all important EXIT command.

The FILE sub-menu commands are:

- New**            This option clears out the grid pattern, and the CLUE EDIT BOX, so that a new design can be started. The current grid size and puzzle style remain in effect.
- Open**           Use this option to access a puzzle file that was previously saved. After the file is opened, you can change the design, re-construct, and/or print the puzzle.
- Close**          This command is used if you want to protect a puzzle file that was just loaded from being accidentally re-saved with changes. The file name is cleared out so that you will be asked for a new file name if you save the puzzle again.
- Save**            Use this option to save your in-progress or completed designs. The current file name is automatically used. If there is no current file name (NO NAME), then you will be asked for a name. Use the SAVE AS option if you want to save a copy under a new file name. Puzzle files use a file name extension of .WIZ.
- Save as**        Use this option to save a new puzzle, or to save a modified puzzle with a new file name. You will be asked to specify a file name.

**Import Clues...**    Use this option to convert clues from an ASCII text file into the WordWiz clue database. You can create the clue text file using any text editor or word processor (NOTEPAD, WRITE, etc..) The clues will be added to the currently selected clue library. If a word is already clued, you will be asked to confirm the replacement of the old clue with the new clue.

The text file that contains the clues must follow the following general formatting rules:

1.        One word / clue combination per line.
2.        Each line must start with the word or phrase that the clue is for. The word can be in upper or lower or mixed case. (leading spaces and special characters are allowed but will be skipped)
3.        There must be at least one of the following special characters between the word and the clue text.

( ) / ; : =

4. The Clue text must follow the separator character(s) on the same line. The case of the clue text will be retained. The clue text should be limited to no more than 250 characters.

e.g. The following formats are valid

(first) Clue for first.

Second / Clue for second.

THIS IS A PHRASE = Clue for the phrase.

Note 1: Phrases are stored as strings of words with no spaces. e.g. THISISAPHRASE

Note 2: If a DOS text editor is used to create the file to be imported, then the SETTINGS / TEXT INPUT CHARACTER SET option should be set to DOS (OEM). If NOTEPAD or WRITE is used, set this option to WINDOWS (ANSI).

**Export** This option is used to send a graphic image of the puzzle or solution grids to other programs. You can save the images as a standard Windows picture file (.BMP or .WMF), or you can simply copy the grid image to the Windows clipboard for subsequent pasting into another program.

The export command also lets you export the puzzle title and clue text, or the list of words used in the puzzle. If you export the word list to the clipboard, you can then use the WORDS/REMOVE ... menu item to delete the words in the clipboard from the current word pool. This provides an easy way to build a series of puzzles that never contain the same words.

Note: The clipboard can only hold 1 object at a time. Only the last item exported will be in the clipboard.

**Print preview** This option will show how the current puzzle or solution would look if you printed it. Use this feature to check your printer settings before actually printing. If you change the print settings (see File\Print Setup), the print preview screen will also reflect these changes. (e.g. landscape vs. portrait, and paper size) You can preview either the puzzle, or the solution to the puzzle. The PREVIEW button on the main menu can be used as a short cut for selecting FILE/PRINT PREVIEW/PUZZLE.

**Print/Puzzle** This option will print the puzzle itself. You should only use this option if you have a fully constructed puzzle. If you are using the CROSSWORD puzzle style, you should edit the words in the CLUE EDIT BOX into clues, before printing the puzzle. A safer method is to select the PREVIEW button, and then select the PRINT button from the PREVIEW BUTTON BAR. This allows you make last minute adjustments to the layout before printing.

**Print/Solution** This option will print the puzzle solution. You should only use this option if you have a fully constructed puzzle.

**Print setup** Use this option to change your printer settings. If your printer supports landscape and portrait page orientations, or different paper sizes, then try experimenting with different settings. These settings will significantly affect the puzzle layout. Use File\Print Preview to view the result before you commit your creation to paper. The SETUP button on the PREVIEW BUTTON BAR performs the same function.

**Exit** This option will make WordWiz go away until another day.

## The EDIT menu.

This menu item contains sub-menu commands for cutting and pasting selected text to and from the CLUE EDIT BOX.

The EDIT sub-menu commands are:

**Copy** Copies the currently selected (highlighted) text in the CLUE EDIT BOX to the Windows clipboard. This allows the clipboard to act as a temporary holding area for whatever is in the CLUE EDIT BOX. The CLUE EDIT BOX is the large text box with the scroll bar. Once in the clipboard, the data can be pasted into almost any Windows application, including back into **WordWiz**. Use this feature to save "extra text" that you may have entered in the clue edit box before you reconstruct a puzzle. The extra text can then be pasted back into the CLUE EDIT BOX after the puzzle is reconstructed.

You can also use this feature to place one or more words in the clipboard from the CLUE EDIT BOX, and then use the WORDS menu items to add or remove the words from the current word pool.

**Cut** Deletes the currently selected text from the CLUE EDIT BOX. The deleted text is placed in the clipboard.

**Delete** Deletes the currently selected text from the CLUE EDIT BOX. The contents of the clipboard is not changed.

**Paste** Copies the entire contents of the Windows clipboard into the CLUE EDIT BOX. at the current insertion point. If any text was selected in the CLUE EDIT BOX, it is replaced. Use this option to grab words that were copied into the clipboard from another application. Note that this only copies the clipboard into the CLUE EDIT BOX (as if you typed the words in) If you want to add the words to the current word pool, then use WORDS/ADD WORDS TO WORD POOL FROM CLUE EDIT BOX.

**Select All** Selects all of the text that is currently in the CLUE EDIT BOX.

## The OPTIONS menu.

This menu item contains commands for changing the puzzle grid size, and the puzzle style. You can also change other puzzle attributes from here. These options are automatically saved and reloaded with each individual puzzle.

The OPTIONS sub-menu commands are:

**Puzzle Style** Use this option to choose the type of puzzle (style) you want to make.

**Grid Size** Use this option to select the overall puzzle grid size. You should do this BEFORE you start to design the grid layout, because changing the size later, while possible, will probably mess up your design. Avoid using the larger grid sizes for WORD-FILLIN and CROSSWORD puzzle styles, until you get the feel for designing solvable layouts. The number of grid sizes available will vary depending of the WordWiz registration level.

The grid size menu also contains items for selecting a rectangular grid size. Do this by choosing the number of rows and columns independently. There are also options to "shift", "mirror", "flip", and "rotate" the current grid pattern. These options are intended to be used BEFORE a puzzle is constructed. Using them after construction will cause the current puzzle to be cleared. (except for NUMBER FILL-INs, which may be successfully.

Note: the "shift" feature only permits shifting if the row or column that is shifting off of the puzzle consists entirely of blocked cells.

**Puzzle Font** Use this item to select a True-Type font for displaying and printing your puzzle. The font name is automatically saved with each puzzle you create. When you load a puzzle from disk, the font will automatically switch the one that was in effect when the puzzle was saved. **Do not select a font size.** The best size is automatically computed based on the grid dimensions, and the page layout selections.

**Clues** This option may be used to change the clues for a completed crossword puzzle. All 10 clue libraries are accessed concurrently so you can easily copy / paste clues from one library to another. You can also change the clues for the puzzle by simply editing them in the CLUE EDIT BOX.

**Title** This option will highlight the current puzzle title text. Any text that is typed will replace the highlighted text. The puzzle title is the text that is printed above the puzzle grid.

**Circle Locked Cells** This option allows you to draw circles around locked cells. This can be used to draw attention to special words that were placed in the puzzle. This item can be used in combination with the next to also show the letter in the circled cell.

**Show Locked Cells as Hints** This option will cause the letter in each locked cell to be printed on the puzzle grid. If this item is selected, the locked letters are shown on the design grid in a darker color. If neither this item, or the one above is selected, locked cells will simply appear empty on the puzzle grid.

**Transparent Blocks** When this option is checked, new blocked cells (outs) will automatically be drawn as transparent cells. Transparent cells are used to design odd shaped grid patterns, or for "step ladder" style patterns. Normally, transparent cells are only drawn if the SHIFT key is held while clicking on the cell to block. Selecting (or de-selecting) this option also causes all current outs to be re-drawn in the new mode. While this option is checked, using the SHIFT key will cause the out to be drawn normally instead of as transparent. This option should be used for puzzles that contain mostly blocked cells. This option is automatically used for both of the instant puzzle styles.

**Block Styles** This option allows you to choose the way the blocked out cells will appear in the puzzle. This option affects only VISIBLE blocks. Transparent blocks are not seen, so they always appear the same (invisible). Two of the block styles will use the currently selected block color. These can be used to print the blocks in color if you have a color printer.

**Change Colors** This menu item will open up the color selection panel. You can select the colors for

several different puzzle elements from this panel. First, select radio button for the element you want to change, and then click on the color patch that you want to change the selected element to. The colors will be used for printing if you have a color printer. On most black and white printers, the colors will be converted to shades of gray. Note: The "button shadow" color is also used to draw the main puzzle grid shadow.

## The WORDS menu.

This menu item contains commands for customizing or selecting the "Word Pool". The Word Pool is not used for the NUMBER FILL-IN puzzle styles.

**The number of words in the word pool has a significant effect on the speed and success of the construction process.** The larger the word pool, the more likely it becomes that construction will be possible. If you are using a small word pool (under 10,000 words), you will have to keep your grid patterns simple as sparse. Dense full blown puzzles can only be created with large word pools.

The WORDS sub-menu commands are:

**Word Pool statistics** Use this command to display a summary of the number of words in the current word pool. The number of words required by the current puzzle design are also displayed. Individual counts are displayed for each different word length.

**Load Word Pool** This command will clear the current word pool, and then add new words to the empty pool. The new words can come from one of 4 different sources:

- A) a Windows or DOS text file. (\*.anything) The file may also contain other control codes (in addition to the ASCII text). The file will not be modified in any way.
- B) a Word Pool Library that was already saved (\*.WPL).
- C) The WordWiz CLUE EDIT BOX control
- D) The Windows clipboard.

If the source words contain any letters that are marked or accented, be sure to select the proper SETTINGS option so that the marks are properly removed.

**Add Words to Pool** This command is the same as the above LOAD command, except the current word pool is NOT emptied first. The new words are merged into the current word pool, and duplicate words are eliminated. The same 4 word sources are supported. Note: you must use the "Save Word Pool as" menu item to permanently save the expanded word pool on disk as a new .WPL file.

**Remove Words from Pool** This command will remove only the specified matching words from the current word pool. The source of the words used for matching is the same as the Load and Add commands.

**Clear Word Pool** This option will remove all words in the current word pool. This option operates only on the current (memory) word pool; all disk word pool libraries (.WPL 's) are not affected. If you start construction using a puzzle style that requires the word pool, while the word pool is empty, then the BASE.WPL library will be automatically loaded into memory.

**Save Word Pool as** When you select this item, the current (memory) word pool is saved as a disk file. You may name a new file, or overwrite an existing file. The .WPL extension will automatically be assigned if no extension is specified. You should use caution before overwriting any WPL files that were distributed with this program.

**Edit Word Pool** This item will open the word pool editor. From there, you can add, delete, or just review the currently loaded word pool. You can also view and change the clues for each word in the pool.

**Edit Add-in list** This item will open the Windows NOTEPAD application so you can add or remove words from the automatic word-pool add-in list. Use this feature to add words to BASE.WPL that may not be in there (like family names). Make your changes and save the file before closing NOTEPAD. The words in the add-in list are automatically **added** to the current word pool each time the BASE.WPL file is loaded. This means that your changes won't become effective until you clear the word-pool and reload BASE.WPL. The net effect is as if the words in the add-in file are in BASE.WPL. If the add-in list contains a word that is already in BASE.WPL,

then it is not added!!!!. This feature (and the next) only affect the BASE.WPL word pool. Other word pools should simply be edited if you want to add or remove words.

**Edit Omission list** This item will open the Windows NOTEPAD application so you can add or remove words from the automatic word-pool omission list. Use this feature to remove words from BASE.WPL that you find offensive. Make your changes and save the file before closing NOTEPAD. The words in the omission list are automatically **removed** from the current word pool each time the BASE.WPL file is loaded. This means that your changes won't become effective until you clear the current word-pool and reload BASE.WPL. The net effect is as if the words in the add-in file are NOT in BASE.WPL. If the omission list contains a word that is not in BASE.WPL, then it is not removed!!!!. Caution: Do not try to edit BASE.WPL. Use this feature instead.

Note: WordWiz version 3.0 allows you to edit BASE.WPL. The omit / add lists were retained for compatibility with prior versions.



## The SETTINGS menu.

This menu item contains items for selecting options that affect the overall operation of WordWiz.

**Choose Automatic Word Pool** This option allows you to select the name of a WPL file that will be automatically loaded when you try to construct a crossword or word fill-in style puzzle with an empty word pool. If you do not select an automatic WPL file, then BASE.WPL will be used. If you use this option to select an alternative WPL file, you can switch back to BASE.WPL by selecting it. Note: this option does not affect the use of the automatic add-in and omission lists. These lists always apply only to BASE.WPL.

**Avoid using Letters** Use this item to select letters that should not be used in the puzzle. This item affects Crossword and Word Search styles only. Interesting results can be obtained by excluding all vowels but one, or uncommon letters such as JQX or Z. For large word pools, avoiding a few letters usually speeds up the construction process. If you avoid too many letters, construction may become impossible. Also, be careful not to use a letter that is selected for avoidance in a locked cell. Letters that are selected STAY IN EFFECT until you change them, even if you stop and restart the program. When one or more letters are selected, you will be automatically reminded each time you start the constructor.

**Configure Max / Min Lengths** This option lets you choose the minimum and maximum word lengths for words that will be used to construct WordSearch and Instant Puzzles. You can also limit the word directions used by the WordSearch constructor.

**Use Full Screen** If this item is selected, WordWiz will automatically startup in full screen mode.

**Hide Solution** This option allows you to create a puzzle that you can print and play yourself. (Don't use the CROSSWORD puzzle style, because you can't write word clues without seeing the words!!!.) For all puzzle styles except WORD-SEARCH, this option causes the grid to be filled with question marks, instead of the actual letters or numbers. For the word search style, the letters are displayed, but they are all the same color.

**Symmetry Mode** This option pops out a sub menu that allows you to select an automatic grid symmetry mode. The symmetry mode is used only while you are designing the grid layout. Use asymmetric if you want exact control of each grid cell. The other symmetry modes will automatically change other grid cells to keep the grid pattern symmetric. The default mode is diagonal symmetry. The Symmetry tool bar button displays the current setting, and provides a quick way to switch the current mode.

**Text Input Character Set** WordWiz uses this option to determine if DOS ASCII characters are present in the text files that are used for adding words to the word pool, **and also for the clue import facility**. If the input text file was created by a DOS based program, then some characters will not display correctly unless they are converted to the Windows equivalents. There are also secondary options that allow you to choose if characters with diacritic markings should be retained or translated to simple characters.

**Export to File Picture Format** Use this option to select the file format when exporting the grid image as a file for use by other Windows programs. You should use the WMF metafile format if it is supported by your other software. Metafiles are much smaller than bitmaps and can be smoothly scaled (no jaggies); they also include color information if present in the image. Use the BMP format only if WMF is not supported by your other software. The OLD BMP format will always produce a 2 color (monochrome) bitmap. The DIB BMP format will create a bitmap that corresponds to the color depth of the current display screen. This means that OLD BMP files will usually be much smaller than DIB bitmaps.

**Export to Clipboard Picture Format** Use this option to select the picture format when exporting the grid image to the Windows clipboard (for subsequent pasting into another program). See the comments above regarding the differences between the formats.

## The Tool Bar

The tool bar contains buttons that are used to control the operation of the program.

### Puzzle Title Box



CLUES



WORD POOL



SYMMETRY



GRID DESIGN



LOCK CELLS



CONSTRUCT

The "extra" buttons

## The Puzzle Title Box.

This box contains the title of your puzzle. To change or enter the title, click on the box and start typing. To replace text in the box, click and drag over the text to be replaced, and key in the new text, or press the delete key to delete the text.

The maximum length of the puzzle title is 40 characters.

The   
 CLUES button.

This button serves two purposes:

- a) The currently selected primary and secondary clue libraries are displayed.
- b) Clicking the button will open the clue library selection panel. This panel is used to select the clue libraries that will be used to find clues for the puzzle. You can also enter your own names for the clue libraries on this panel to help you remember how you are using the libraries. A re-clue button is provided to allow to re-lookup the clues for the current puzzle. This is useful after switching to a new library or after you have saved new clues using the clue edit panels.

Note: The clue libraries are initially empty. You add clues to the libraries as you edit the puzzle clues in the clue edit box. You can also use the clue import feature (in the FILE menu) to add clues to the currently selected library.

One of the 10 clue libraries must be selected as the **Primary Clue Library**. The primary library is used to lookup and save clues for the words that appear in crossword puzzles.

The **Secondary Clue Library** only used to lookup clues if no clue was found in the primary clue library. Clues that are changed or written in the clue edit box will **ONLY** be saved in the primary library. You may select the same library as both the primary and secondary, if you want to use only one library at a time.

The  SYMMETRY button.

This button serves two purposes:

- a) The currently selected symmetry mode is illustrated.
- b) Clicking the button will allow you to quickly change to a new mode.

See the [SETTINGS/SYMMETRY MODE](#) menu item for more information on the symmetry modes.

The  GRID DESIGN button.

Click this button to enter GRID DESIGN mode. While in design mode, you can change the layout of the puzzle by clicking on grid cells to make darkened cells (called "outs" in word puzzle parlance). You can also change the grid size, and puzzle style (from the option menu).

This button is used only for the puzzle styles that require you to design the grid pattern yourself.

If puzzle construction was in progress, it is interrupted when this button is clicked.

If you click on an "open" grid cell, it will become "blocked".

If you click on a "blocked" grid cell, it will become "open".

If you SHIFT CLICK on an "open" cell, it will become "transparently blocked". Use transparent blocks to create puzzles with oddly shaped borders, or puzzles with "holes" in the middle.

**Tip** -- You can use grid patterns from other puzzles until you get the feel for designing them yourself.

**Tip** -- If you are using a small word pool (less than 10,000 words), then grid design can get tricky; try using the BLOCK ALL button to fill in the entire puzzle with blocks. Then click open a spot for two or three words and click construct. Open up slots for more words gradually, and click construct often to check your progress. If construction fails, remove or move a few of the word slots to new locations and try to construct again.

To leave DESIGN mode, click either the LOCK CELLS, or CONSTRUCT buttons.

The  LOCK CELLS button.

Click this button to enter "LOCK CELLS" mode. While in this mode, you can enter specific letters into cells. The letters that you enter will be left in place by the construction process. If you click LOCK CELLS while a puzzle is constructing, the construction will be interrupted.

This button is available for all puzzle styles except for the "WordSearch" style.

To lock a letter into an empty cell:

1. Click on the LOCK CELLS button to enter the locked cells mode.
2. Click on the desired cell.
3. Type the letter you wish to place in the cell. (repeat steps 2 and 3 for each cell to be locked).

To unlock a cell, click on the desired cell.

You may lock a cell that already contains a letter by clicking on it.

To lock a letter in an already locked cell; click on the cell and type the new letter.

You may lock as many letters as you want; but if too many letters are locked, then construction may fail, unless there are words that can actually fit the lock pattern. For example, if you lock a "Z" into the 3rd position of a 10 letter word, and there is no such word available in the current word pool, then construction will be fruitless.

Also, if you lock an entire word (such as your last name) into a series of cells, then WordWiz will verify that the word is actually in the current word pool. If it is not, you will be asked if you want to automatically add it. If you elect not to add it, then construction will not be possible.

Note: Use the WORDS/EDIT ADDIN LIST menu item to enter words (such as your last name) that you want WordWiz to always add to the word pool whenever it loads the BASE word pool.


To leave LOCK CELLS mode, click either the DESIGN, or CONSTRUCT buttons.


The  CONSTRUCT button.


Click this button to start the automatic construction process. This button is used for all puzzle types.

If puzzle construction was already in progress, it is restarted from scratch when this button is clicked. When construction is restarted, the word sequences in the word pool are shuffled, this re-shuffling will cause a different solution to be found the next time (if many solutions were possible). This allows you to make many puzzles with the exact same layout.

To stop the construction process, click either the DESIGN, CONSTRUCT or LOCK CELLS buttons. Note: The WordSearch and "Instant" styles do not allow construction to be stopped.

You can minimize the WordWiz window, and use other applications while the construction process is running. However, you may notice that other programs may slow down a bit. The minimized WordWiz icon will contain the  symbol to indicate that the constructor is working. When the composer is finished, the icon will return to either the

 or the

 depending on which mode you were in when you started the construction. In either case, a beep also sounds to draw your attention to the changed icon.



## The CLUE EDIT BOX.

The CLUE EDIT BOX is the edit pad located to the left of the puzzle grid area.

The CLUE EDIT BOX has several uses:

1. Words typed into the CLUE EDIT BOX can be added or removed from the current word pool.
2. Text can be copied to and from the Windows clipboard and the CLUE EDIT BOX.
3. Crossword puzzle clues are written and edited in the CLUE EDIT BOX.
4. The words that are to be used for a word search style puzzle are entered in the CLUE EDIT BOX.
5. Any text that is to be printed along with the puzzle can be entered in the CLUE EDIT BOX.

When you want to use the CLUE EDIT BOX, first click on it, then move the cursor where you want the text to go, and start typing. You can highlight text by dragging the cursor over it. Any text that is highlighted, will be deleted and replaced with the next keystroke character.

The CLUE EDIT BOX cannot be used while a puzzle is being constructed. When construction is finished, the CLUE EDIT BOX will be automatically filled with the words that were selected.

## The "extra" buttons.

The two buttons located above the Title Box change function based on the currently selected control button. These buttons may be accessed from the keyboard by using Ctrl J, and Ctrl K respectively.

While in DESIGN mode the buttons become: (except for word search)

**Un-Block all cells** Removes all "outs" from the current grid pattern. Use to start a new design of a densely intersected puzzle. Avoid dense puzzles if you are using a small Word Pool.

**Block all cells** Fills the entire grid pattern with "outs" (the dark empty cells.) This is very handy when starting a design that will contain only a few loosely packed words. Once all the cells are blocked, you only need to click where you want the words to go. This method is highly recommended for new users.

Tip - If you hold down the SHIFT key while clicking this button, the entire grid will be filled with "transparent blocks". This is a great way to start designing a puzzle that will have an odd shape.

While in DESIGN mode the buttons become: (word search only)

**Config ...** Allows you to choose allowable word directions and lengths.

**Add to Pool** Add the words you just typed in the clue edit Box to the current word pool.

While in LOCK CELLS mode the buttons become:

**Lock all letters** Takes all of the letters currently on the grid, and converts them to cell locks. Use this to protect yourself from accidentally reconstructing a puzzle that has a solution you like. You can also use this to quickly reconstruct a puzzle after switching between the WORD-FILLIN and CROSSWORD puzzle styles. When all cells are locked, the constructor will quickly re-find the same solution, and re-fill the CLUE EDIT BOX accordingly.

**Remove all cell locks** Unlocks all of the cells in the grid. Cell Locks are used to restrict a cell to the specified single letter during construction.

While in CONSTRUCT mode the buttons become:

**Pause/Continue** Suspends construction until the button is pressed again. Construction will resume at the point where it was suspended.

**Restart** Causes the constructor to re-randomize the word pool, and start construction again using the current pattern. Use if constructor appears to be 'stuck'.

## Common Questions

What are the system requirements?

Why is it taking so long?

Why is construction not always possible?

Is there a WordWiz user group?

Why do some of the words in BASE.WPL appear to be nonsensical?

What is an "out ratio"?

Why is the printing really screwed up?

Why does the preview screen not always exactly match what prints?

## System Requirements

The recommended **minimum** system configuration is:

Microsoft® Windows™ 3.1

386/25 or higher CPU

4 MB memory,

2 MB of free disk space.

A mouse is suggested but not required.

A printer is optional, but very useful. WordWiz version 3.0 also supports color printers.

If you notice any disk activity during the puzzle construction phase (except when loading the word pool, and just as the construction completes), this is an indication that more system memory is needed. Normally, no disk I/O is performed during construction, except for Windows memory swapping. Try closing un-needed applications to free up memory if disk activity is occurring. This statement assumes that no other application is active and performing disk I/O.

## Why is it taking so long?

If you need a puzzle quick, use one of the "Instant" puzzle styles. Number fill-in and Wordsearch puzzle also construct very quickly.

The standard crossword and word fill-in puzzle styles may take a considerable amount of time to locate a solution that fits the grid pattern. Computers do things one tiny step at a time. This program has been optimized to the fullest extent possible, but there are truly billions upon billions upon billions of permutations to try. A fast CPU certainly helps, but it will be several decades before a desktop processor will be built that can keep the WordWiz happy!!! Sit back and relax, or minimize the window, and do something else for a while. Some solutions can take several weeks (or longer).

When the composer appears "stuck", it really isn't. It is always progressing towards a either a solution or the absolute determination that no solution is possible given the current word pool, grid pattern, lock pattern, and avoidance letters. The progress is not simply linear however, that's why it can sometimes jump ahead quickly after struggling for a while.

If the composer seems to be stuck in the same spot for a long period, just try clicking CONSTRUCT to cause the composer to re-start. This often helps because the composer randomizes the word order and starting point each time it starts. The new "point of view" may help it find a solution quicker if one exists.

Changing the puzzle grid design often helps. Study the construction progress for a while. You may see a bottleneck that can be alleviated by adding a blocked cell.

If a large portion of the puzzle is filled in, but then the constructor appears to be stalled working in the same area, try this:

1. Click LOCK CELLS. This will interrupt the construction process.
2. Click LOCK ALL CELLS. This will lock in the words that were selected thus far.
3. Click on several individual cells near the boundaries of uncompleted section (click only on cells that contain letters). This will unlock the cells in the boundary areas, allowing them to change.
4. Click construct. The constructor will now restart, leaving all of the locked cells in place.
5. If construction fails, or appears to get stuck again, repeat the above steps, unlocking a few more cells in the boundary areas each time.

## Why is construction not always possible?

This simply means that ALL possible combinations of word placement were tested, and NONE of the combinations resulted in a valid puzzle. This is caused by using a small word list in combination with a complex grid pattern. Either add more words to the word list, or simplify the grid pattern (by using less word intersections).

The above discussion only pertains to CrossWord and word fill-in puzzle styles. Number fill-in and word search puzzle styles always compose quickly. The new Instant puzzle styles in version 3.0 also construct quickly.

## Is there a WordWiz user group?

At this time (Feb. 95), there is no official user group.

However, if you are a subscriber to a major on-line service, you can try scanning the on-line user profiles for the keyword WORDWIZ, (or CROSSWORD) to find other people with interests in word puzzles. Of course, you should add one or both of the above keywords to your own profile, so others can find you.

All users of WordWiz (including yet to be registered ones) are encouraged to add the keyword WORDWIZ to your user profile.

## Why do some of the words in BASE.WPL appear to be nonsensical?

In order to integrate words into an arbitrary grid pattern, WordWiz requires a rich supply of words. The number of shorter words is extremely important, as almost all grid patterns will use a large number of two, three, and four letter words. Because of this requirement, the BASE.WPL word pool may contain a few words that are difficult to comprehend.

Here are some things to consider when trying to write a clue for these "nonsensical" words:

- 1) Is the word really a combination of two (or more) smaller words? e.g. ATOY (A TOY)
- 2) Is the word a prefix, suffix, or middle of some other word? e.g. INANC (FINANCE)
- 3) Is the word an abbreviation for a lesser known University or institution?
- 4) Is a word a compass point? e.g. SWBW (south west by west)

If the word is really undesirable, then you should add the word to the BASEOMIT.TXT omission list. This will cause the word to be removed from BASE.WPL THE NEXT TIME IT IS LOADED. I would appreciate it if you e-mail me your omission (and add in) lists periodically. I will try to incorporate the changes into future editions of WordWiz.

To reconstruct the current puzzle without the undesirable word, follow these steps:

- 1) Copy the word to the clipboard. (double click it, and EDIT / COPY)
- 2) Select WORDS / REMOVE WORDS / THAT ARE IN CLIPBOARD This will remove the word from the current word pool. This would also be a good time to paste the word into BASEOMIT.TXT to keep it from reappearing in the future.
- 3) If you are using an Instant, or Word Search style, just click construct now, otherwise go on to the next step.
- 4) Click LOCK CELLS.
- 5) Click LOCK ALL This will lock the current solution into the grid.
- 6) Click on the word in the puzzle to unlock it.
- 7) Click on the cells in the area that surrounds the word to unlock them also.
- 8) Click CONSTRUCT. Only the unlocked portion of the puzzle will be rebuilt.
- 9) If construction fails, unlock a larger surrounding area, and go back to step 7.
- 10) Click UNLOCK ALL to unlock all of the cells.



What is an "out ratio"?

This is the ratio of open cells to blocked cells. For example, a 10 x 10 puzzle contains 100 cells. If 17 cells are blocked, the "out ratio" is about 6 to 1. Professional puzzle designers consider a 6 to 1 ratio ideal. This ratio is not important for puzzles designed to be used by children, or puzzles that use many "transparent blocks" to form an odd shape.

Why is the printing really screwed up?

### **Setting the default printer and Port Settings**

WordWiz always uses the current default printer when printing. Use the Windows™ CONTROL PANEL application to verify and set your current default printer. To do this, double click on the PRINTERS icon, then double click on one of the listed 'installed printers' to set it as the default, then click CLOSE to save your choice.

Also, verify the port settings for the selected default printer (again using CONTROL PANEL).

### **Activating TrueType® Fonts**

WordWiz REQUIRES the TrueType font capabilities provided by Windows 3.1. Windows 3.0 does not support TrueType, and therefore cannot be used with WordWiz. In Windows 3.1, it is possible to deactivate the TrueType font feature; in which case, WordWiz will not print, or render the screen correctly. To activate the TrueType font feature, open the CONTROL PANEL and double click on FONTS. Now click the TRUETYPE... button and make sure the USE TRUE TYPE box is checked. Also check to make sure that at least the three standard fonts "Arial", "Times New Roman", and "Courier New" are installed.

### **Printer Driver Options**

A printer driver is a small piece of software that is designed and written by the manufacturer of your printer. Think of the printer driver as the "glue" that binds the application trying to print something (WordWiz) to your specific brand and model of printer. It is the printer driver that actually determines what options are available on the print setup screen (not WordWiz). The capabilities provided by the driver are dependent on the actual capabilities of your printer. Therefore, I cannot discuss specific settings, because I do not know what settings are available. However, if you are having trouble printing, try changing any driver settings related to activating graphics output. All WordWiz printing is done in graphics mode, but some drivers default to Text mode. Also, if you see an option similar to "Print TrueType as Graphics", make sure it is selected.

Why does the preview screen not always exactly match what prints?

WordWiz version 3.0 has several internal improvements that significantly improve the consistency between the preview display and the actual print output.

Think of the preview display as an approximation of what will print. Use scrap paper to print trial copies and then make final adjustments, ignoring what you see on the preview screen. This is especially important for color printers, as color shades often print differently than they appear on the screen.

## Advanced Topics

### Give away hints.

The LOCK CELLS feature has an important secondary use. When you print a puzzle for someone to solve, normally all grid cells should be empty. You can cause some of the cells to be filled in with hint letters or numbers by using the LOCK CELLS feature. First, make sure the OPTIONS/SHOW LOCKED CELLS AS HINTS menu item is checked. Then click LOCK CELLS, and then click UNLOCK ALL LETTERS. This will remove all locks. Now click on only the cells that you want to 'give away' to lock them. The letters in the locked cells will be printed when you print the puzzle. This feature is supported for the number fill-in, crosswords and word fill-in puzzle styles.

### Designing topical CrossWord or word fill-in puzzles.

The following discussion applies only to the normal crossword and word fill-in styles. The new "instant" puzzle styles that were added in version 3.0 are the easiest way to make a puzzle consisting entirely of related words.

There are three basic methods that can be used to design topical puzzles.

**Method 1 - Custom word pools.** To use this method, you must brainstorm and come up with at least 500 words that are somehow related to your topic. Short words are actually much more important than larger words, so you may want to use some abbreviations.

Type the words into the CLUE EDIT BOX, then LOAD the Word Pool from the CLUE EDIT BOX, now save the word pool as a new WPL file.

Next, you then must design a SPARSE puzzle grid. The following puzzle was built from a word pool of about 1500 musical terms. It is an example of a sparse (not dense) grid design. The 'transparent block' feature was used to stop the darkened cells from printing.



The advantage of this method is that all of the words in the puzzle will be related to the topic. The disadvantage is that a custom word pool is required, and only sparse (but symmetrical) patterns can be used.

**Method 2 - Cell locks.** Another way to build a topical puzzle is to use the LOCK CELLS feature to lock in a few words related to a topic. You then use a standard (large) word pool to fill out the rest of the puzzle. This method may take some practice, but nice puzzles can be designed. Here is one I built using the BASE.WPL word pool. The cells that were locked with

the words I wanted (my family members) are circled.



Note that the locked words should be positioned as far apart from each other as possible in order to increase the chances of success.

**Method 3 - Manual Construction.** When you have a very short list of words, and you want a puzzle that contains only words from the short list, you can use WordWiz as a "puzzle editor" and just design a simple 'step ladder' style puzzle. You will want to select the ASYMMETRIC editing mode, because it probably will not be possible to create a symmetrically balanced puzzle with such a small word list. You should also select the transparent blocks setting, and then use the block all button to fill the entire grid with transparent blocks.

Next, you should type or paste the short list of words into the Clue edit box, and then LOAD the words into the Word Pool. You will also want to have a printed copy of the words handy for the next step.

Now, using the printed list as a guide, punch out a series of cells, near the center of the grid, that matches the length of one of the longer words. Using brain power, scan the list and click in one or two more words that properly intersect the first.

After you click in the pattern for the first few words, click CONSTRUCT so that WordWiz fills in the words you were thinking of. If other words could fit the same starting pattern, WordWiz will randomly choose a valid combination, so just click again (if you want).

Keep extending the pattern in a step ladder fashion, and use CONSTRUCT to automatically fill in the words as you go. The following puzzle was built in this fashion from a list of only 40 words related to Studebaker automobiles (not all 40 words were used). The circled locks were placed after the puzzle was finished to spell the secret phrase "BULLET NOSE".



### **Saving a partially constructed puzzle.**

Stop the construction process by clicking DESIGN. Then save the puzzle. See the next item for how to resume construction at a later time.

### **Restarting construction of a partially constructed puzzle.**

A CrossWord or word fill-in puzzle that was partially constructed can be re-started by using the following steps:

1. Click LOCK CELLS to enter cell lock mode.
2. Click LOCK ALL LETTERS. This will lock all words that have been placed so far.
3. Click on the fringe cells to unlock them. This step is very important. The idea is to unlock enough cells so that construction will proceed without immediately failing. Cells in totally completed areas of the puzzle can remain locked. Find cells in the boundary areas between the filled and unfilled parts of the puzzle and unlock them. Also unlock parts of long words that reach into uncompleted areas. Trial and error may be needed. If construction fails soon after re-starting, just unlock more cells in the fringe areas, and try again.

### **Re-constructing just a portion of a fully constructed puzzle.**

A completed CrossWord or word fill-in puzzle may have a word or two in it that you might prefer not to use. The area of the puzzle around the word can be re-constructed without re-constructing the entire puzzle. Use the following steps:

1. Click LOCK CELLS to enter cell lock mode.
2. Click LOCK ALL LETTERS. This will lock the entire puzzle.
3. Click on each letter in the word you wish to replace to unlock them. You may also have to click on surrounding cells to unlock them also.
4. Click CONSTRUCT to start construction. If the same word is re-selected, just click construct several more times to see if an alternative solution can be found. If the same undesired solution continues to re-appear after several re-constructions, then unlock more surrounding cells and repeat until you get a different solution.

### **Creating your own word pool (.WPL) files.**

If you create your own word pool files, you should use the .WPL extension ONLY if all duplicate words have been removed. WordWiz disables its automatic word duplication checks (for performance reasons) when it loads a .WPL file into an EMPTY word pool. Duplication checks are performed under all other situations. If you allow duplicate words to creep into a WPL file, then the same word could appear twice in the same puzzle.

Here is the best way to build a new WPL file from several text files (that do not have a WPL extension):

- 1) Clear the current word pool using WORDS/CLEAR THE WORD POOL.
- 2) Load each text file using WORDS/ADD WORDS FROM FILE

3) Save the new WPL file using WORDS/SAVE WORD POOL AS

The new WPL file will not contain any duplicates.

Technical note: If you have access to the Microsoft Compress.EXE utility you may use it to compress your custom WPL files.

### **Forcing construction to start in a specific area.**

The way to do this is to lock a '.' (period) in a cell in the area of the puzzle where you want the composer to start. To lock a '.' in a cell, click on LOCK CELLS, then click on the cell you want to lock, and then key in the '.'. The cell you click on must not be 'blocked'. More than one cell can be locked this way, but it's not a good idea to spread them out over too wide an area, otherwise it defeats the purpose. It can also cause the composer to get angry and slow down. The composer doesn't like to have to spread its attention too thin, it prefers to focus on a single area of the puzzle at a time.

### **Maximum word pool size.**

There is no limit to the size of a WPL disk file. However, when the word pool is loaded into memory, only a limited number of words can be stored. An independent memory area is used for each different word length. The maximum size of each area is about 65,000 characters. The Word Pool Statistics option will display "full" next to each word length that has reached its limit.

The maximum number of words of each different length follows:

<b>Length</b>	<b>Max Number of words</b>
2	(only 676 combinations possible - e.g. no limit)
3	(only 17,576 combinations possible - e.g. no limit)
4	16,382
5	13,106
6	10,921
7	9,361
8	8,190
9	7,280
10	6,552
11	5,956
12	5,460
13	5,040
14	4,680
15	4,368
16	4,095
17	3,854
18	3,639
19	3,448
20	3,275
21	3,119

22	2,977
23	2,848
<b>Total</b>	<b>142,803 - Ultimate maximum Word Pool words</b>

## Tips and Tricks

### Printing the User Guide

The registered copies of the WordWiz distribution disk contain a printable version of this help file. To print your own copy of this help file:

- 1) Use FILE MANAGER to open the \MANUAL directory on the WordWiz distribution disk.
- 2) Double click on the PRINTME.WRI file. This will start MS WRITE and automatically open the PRINTME file.
- 3) Select FILE/PRINT from the main menu. The manual is about 25 pages long.
- 4) Close MS WRITE and FILE MANAGER.

Individual pages of this help file may also be printed using the FILE/PRINT TOPIC menu item.

### How to Use the Bonus Word Pools

The registered copies of the WordWiz distribution disk contain several bonus word pool files (\*.WPL). These files are not automatically copied to your hard disk during installation. To use these files, use FILE MANAGER to open the \BONUSWPL directory on the WordWiz distribution disk, and drag the files to the WordWiz directory on your hard disk.

Detailed instructions:

- 1) Double click on your hard disk drive letter. (If it does not already have an open window).
- 2) Double click on your floppy disk drive letter. (If it does not already have an open window).
- 3) Select WINDOW/TILE - this will tile the 2 open windows. If you have more than 2 open windows, close the unneeded windows and select WINDOW/TILE again.
- 4) Open the WordWiz directory (usually C:\WINDOWS\WORDWIZ) and the A:\BONUSWPL directories in each respective window.
- 5) Drag the WPL files from the floppy window to the open hard disk directory.

### The Tip Puzzle Files

The tip puzzle files (named TIP??.WIZ) are provided to illustrate some of the more unique aspects of this program. Each file covers one specific tip or trick. Use the FILE/OPEN menu to check these out.



## **Editing/Writing Clues**

When a crossword puzzle is constructed, WordWiz will automatically look up clues for the words that were selected and place the clues it finds in the CLUE EDIT BOX. Words that do not yet have clues are simply copied to the CLUE EDIT BOX and are numbered. To write a clue for a new word, simply double click on the WORD and then start typing the clue. This will replace the original word with the new clue text. You can change the clue text for any word, including words that already had clues. You do this by simply editing the clue in the CLUE EDIT BOX.

When you save the puzzle, the new and changed clues are automatically saved in the clue database.

WordWiz Version 3.0 also provides a Clue Edit panel that can be used to work with the clues from all 10 of your clue libraries at once. To access the clue edit panel, (after a puzzle has been constructed) just click the ClueLib button, select or verify the primary and secondary clue libraries, and then Click the Edit Clues button.

## **Speeding up Construction**

If you are going to let a large or complex design 'cook' for a while (e.g. overnight), you should minimize the WordWiz window before wandering off. When the window is minimized, WordWiz can work at about a 20% faster pace, because the screen updates are not performed.

## **The Keyboard Interface**

WordWiz has been designed so that a mouse, while nice, is not required. Every menu item and important button contains a single underlined character. Use the ALT button, followed by the character that is underlined to access the item directly from the keyboard. The ALT button can be released before pressing the character. If a menu item is nested, you can simply continue typing the underlined character for the items you want. For example typing ALT F E C will export the current puzzle grid image to the clipboard.

Many frequently used menu items can also be accessed through a control key+letter combination. The menu items that allow this are marked (Ctrl x), where x is the letter that will activate the item.

## **Compressing your WPL files**

If you create and save you own word pool files (\*.WPL), you can optionally compress the files with the Microsoft COMPRESS.EXE utility. (Contact Microsoft if you don't have the utility). WordWiz will automatically detect that the file was processed with this utility, and decompress the file as it is read. Note: BASE.WPL is compressed in this manner. That's why you can't view or edit it directly.

Note: Under low memory conditions, WordWiz may not be able to decompress 'on the fly'. If you get an error when loading the BASE.WPL file, or any file you compressed yourself, the use the Microsoft EXPAND.EXE utility (comes with DOS and should be in your DOS directory) to decompress the file as follows:

- 1) rename BASE.WPL to BASE.OLD
- 2) at a DOS prompt type:

EXPAND BASE.OLD BASE.WPL

3) You can delete BASE.OLD after verifying that the new BASE.WPL loads correctly.

### **Designing Grids**

If you need help designing grid patterns, simply pick up a puzzle book and use any of the patterns you wish. Grid patterns generally cannot be copyrighted, so you are free to use the pattern (as long as you fill it with different words).

## What's New

### **Announcing WordWiz Version 3.0 (February, 1995):**

1. New "Instant" construction styles for crossword and word fill-in puzzles. Create puzzles instantly from any short list of words. Perfect for classroom lessons.
2. Independent clue libraries. Write up to 10 clues for the same word. Organize clues by language, difficulty, subject area, or any way you like. Assign your own description to each library to easily keep track of usage.
3. New Clue editor. Transfer clue text between libraries. Re-look up clues for an existing puzzle after editing or switching clue libraries.
4. Improved online help including topic specific help buttons for each puzzle style, and the preview screen.
5. New Color selection panel and color printer support.
6. New WORD SEARCH configuration panel allows you to choose maximum and minimum word lengths, and allowable word directions.
7. WORD SEARCH Puzzles are now constructed using words from the current Word Pool. The words that are selected for use are alphabetized and placed in the CLUE EDIT BOX for printing.
8. New Word Pool Editor. Review / add / delete words in the current word pool. Automatically keeps words sorted while editing and saving.
9. Max. Puzzle size for Pro registration level is now 25x25.
10. Multiple instance support. Start up multiple WordWiz sessions to work on several puzzles at the same time.
11. Clue import facility. Import clue text from ASCII text files into the currently selected clue library.
12. Improved page layout and font size control for printing.
13. Automatic conversion of puzzle styles when switching between related styles.
14. Full support for the Windows Latin-1 character set (diacritic characters are fully supported.)
15. Option to convert special German characters to double character sequences.
16. Significantly reduced system memory utilization.
17. Improved internal word integration strategy.
18. 3D effect when printing puzzles that contain non-transparent blocks.
19. Choose from 16 different block styles.
20. Improved keyboard interface. More hot keys.
21. Automatic duplicate word warning. Useful if designing a puzzle entirely by hand (with the LOCK CELLS feature).
22. Puzzle style selection Wizard. Easily select the proper puzzle style based on your

preferences.

23. Grid cell shift feature. (left, right, up, down), also grid rotate, mirror, and flip.
24. Improved BASE.WPL standard word pool.

### **New Features added in Version 2.0 (August 1994):**

1. Export puzzles to any Windows program that accept BITMAP or metafile pictures. Export to the clipboard or save the grid image as a BMP or WMF file.
2. Remove words from the current word pool based on matching words from either the clipboard, the clue edit box, or a file.
3. Load or Merge words into the word pool from any file, or from existing WPL files.
4. Locked cells are now displayed on the design screen with a "keyhole" symbol. The symbol is not printed, it just makes it easier to see which cells are locked.
5. When printing, locked cells may be circled to highlight special words in the puzzle.
6. When printing, locked cells may be left empty or the letter may displayed as a "give away hint". Letters that will be printed as hints are displayed in black. All normal letters are displayed in gray.
7. Accents and other character markings are automatically removed from letters when adding words from DOS or Windows text files into a word pool.
8. New SETTINGS menu item to control 'global settings'. Global settings are program options that are not specific to a particular puzzle, and are not changed when a new puzzle is loaded. The OPTIONS menu contains only options that affect (and are saved with) the current puzzle.
9. New 'solution' button added to allow easy preview of solution grids.
10. Improved puzzle grid shadow. Odd shaped puzzles are now given shadows also.
11. Page orientation and paper size are now saved with each puzzle.
12. A printable copy of this help file is now included on registered distribution disks.
13. New option to choose the WPL file name that should be automatically loaded when the word pool is empty.
14. Transparent Blocks menu item was added.
15. Changing grid size while in WORD SEARCH style, no longer clears the word list.
16. All Word Pool menu items may now be accessed while in WORDSEARCH style. This allows a word list from a WORDSEARCH puzzle to be loaded into the word pool easily, so the same words can be used in a different style puzzle later.

### **WordWiz Version 1.0 - Released April, 1994.**

## Bibliography

The following books contain great tips for designing high quality puzzles. They assume you are using a pencil and paper to design your puzzles (that used to be the only way!!!), but the information they contain is still very pertinent.

How to Make and Sell Original Crosswords and Other Puzzles

William J. Sunners

Sterling Publishing Co., Inc. New York 1981

The Experts Book of CROSSWORD Puzzle Making

Vera Daniels

Doubleday & Company, Inc., Garden City, New York 1976

Also, software dictionary products are becoming available that work well with WordWiz. When selecting a product, look for the following features:

Ability to create a list of words related to a specific topic.

Ability to place the list of related words in the windows clipboard, or save them to a file.

Ability to look up a word in the clipboard, and replace it with a definition or synonym list.

My personal favorite is the American Heritage III CD-ROM edition. This product has all of the above mentioned features. Contact SoftKey Intl. for additional info.

Lastly, I highly recommend the following book if you are considering embarking on a shareware project of your own.

Writing and Marketing Shareware (2nd Edition)

Steven Hudgik

Windcrest / McGraw-Hill

Thanks for your interest in WordWiz.

Jim Buccigrossi

The End

