Crossworld

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CROSSWORLD

If you like answering and creating your own crossword puzzles, then you will love CrossWorld.

CrossWorld has 365 Los Angeles Times Syndicate puzzles specially edited for computer and a one-of-a-kind computerized dictionary which will help you solve them.

CrossWorld's unique dictionary also enables you to design, create and print your own publishable crossword puzzles, in a fraction of the time it would take to do by hand.

So sharpen your skills (your pencil is no longer necessary!) and get to work.

INSTALLING CROSSWORLD ON THE HARD DISK

You must install CrossWorld on a hard disk in order to run it. Full installation of CrossWorld requires 2.5 Megabytes of hard disk space.

To install, insert the CrossWorld diskette into your floppy disk drive.

From the DOS prompt, or your file manager program, type:
    A:INSTALL (If the diskette is in drive B: type: B:INSTALL)

Follow the instructions in the installation program.

Note: If you accept the default choices in the installation program, CrossWorld will be installed in a directory called \CROSS and the LA Times puzzles will be installed in directory \CROSS\LA_TIMES

RUNNING CROSSWORLD

To run CrossWorld, change to the directory where CrossWorld was installed and type
    CROSS:
e.g.   **C:\> CD \CROSS**
      C:\CROSS\> CROSS

CrossWorld automatically loads the most recently saved puzzle. (The first time you run CrossWorld, LA Times Monday Puzzle #1 is loaded by default)

THE CROSSWORLD SCREEN

The CrossWorld screen has the following features:
Menu Icons, Clock, Dictionary Icons, Puzzle Grid, Message Area, Direction Indicator, Clue Selection Box, Word Search List, Credits Area

Menu Icons

At the top of the screen are the seven Menu Icons:
Load   Retrieve an LA Times or user-created puzzle from disk.
Save   Save the current puzzle to disk.
New   Create your own puzzle.
Clues   Enter clues for a user-created puzzle.
Print   Print out the current puzzle on paper.
Tools   Adjust Hint and Sound settings.
Quit   Exit CrossWorld.

To access a menu icon:
Mouse: Move the mouse pointer to the menu icon. Click the left mouse button.
Keyboard: Hold down the [ALT] key and press the first letter on the menu icon.
e.g.   Press [ALT] - L, to load a new puzzle.

Clock

Next to the menu icons is the Clock. The Clock automatically starts when a puzzle is loaded and stops automatically when a puzzle is completed.

To manually stop or restart the Clock:
Mouse: Move the mouse pointer to the Clock. Click the left mouse button.
Keyboard: Press [ALT] - C

Dictionary Icons

At the top right of the screen are the three Dictionary Icons. The Dictionary icons activate the on-line dictionary to assist you in solving the puzzle.

To access a dictionary icon:
Mouse: Move the mouse pointer to the dictionary icon. Click the left mouse button.
Keyboard: Press [Fl] for BEST Search
            [F2] for ALL Search
            [F3] for ANAGRAM Search

Note: Search speed is dependent on the speed of the computer's processor and disk.

BEST - Find BEST is a 2-dimensional search of the location that is currently highlighted on the puzzle grid.

Words found fit the pattern of the search location as well as all words crossing it. See tutorial for example.

ALL - Find ALL is a 1-dimensional search of the location that is currently highlighted on the puzzle grid. Words found fit the pattern of the search location. Adjoining words are not considered.

ANAGRAM - The Anagram feature allows you to:
 1. Unscramble a group of letters.
 eg. TSPO will unscramble to OPTS,POTS,POST,SPOT,STOP,TOPS.

2. Search for all words which fit a word pattern of your choice. Search patterns are specified using question marks.
 eg. To find all 7 letter words that have E as the second letter and D as the fourth letter, type in: **?E?D???**

Puzzle Grid

The Puzzle Grid is below the menu icons.
The current word location is highlighted in light blue.
The current letter location is highlighted with a red circle.

To move the highlight bar:
Mouse: Move the mouse pointer to any white square. Click the left mouse button.
Keyboard: Use the Up, Down, Left or Right arrow key to move one space at a time.
Press **[ENTER]** or **[PGDN]** to move to the next word.
Press **[PGUP]** to move to the previous word.

To change Direction:
Mouse: Move the mouse pointer to any white square. Click the left mouse button once to select the square. Click the left button again to change direction.
Keyboard: Press **[ALT]** - A to change to ACROSS direction Press [ALT] - D to change to DOWN direction

To enter a solution:
Use the Keyboard to type in your solution.

To delete a letter:
Press the **[DEL]** key or **[BACKSPACE]** key.

To delete a word:
Press the [F6] key.

Message Area

The Message Area is located below the Dictionary Icons.
The Message Area displays both the Across Clue and Down Clue for the current letter location (highlighted with a red circle). The clue for the current direction is highlighted in light blue.

Direction Indicator

The Direction Indicator, located below the Message Area, contains the words:
ACROSS clue DOWN clue.
The current direction is highlighted with a dark blue frame.

To change Direction using the Direction Indicator:
Move the mouse pointer to ACROSS or DOWN and click the left mouse button.

Clue Selection Box

The Clue Selection Box is located below the Direction Indicator.
The Clue Selection Box is a scrolling box that contains the clues for the current direction.

To scroll through the clues:
Mouse: Click on the scrolling arrows or drag the scroll box, on the left side of the Selection box.
Keyboard: Press **[PGUP]** to scroll up. Press **[PGDN]** or **[ENTER]** to scroll down.

To select a clue:
Mouse: Move the mouse pointer to the clue in the selection box and click the left mouse button.
Keyboard: Press **[/]** (forward slash key). Enter the clue number and direction, eg. type in /24D to select the clue for 24 Down.

Word Search List

When a Dictionary Icon (BEST, ALL or ANAGRAM) is activated, the Clue Selection Box is replaced by the Word Search List.
The Word Search List is a forward-only scrolling box that contains the words found in the search.

To view words beginning with a specific letter:
The Word Search List automatically begins with the letter "A" and continues alphabetically. If you wish to view the word list beginning with another letter:
Mouse: Click the NEXT icon to advance one letter at a time.
Keyboard: Press a letter to jump to those words beginning with that letter.

To page through the word list:
Mouse: Click the MORE icon.
Keyboard: Press **[ALT] - M.**

To select a wordfront the word search list:
Mouse: Move the mouse pointer to the word you wish to select. Double click the left mouse button,or click once on the word to highlight it and then click the OK icon.
Keyboard: Use the down arrow key to highlight the word and press **[ENTER].**

To exit without selecting a word:
Mouse: Click the EXIT icon.
Keyboard: Press **[ESC].**

Credits Area

The Credits Area is located at the bottom right corner of the screen and displays the title and file name of the current puzzle.

SOLVING A LOS ANGELES TIMES PUZZLE

CrossWorld - The LA Times Syndicate Edition includes 365 puzzles for your puzzling pleasure; one puzzle for each day of the year.

TUTORIAL FOR FIRST TIME PLAYERS

When you run CrossWorld for the first time, Monday Puzzle#l is automatically loaded on screen, and is ready for solving. The clock is off and running and so are you!

Screen Display

The screen displays the following:
- On the Puzzle Grid, 1 Across is highlighted with a bar and the first letter in the bar is highlighted with a red circle.
- The Message Area displays the clue "WAS CONCERNED" for 1 Across, and the crossing clue "MALE SWANS" for 1 Down.
- The Direction Indicator has a frame around the word "ACROSS"
- The Selection Box contains the across clues.

Changing Directions

1. Press [ALT] - D, or click the red circle with the left mouse button, and the Highlight Bar, Direction Indicator and Selection Box all change to the DOWN direction.

2. Press [ALT] - A, or click the red circle again, and everything will switch back to ACROSS.

Moving Around the Puzzle Grid

3. Use the right, left, up and down arrow keys to move around the Puzzle Grid. Notice that the arrow keys can move the highlighted circle as well as the Highlight Bar.

4. Move back to the first square in 1 Across by using the Quick Position feature:
   a. Press the forward slash key: /
   b. In the pop-up box, type in: 1A
   c. Press [ENTER]

Getting Hints

Let's pretend that the answer to 1 ACROSS is "DOTED". Use the keyboard to type it in. Why is the computer beeping and crossing out some of the letters?
When CrossWorld is run for the first time, the Hint Features are active. The following Hint Features are enabled/disabled by accessing the TOOLS icon:

- *"Acknowledge when Word is correct"* feature, recognizes correct solutions by responding with a bugle sound, displaying "CORRECT" in the Message Area, and checking off the clue in the Selection Box. When the puzzle is successfully completed, the Clock will stop and you will be rewarded with the victory song.

- *"Acknowledge when Letter is incorrect"* feature, identifies wrong letters by crossing them out, accompanied by a beep. It also prevents correct letters from being overwritten.

- *"Acknowledge with Sound"* feature, enables/disables the bugle and beep sounds.

- *"Divulge Current Letter"* feature ([F4J key), reveals a single letter at the current location.

- *"Divulge Current Word"* feature ([F5] key), reveals the entire word.

5. Press the left arrow key to move back to the letter E.

6. Press the [Back Space] key to erase the incorrect letters (D,O & T) and move back to the beginning of the word.

7. Press the [F4] key. The letter "C" will be revealed as the correct letter for this square.

Accessing the Dictionary

You can also obtain a hint by accessing CrossWorld's unique built-in dictionary. Possible solutions are revealed by the dictionary, but you must decide which one is correct. For example, 1 Across should contain the following word pattern: C____ED.

8. Press the [Fl] key or click on the BEST icon. The Clue Selection Box is replaced by the BEST Word Search list, and the following possible solutions are displayed:
   CAGED
   CAKED
   CANED
   CAPED
   CARED
   CASED .
   etc...(20 in all)

The clue for 1 Across is "WAS CONCERNED". The correct answer is "CARED".

9. Arrow down to highlight it and press [ENTER], or double-click it with the mouse, to pop it on to the Puzzle Grid.

Saving the Puzzle

10. To save your solutions to the puzzle, press [ALT]-S or click the SAVE icon. The Message Area will confirm that the puzzle is saved. If you exit from CrossWorld and then restart the program, the last puzzle saved is automatically loaded from the disk, to conveniently allow you to continue from where you left off.

Printing the Puzzle

11. To print the puzzle on paper, press [ALT]-P or click the PRINT icon.. The "Print a Puzzle" option screen pops up. If you don't make changes to the default settings, Cross-

World will print a copy of the puzzle grid, clues and your answers to a Dot Matrix printer. To the left of each option is a check box. If there is a mark in the check box, the option is active. To select/deselect an option, press [ALT] and the underlined letter of the option, or click the option with the mouse. For example, to print to a Laser printer, press [ALT] - L.

12. When you have chosen the settings, press [ENTER] or click the OK button. While printing, the screen temporarily goes blank and then returns to the puzzle. These printer settings will be saved for the next time you request a printout.

Loading a New Puzzle

13. If you wish to load a new puzzle, press [ALT]-L or click the LOAD icon. The "Load a Puzzle from Disk" screen pops up.

The 365 Los Angeles Times Syndicate puzzles are grouped by day of the week. Monday through Saturday puzzles are 15x15 squares in size and the Sunday puzzles are 21x21. In general, puzzles tend to get harder toward the end of the week.

To select a puzzle, choose a day of the week by pressing [ALT] and the *underlined letter* of the day, or by clicking the day button.

14. e.g., to list the SUNDAY puzzles, press [ALT] - U, or click the SUN day button.

To scroll through the list, use the up or down arrow keys. If you have a mouse, click on the arrows or drag the scroll box, on the side of the list box. Information about the highlighted puzzle (Title, Percent Completed, Clock, etc..), is shown above the list box.

15. To select the highlighted puzzle, press [ENTER] or click the OK button. The puzzle will be loaded and play commences.

Quitting CrossWorld

16. To quit CrossWorld, press [ALT] - Q or click the QUIT icon. The "Quit Program" box will then appear to confirm that you want to quit. If you want to quit, press [ENTER] or click the OK button. If you don't want to quit, press [ESC] or click the [CANCEL] button.

CREATING YOUR OWN PUZZLES

With CrossWorld's help you can become a professional crossword puzzle creator for fun and/or for profit.

CrossWorld's unique features enable you to design and create professional quality crossword puzzles in a fraction of the time. Once completed, these puzzles can be printed out in a professional manner, copy ready and suitable for publication.

CrossWorld lets you create both Symmetric and Non-Symmetric type puzzles.

Symmetric puzzles

Symmetric puzzles are by definition, square puzzles whose grid designs are mirrored across the diagonal. The LA Times puzzles are examples of symmetric puzzles. Symmetric puzzles are created by first designing the grid pattern. The challenge is then to find crosswords that will fit in the pattern.

CrossWorld helps you in all the steps required in constructing a symmetric puzzle and turns what was once a daunting task for professional crossword creators into a fun and challenging activity. Grid creation is simple, since symmetric blocking and grid numbering are automatically done for you. Finding crosswords that fit in both directions is also a snap, thanks to CrossWorld's unique 2-dimensional dictionary searching capabilities.

To learn how to design and construct symmetric puzzles, follow the: *Tutorial for Creating a Symmetric Puzzle*

Non-Symmetric puzzles

Non-symmetric puzzles, are quick and fun to do. A professional looking puzzle, along with clues can be created in minutes. Non-Symmetric puzzles are also ideal for educators in classroom use.

In a non-symmetric puzzle, you enter the words that you wish to have include in the puzzle, and CrossWorld will automatically create a grid around them. Rectangular shaped puzzles , puzzles with an even number of rows or columns, or puzzles with unusual shaped grid patterns, can be designed by selecting the Non-Symmetric option. To learn how to design and construct symmetric puzzles, follow the: *Tutorial for Creating a Non-Symmetric Puzzle*

TUTORIAL FOR CREATING A SYMMETRIC PUZZLE

This hands-on tutorial will guide you through all the steps required in creating a symmetric crossword puzzle. Each step is numbered and must be followed in order. These steps include:
- Selecting the puzzle size and symmetry
- Designing the grid pattern
- Entering crosswords
- Entering Clues
- Saving & Printing

Symmetric puzzles are square puzzles whose grid designs are symmetrically mirrored across the diagonal. The LA Times puzzles are examples of symmetric puzzles. Symmetric puzzles are created by first designing the grid pattern and then finding words that will fit in the pattern.

Before attempting to create your own puzzles, you should be familiar with the normal operation of CrossWorld as explained in the: *Tutorial for First time Users.*

Beginning a New Puzzle

1. To create a symmetric puzzle of your own design, press [ALT] - N or click the NEW icon from the CrossWorld screen.
The "Create Your Own Puzzle" screen appears.
By default, Symmetric puzzle type is already highlighted.

Selecting Puzzle Size

By default the Symmetric 15x15 puzzle size is highlighted.

2. For the purpose of this tutorial, press the UP arrow, or use the mouse, to highlight the 5x5 puzzle size.

3. Press **[ENTER]** or click the OK button to begin the design process. A blank grid
• appears along with the BLOCK, NUMBER and OK icons to its right. (If you wish to terminate the design process, press the [ESC] key)

Grid Design

The square on the top left corner is highlighted with a thick frame.

4. Use the right, left, up and down arrow keys to move the highlighted square around the puzzle grid.

5. To block/unblock a highlighted square:
    Press [ALT] - B
or   Click on the highlighted square with the mouse
or   Click the BLOCK icon

Mouse Tip: If you are using a mouse, it is possible to block/unblock a group of squares by holding down the left mouse button and dragging the mouse across the squares before releasing it.
The color of the first square clicked on, determines the subsequent color or the group.

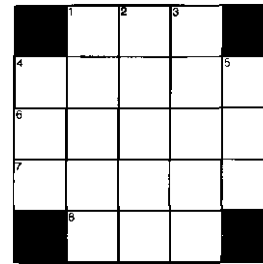6. Unblock any squares that are black.

7. Move back to the first square in the top-left corner and block it.
Notice that a symmetric block appears in the opposite corner.

8. Move to the square in the top-right corner and block it.
All 4 corners of the grid should now be blocked.

Numbering the Puzzle

9. To number the grid, press [ALT] - N or click the NUM icon.
If you have followed the steps properly, the grid should appear as follows:

If not, repeat steps 6 to 9.

10. When the grid is correct, press [ALT] - O or click the OK key, to return to the solving screen layout.
(Warning! Once a grid pattern is okayed it cannot be re modified).

Searching the Dictionary for crosswords

One technique in creating a crossword puzzle is to enter those words you wish to include in the puzzle and then access the dictionary to fill in the rest.

11. To start off: In 2 DOWN, enter the word "CROSS"

12. In 4 ACROSS, enter the word "WORLD"

13. Go to 6 ACROSS. Press [Fl] or click the BEST icon.

14. When the search is complete, press the letter "E", to see the list of E words. Select the word "EMOTE", by scrolling down and pressing [ENTER] or OK, or by double-clicking on the word.

15. Go to 7 ACROSS. Press [Fl] or click the BEST icon.

16. When the search is complete, press the letter "B", to see the list of B words. Select the word "BASES"
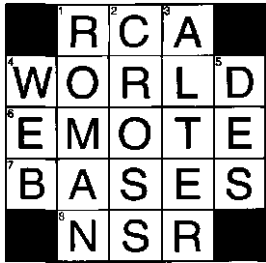
17. Go to 1 DOWN. Press [Fl] or click the BEST icon.

18. When the search is complete, select the word "ROMAN".

19. Go to 3 DOWN. Press [Fl] or click the BEST icon.

20. When the search is complete, select the word "ALTER" (the only word in the list).

The puzzle should now appear as follows:

Entering Clues

21. To enter clues for the puzzle, press [ALT]-C or click the CLUE icon.

The Message Area is replaced with the Clue Entry Area.
Clues can be two lines, with up to 20 characters per line.

When Clue Entry is activated, the arrow keys change function and instead of moving the Highlight Bar in the Puzzle Grid they move the Highlight Box in the Clue Entry Area. Letters typed from the keyboard will go to the clues instead of to the puzzle. It is still possible to move around the puzzle grid with the [ENTER], [PGUP], [PGDN] keys or by using the mouse.

22. Go to 1 Across. For RCA, enter the clue by typing **Radio Corp.**
If you make a typing mistake, use the [DEL] or [BACKSPACE] key to correct it.

23. Press **[ENTER]** to move to the next Across clue and for WORLD type **Planet.**

24. Continue in this fashion for the other Across Clues:
    For EMOTE, enter the clue: **To play act**
    For BASES, enter the clue: **Acids counterpart**
    For NSR, enter the clue: **Natl. Scientific Reg.**

25. Press [ALT] - D to switch to the Down direction,or click on 1 Down with the mouse.

    For ROMAN, enter the clue: **Caesar's Empire**
    For CROSS, enter the clue: **Angry**
    For ALTER, enter the clue: **Type of Ego**
    For WEB, enter the clue: **Fly's bane**
    For DBS, enter the clue: - - - **Moines, Iowa**

26. To exit from Clue Entry, press [ESC] or click the CLUE icon.

Saving the Puzzle

27. To save your crossword puzzle, press [ALT]-S or click the SAVE icon.
The "Save a Puzzle" screen will appear. This screen is used to save and title your puzzle.
Puzzles that you create are saved in a directory called "USER".

28. For Save As, enter the DOS file name: **MYPUZ#1**
Puzzles are saved by the days of the week in a similar fashion to the LA Times puzzles. The day of the week, to which the puzzle is saved, is determined by the first letter of the file name.

29. For Title, enter: **My first puzzle**
The message area will confirm that the puzzle is saved and the title will appear in the Credits Area.

Printing the Puzzle

30. To print out the puzzle on paper, press **[ALT]-P** or click the PRINT icon.
The "Print a Puzzle" screen appears.

31. Select the following print options:
    Puzzle Grid & Clues
    Solution Grid

32. When the settings are correct, press **[ENTER]** or click on the OK button.
While printing, the screen temporarily goes blank and then returns to the puzzle. These printer settings will be saved for the next time you request a printout.

Loading in Your Puzzle

All the puzzles you create, are automatically stored in the USER directory.

33. To load in one of your puzzles, press **[ALT]-L** or click the LOAD icon. The "Load a Puzzle From Disk" screen appears.

34. To switch to the USER directory:
Mouse: Click USER with the left mouse button.
Keyboard: Press **[ALT] - D**. Press the DOWN ARROW key to highlight USER. Press **[ENTER]** to select it.

The puzzles stored under Monday are automatically displayed.

35. To select a puzzle, choose a day of the week by pressing [ALT] and the *underlined letter of the day,* or by clicking the day button. Select the puzzle you wish to load.

QUITTING CROSSWORLD

36. To quit CrossWorld, press **[ALT] - Q** or click the QUIT icon.
If you have not saved the changes to the puzzle currently on the screen, a Warning Box will prompt you to do so. The "Quit Program" box will then appear to confirm that you want to quit the program.
If you want to quit, press **[ENTER]** or click the OK button.
If you don't want to quit, press **[ESC]** or click the **[CANCEL]** button.

TUTORIAL FOR CREATING A NON-SYMMETRIC PUZZLE

This hands-on tutorial will guide you through all the steps required in creating a non-symmetric crossword puzzle. Each step is numbered and must be followed in order.

These steps include:
• Selecting the puzzle size and symmetry
• Entering crosswords
• Entering Clues
• Saving & Printing

In a non-symmetric puzzle, you enter the words that you wish to have include in the puzzle, and CrossWorld will automatically create a grid around them. Rectangular shaped puzzles , puzzles with an even number of rows or columns, or puzzles with unusual shaped grid patterns, can be designed by selecting the Non-Symmetric option.

Before attempting to create your own puzzles, you should be familiar with the normal operation of CrossWorld as explained in the: *Tutorial for First time Users.*

Beginning a New Puzzle

1. To create a non-symmetric puzzle of your own design, press [ALT] - N or click the NEW icon from the CrossWorld screen.

The "Create Your Own Puzzle" screen appears.

2. By default, Symmetric puzzle type is already highlighted. To select Non-Symmetric press [ALT] - N or click the NON-SYMMETRIC button. The Rows and Columns sizing boxes become activated.

Selecting Puzzle Size

By default the Non-Symmetric 15x15 puzzle size is highlighted. For the purpose of this tutorial, we will create a 9 x 9 puzzle.

3. Press the UP arrow, or use the mouse, to highlight a Row Size of 9.

4. Press [ALT] - C or click on the Column Box.
   Press the UP arrow, or use the mouse, to highlight a Column Size of 9.

5. Press [ENTER] or click the OK button to begin the design process.
A blank grid appears along with the DIRECTION, NUMBER and OK and EXIT icons to its right. (If you wish to terminate the design process, press the [ESC] key or the EXIT button)

Entering Words

The square on the top left corner is highlighted with a thick frame.

6. Use the right, left, up and down arrow keys, or click the mouse on a square, to move the highlighted square around the puzzle grid.

7. To enter a word, simply type it in.

8. To type in words in a vertical direction, change typing direction by:
     Pressing [ALT] - D
or   Clicking twice on the square with the mouse
or   Clicking the DIR icon
Use the same method to switch back to typing in a horizontal direction.

Entering the Puzzle

9. Enter the following words in the pattern given below.
   a. First enter all the horizontal words (HORSE, LION, PIG, TIGER).
   b. Switch directions by pressing [ALT] - D
   c. Type in all the vertical words (ZOO, HEN, ELEPHANT, CAGE)

Creating the Grid and Numbering the Puzzle

10. To create the grid and number the grid, press [ALT] - N or click the NUM icon. If you have followed the steps properly, the grid should appear as follows:

If not, repeat steps 5 to 8.

OKay-ing the Puzzle

11. When the puzzle is correct, press [ALT] - O or click the OK icon, to return to the solving screen layout.
(Warning! Once a grid pattern is okayed it cannot be re modified).

Entering Clues

12. To enter clues for the puzzle, press [ALT]-C or click the CLUE icon.
The Message Area is replaced with the Clue Entry Area. Clues can be two lines, with up to 20 characters per line.

When Clue Entry is activated, the arrow keys change function and instead of moving the Highlight Bar in the Puzzle Grid they move the Highlight Box in the Clue Entry Area. Letters typed from the keyboard will go to the clues instead of to the puzzle. It is still possible to move around the puzzle grid with the [ENTER], [PGUP], [PGDN] keys or by using the mouse.

13. Go to 2 Across. For **HORSE,** enter the clue by typing: **An animal that you can ride on**
If you make a typing mistake, use the [DEL] or [BACKSPACE] key to correct it.

14. Press **[ENTER]** to move to the next Across clue and for **LION,** type: **King of the jungle**

15. Continue in this fashion for the other Across Clues:
    For **PIG** enter the clue: **This animal lives on a farm**
    For **TIGER,** enter the clue: **It has orange and black stripes**

16. To enter the Down Clues: Click on 1 Down with the mouse.

If you don't have a mouse:
    a. Exit Clue Mode by pressing [ALT] - C
    b. Go to 1 down by entering: **/1D**
    c. Reenter clue mode, by pressing [ALT] - C

17. Enter the following clues:
    For **ZOO,** enter the clue: **There are many animals at the**
    For HEN, enter the clue: **A female chicken**
    For **RABBIT,** enter the clue: **An animal that loves to eat carrots**
    For **ELEPHANT,** enter the clue: **The biggest animal at the zoo**
    For **CAGE,** enter the clue: **Lions must be kept in a - - -**

18. To exit from Clue Entry, press [ALT] - C or click the CLUE icon.
Warning! If you press [ESC] to exit from Clue Entry the clue will not be saved.

Saving the Puzzle

19. To save your crossword puzzle, press [ALT]-S or click the SAVE icon.
The "Save a Puzzle" screen will appear. This screen is used to save and title your puzzle. Puzzles that you create are saved in a directory called "USER".

20. For SAVE AS, enter the DOS file name: **MYPUZZLE**
Puzzles are saved by the days of the week, in a similar fashion to the LA Times puzzles. The day of the week, to which the puzzle is saved, is determined by the first letter of the file name.

21. For TITLE, enter: **A Day at the Zoo**
The message area will confirm that the puzzle is saved and the title will appear in the Credits Area.

Printing the Puzzle

22. To print out the puzzle on paper, press **[ALT]-P** or click the PRINT icon.
The "Print a Puzzle" screen appears.

23. Select the following print options:
    Puzzle Grid & Clues
    Solution Grid

24. When the settings are correct, press [ENTER] or click the OK button.
While printing, the screen temporarily goes blank and then returns to the puzzle. These printer settings will be saved for the next time you request a printout.

Loading in Your Puzzle

All the puzzles you create, are automatically stored in the USER directory.

25. To load in one of your puzzles, press **[ALT]-L** or click the LOAD icon.
The "Load a Puzzle From Disk" screen appears.

26. To switch to the USER directory:
Mouse: Click USER with the left mouse button.
Keyboard: Press [ALT] - D. Press the DOWN ARROW key to highlight USER. Press **[ENTER]** to select it.

The puzzles stored under Monday are automatically displayed.

27. Use the arrow keys to move down to puzzle you wish to load and press **[ENTER]** or click the OK button.

Quitting CrossWorld

28. To quit CrossWorld, press [ALT] - Q or click the QUIT icon.
If you have not saved the changes to the puzzle currently on the screen, a Warning Box will prompt you to do so.

The "Quit Program" box will then appear to confirm that you want to quit.
If you want to quit, press [ENTER] or click the OK button.
If you don't want to quit, press [ESC] or click the [CANCEL] button.

ODDS AND ENDS

Function Key Chart

F1 Best Search
Access the built in dictionary to find a word that will fit in the current location. This is a 2-dimensional search which will only select words that fit the current word pattern as well as all crossing words. BEST SEARCH can be used for solving and creating puzzles.