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**Delete Old Game**

Deletes previously saved answers for the current puzzle.   Allows a player to start a puzzle from scratch.

As correct answers are entered they are saved automatically across sessions and can be displayed by selecting Restore Game.

**Print Game**

Prints the current puzzle on paper for solving at your leisure.   Doesn't print previously entered answers.

**Restore Game**

Restores all correctly entered answers from all previous sessions for the current puzzle.

**Quit**

Quits completely out of the program,

**Beginner**

Starts a puzzle that is relatively easy to solve.   This stage is recommended for children as a learning tool and just for the fun of it.

**Intermediate**

Starts a puzzle that is moderately hard to solve.   This stage is recommended for the soon to be expert.

**Advanced**

Starts a puzzle that is the highest difficulty level.   This stage is recommended for the expert puzzle solver.

**Erase It All**

Erases the current puzzle without exiting out of the program.

**Solve One Item**

Solves one item in the current puzzle.

Click once on Solve One Item under Options.   Then click once on item (across or down) and then press Enter key or click OK in the answer box.

**Solve It All**

Solves the entire puzzle.

**Change Background Color**

Changes the background color to the color selected.

There cannot be a current game active.   If a current game is active, choose Erase It All (to erase the current game) and then Change Background Color.

**Deleting A Single Answer**

If you wish to delete a single puzzle entry (either across or down) single click on a numbered item in the across or down list.

Then when the answer box appears - press the Spacebar for the number of letters you wish to replace with blanks.   Then press the Enter key or single click OK in the answer box.

**Selecting Items With The Mouse**

All menu items, all items in the across or down clue lists and any other selections in this application are made by clicking the left mouse button **once.**

**Using Help**

Upon exiting help the window will be updated.   If a puzzle was currently active with answers entered on the screen - they will be cleared off the screen during the window update.   To redisplay your answers select File from the menu and then Restore Game.

**Change Font & Size of Numbers**

Displays the fonts available on your system.   The font style, size, boldness and color can be changed for the **numbers** - which designate the across and down positions for words.   This feature allows you to resize the **numbers** for monitors with the following resolutions:   640 x 480, 800 x 600, 1024 x 768, 1280 x 1024 and 1600 x 1200.

Select a change in the font style, font height, font width, lighten numbers, darken numbers and font color (black or blue) by single clicking on the item with the left mouse button. Then single click on the OK button or press the Enter key.

The default font is set to MS Serif with a height and width of either 75 or 60 depending on your monitors resolution.   Depending on what type of monitor you have and your system fonts - you might have to change the default font.   If necessary, try different sizes of MS Serif before changing the font type as this particular font looks good on most monitors. Example:   When installing a printer which comes with its own fonts - sometimes these fonts will replace some of your system fonts.   In this case, maybe MS Serif 75 75 will not look good while a MS Serif 130 130 will.   Suggestion:   Fonts look the best when the height and width are the same.

**Display Scores**

Displays the top 20 scores.

To clear out all the previously entered scores select the Reset button.   To exit single click the OK button.

**Enter Current Score**

Allows you to enter your current score.   Your score will be listed only if it is in the top twenty scores.

Enter your name and single click the OK button with the left mouse button or press the Enter key.

You receive ten points for each letter of a correctly entered word and lose 10 points for each letter of an incorrectly entered word.

**Sound Switch**

Turns the sound feature on or off.

When you answer a clue correctly youll hear the selected sound if the sound switch is set to on.

**Abstract Drawing**

The abstract drawing that appears when you start this application can be stopped by a single click of the left mouse button any where beneath the menu bar.   It can then be started again with a single click of the right mouse button.

If you run the abstract drawing portion of WordCRAZE and Abstract Designer at the same time the speed of both will increase rapidly since both programs will be using the system timer simultaneously.   To see the true speed at which the programs draw - execute only **one** of these programs at a time.

**Accelerators**

By simultaneously pressing the **ALT** key and the specific letter key listed below (ex. - **ALT D**) the listed function will be performed instantly - bypassing the need to use the mouse.


Displays the following:          ALF F

        Delete Old Game          ALT D
        Print Game                    ALT P
        Restore Game ALT R
        Quit                               ALT Q


Displays the following:          ALT G

        Beginner
        Intermediate
        Advanced


Displays the following:          ALT O

        Change Font & Size of Numbers
        Display Scores
        Enter Current Score
        Erase It All      ALT E
        Solve It All      ALT S
        Solve One Item          ALT I
        Sound Switch
        Change Background Color


Displays the following:          ALT H

        Help Contents ALT C
        About WordCRAZE

**Entering An Answer**

If you wish to enter a single puzzle entry (either across or down) - single click on a numbered item in the across or down list.

Then when the answer box appears - enter your answer.   Then press the **Enter** key or single click **OK** in the answer box.