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How To Play CrossWords

The object of CrossWords is to guess the theme to the crossword puzzle.

There are three stages to CrossWords:

1. Guessing the hidden word.

2. Guessing words in the puzzle.

3. Guessing the puzzle's theme.

See Also
Buzzing in

Guessing the hidden word

To help you solve the puzzle, you are given letters from the puzzle in the form of <u>hidden words</u>.

Each hidden word has a hint to aid you in guessing the word.

To reveal a clue, click the left mouse button on the button marked **Click here to reveal hint**. A hint will then appear below in the Hint Window.

Once the clock has been started, letters will randomly appear in the hidden word. Players will then ring in to guess the hidden word.

To start the clock, click the left mouse button in the button marked **Click here to start clock**. You will see READY, SET, and GO! You cannot ring in until GO! is displayed.

Once a player has rung in, they will be asked to type the hidden word.

If the player is incorrect, they will be locked out for the remainer of the hidden word and the clock will restart. This allows the other players to guess the hidden word.

If the player is correct, the letters in the hidden word will be put into the puzzle. The player can then guess at words in the crossword puzzle.

Other Topics
<u>Guessing words in the puzzle</u>
<u>Scoring</u>

Buzzing in

In a one player game, the player uses the **spacebar**.

In a two player game, player 1 uses the **A** key and player 2 uses the **L** key.

In the three player game, player 1 uses the **A** key, player 2 uses the **spacebar**, and player 3 uses the **L** key.

Guessing words in the puzzle

The player who successfully guessed the hidden word is in control of the puzzle. The player in control of the puzzle scores points for guessing words in the puzzle. The score of the player in control is highlighted in the Player Window.

To guess at a word in the puzzle, click on the number of the word you wish to guess. If the number indicates words across and down, you will be asked which word you would like to guess.

If the player correctly guesses a word in the puzzle, the word is revealed and the player may continue to guess puzzle words.

If the player guesses a puzzle word incorrectly, the next hint and hidden word are made available for all players.

Other Topics
Guessing the puzzle's theme
Scoring

Scoring

Guessing the hidden word = +10 points per hidden letter
Incorrect guess = -5 points per revealed letter

Guessing a puzzle word = +25 points
Incorrect guess = No penalty, but turn ends

Correct theme guess = +Jackpot
Incorrect guess = -100 points

What Is Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

DISCLAIMER - AGREEMENT

Users of CrossWords must accept this disclaimer of warranty: "CrossWords is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of CrossWords."

CrossWords is a "shareware program" and is provided at no charge to the user for evaluation.   Feel free to share it with your friends, but please do not give it away altered or as part of another system.   The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you enjoy this program and wish to receive more puzzles, you must make a registration payment to the author.   The registration fee will license one copy for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Anyone distributing CrossWords for any kind of remuneration must first contact Glen DeBiasa for authorization. This authorization will be automatically granted to distributors recognized by the Association of Shareware Professionals (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering CrossWords immediately (however, Glen DeBiasa must still be advised so that the distributor can be kept up-to-date with the latest version of CrossWords.).

You are encouraged to pass a copy of CrossWords along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it.   All registered users will receive a copy of the latest version of CrossWords plus at least 30 new puzzles.

Other Topics
How to register CrossWords

How To Register CrossWords

This product is distributed as <u>Shareware</u>. It may be freely copied and distributed provided that the original files remain unmodified and no fee is accepted for distribution without the express written consent of Glen DeBiasa.

If you enjoy this product and wish to receive additional puzzles, you must register it. To register, send a check or money order for ten dollars ($10) in U.S. funds to the address below:

<div align="center">

Glen DeBiasa
CrossWords
356 Gemini Drive Apt. 4
Somerville, NJ 08876

</div>

Please add $4.00 shipping and handling for international orders.

You can also register the program via CompuServe. Just GO SWREG and follow the prompts. My CompuServe ID is 70602,3257 and the registration number for CrossWords is 5910.

When you register the product, you will receive at least 40 new puzzles. You will also receive a puzzle builder and a clue builder, so you can construct your own puzzles with ease. Registered owners will be eligible to receive upgrades to the program, additional puzzles, and other software creations.

Unless otherwise specified, the program will be sent to you on 3 1/2" disks.

Should you experience any difficulties with this product, please do not hesistate to contact me at the address above. I can also be contacted on America Online (GlenDB), on CompuServe (UserID 70602,3257), or via the internet (glendb@aol.com). Comments and suggestions on improving this product are always welcome.

Other Topics
<u>What Is Shareware?</u>

Puzzle File Format

The puzzle file defines the structure of the actual crossword puzzle.

The first line should contain your name as you would like it to appear during the game. You name will appear at the end of the "Puzzle created by" line at the top of the puzzle.

The second line in the file should contain the puzzle's <u>theme</u>. You should use no punctuation marks in the puzzle theme or in any of the puzzle words.

The remaining lines define the shape of the puzzle. The line format for a word definition is listed below:

[Puzzle number] [Row number] [Column number] [Direction] [Puzzle word]

The puzzle number is a sequential numbering of the puzzle starting in the upper left corner of the puzzle, moving right first and then down.

The row number is the starting row of the word.

The column number is the starting column of the word.

The direction is 0 (zero) for across and 1 (one) for down.

The puzzle word should be typed in all capital letters.

Other Topics
<u>Clue File Format</u>

Clue File Format

The clue file contains the clues and words that fill in the puzzle letter by letter.

The first line of the clue file should contain the leftover letters of the puzzle. These letters are randomly displayed at the beginning of the game.

Every set of two lines defines one hidden word.

The first line defines the word, which should be typed in all capital letters.

The second line defines the clue, which can be typed in either upper or lower case.

This sequence of lines can be repeated as many times as necessary.

You must make absolutely sure that all the letters of the puzzle and theme are included somewhere in the clue file. Otherwise, the game will not work properly.

Other Topics
Puzzle File Format

A hidden word is a word whose letters belong somewhere in the crossword puzzle. Each hidden word contains a clue to help players guess the word. The letters in the hidden word belong somewhere in the crossword puzzle.

The theme is the ultimate goal of the game. The theme "links" the words in the puzzle. Whoever correctly guesses the theme wins the round.

File Menu

Next puzzle allows you to play the next puzzle in sequence.

Load puzzle file allows you to load and play a specific puzzle.

Puzzle information will show you various information about the current puzzle. (Just some interesting numbers for those of us who just like statistics.)

Exit allows you to exit the program.

Options

Options allows you to specify the number of players (and their names), and the amount of time between Ready, Set, & Go and the delay between characters in the clues.

Guess The Puzzle

When a player has control of the puzzle, he or she may attempt to guess the puzzle's theme.

If the player is correct, the player will win the points in the Jackpot. The player with the most points at the end of the puzzle will win the round.

If the player is incorrect, the player will lose 100 points and control of the puzzle.

Other topics
Scoring

Other Available Products

Finders Keepers
Version 1.01
$10 ($4 S&H for international orders)
Register on CompuServe: GO SWREG #5911

Finders Keepers is not your ordinary word search game. Unless your ordinary game allows you to set the amount of time on the clock (or turn it off completely if you prefer), shows the words to find in three different formats (all at once, none at all, or one at a time (very challenging)), and allows you to select a puzzle by title or at random. If it does, you're probably playing Finders Keepers. Registered users will receive 100 additional puzzles.

Econ's Arena
Version 1.04
$10 + $2 S&H (U.S, $6 S&H for international orders)
Register on CompuServe: GO SWREG #5913

The elements have declared war on one another and only the being called Econ can prevent them from destroying their world. Play as Earth, Air, Fire, or Water on the changing terrain of Econ's Arena. Control Ogres, Griffons, Dragons, Tritons, and other mythological pieces. Cast spells imprisoning your foes or protecting your troops. Play against three friends or the computer's eight personalities. Collect your elemental tokens and attack Econ himself...if you dare!

Registered users receive a printed manual and helpful strategy hints.

Equatron
Version 2.10
$5 ($4 S&H for international orders)

Math has never been this fun. The computer randomly generates a mathematical equation, which it fills in with numbers from the game board. Armed with two tiles in your hand, you must pick from the same game board, trying to score more or less than the computer (depending on the round).

There are special tiles to help you in your task. As the rounds progress, the equations become complicated, adding more variables, operators, parenthesis, and even exponents. Over 30 different equations. A great way to reinforce math skills!

Odds And Ends

Every now and then, I hear a great story about CrossWords. Now I'm going to write them down, so everyone can enjoy.

Victor Myev of New York, NY has used CrossWords to help teach English to Russian students. He's the reason that you can control the speed of CrossWords: the game was a little too fast for them. He even devised a puzzle using the Cyrillic alphabet! Great job Vic!

Thanks to all the nice people who've sent me puzzles including **Terry Hagge**, **Jason Daniel**, and **Christopher Butler**. You can enjoy their puzzles in the registered version.

About the Author

Glen DeBiasa is the creator and programmer of CrossWords. He is a member of the Association of Shareware Professionals. He graduated from Clarkson University in 1991 and holds a Bachelor of Science in computer science.