Word Search Rampage Contents

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If the optional timer is active, then a timer appears on the screen that indicates how long it takes you to complete the puzzle.   You may wish to use this to see how fast you can complete puzzles or to compete against a friend or family member.

A list of words appears on the right side of the screen.   These are the words to be found in the puzzle.   As words are found, the color of the word changes to indicate which words have been found and which ones still need to be found.   If the hint mode is on, you may double click on a word to locate where it resides in the puzzle.

The puzzle appears on the left side of the window.   You may visually scan the puzzle for words.   Once you have located a word, simply click and hold the left mouse button down on the first letter of the word.   Drag the mouse to the last letter of the word.   You will notice a line being drawn through the letters as you drag the mouse.   Once on the last letter of the word, release the left mouse button.   If you have found a word, several things will happen depending on your playing options.   If you have the sound activated, then a congratulatory audio remark will be heard.   If the highlight letters option is activated, the word will be highlighted in the puzzle.   If the circle word option is activated, the word will be circled in the puzzle.   And last, the word in the word list will change to the color you have specified.

You may choose the letter spacing to be used for the puzzle.   Letter spacing is simply the number of spaces between each letter in the puzzle.   Options are illustrated below:

Spacing of NONE: ABCDE
Spacing of ONE: A B C D E
Spacing of TWO: A   B   C   D   E
Spacing of THREE: A   B   C   D   E

The "Ok" button will prompt you for a file name to save the puzzle under and will then save the puzzle once you have entered the name.

You may choose between single and double line spacing for the puzzle.   These options are illustrated below:

Single Spacing:
A B C D E
A B C D E

Double Spacing
A B C D E

A B C D E

Create Puzzle Window

The Create Puzzle Window allows you to create your own puzzles.   Here you may enter a **Topic**, **Title**, List of Words, **Dimensions** and specify some puzzle building options such as the direction of words and the use of diagonal words in the puzzle.

You may optionally build your list of words by using the **Random Words** Button or the **Import Words** Button.

Once all the information about the puzzle has been specified, you may check the spelling of the words or select the **Create Puzzle Button** to build the puzzle.   The puzzle will be built and will be displayed along with a list of any words which did not fit in the puzzle.   You may then elect to save the puzzle as is or to cancel and make modifications to the puzzle data.   Puzzles are generated in a random order. Therefore, you may create the puzzle, cancel it, and then recreate it without changing any of the puzzle information and the generated puzzle will be different.

Click on an area below for more information on a particular item.

This is the general Topic or Category of the Puzzle.   Puzzles will be grouped together by the topic.

This is the Title that you desire to give the puzzle.

You may specify the size or dimensions of the puzzle. The maximum width is 15 characters and the maximum height is 15 characters. Puzzle generation works from Left to Right and Top to Bottom. Therefore, a puzzle can be generated that does not use the total height or width of the puzzle. You may elect to use the optional "shrink" command which will automatically adjust the size of the puzzle to that portion which is used.

These are the words to be searched for in the puzzle.   You may enter up to 40 words of up to 15 characters each.   You may place spaces in the words (for phrases) and the word list will show the spaces, but the puzzle will not.   If no words are entered, then an error will be displayed if you try to generate the puzzle.

You may specify the relative number of diagonal words to be found in the puzzle.   You may elect to have no diagonal words in the puzzle.   Or you may specify to have less, more or an average amount of diagonal words.   Please note that the creation of the puzzle as well as the direction of words is completely random.   Therefore, it is possible (although highly unlikely) that a puzzle could end up with all diagonals even if you select the option of having "less" diagonals.   Selecting the "less" or "more" simply skews the randomness one direction or the other.   It does not eliminate it.

The "Select All" button chooses all words in the list to be selected (highlighted).   If your text file contains the exact words you want to appear in the puzzle, then you should use this button to choose them all.

The Create Puzzle Button will generate the puzzle.   A new window appears which displays the puzzle and a list of any words which could not be fit into the puzzle.

Two buttons appear on the new screen.   One is the save button and the other is the cancel button.   Press the save button and the puzzle will be saved to disk and will be added to the category and list boxes of the main window.   Press the cancel button and the puzzle will not be saved.   You may want to do this if not all your words fit in the puzzle or you simply want to adjust the words, dimensions, title, etc.

If a word does not fit, you may take several actions to try to make it fit.   First press the cancel button.   Now check for the following: Can the dimensions be increased?   If not you can simply recreate the puzzle again and hope that all the words fit--the new random generation may produce a better fit.   The other option is to face the reality that all the words you have specified just won't fit.   You may remove some words or shorten some.

You may delete puzzles. To delete a puzzle, you will need to highlight the desired puzzle in the <u>puzzle list box</u>.   Next, select FILE | DELETE PUZZLE from the <u>Menu</u> of the Main Window.   You will be prompted to make sure that you want to delete the puzzle before deletion takes place.

You may edit existing puzzles.   To edit a puzzle, you will need to highlight the desired puzzle in the puzzle list box.   Next, select FILE | EDIT PUZZLE   from the <u>Menu</u> of the main window.   This will take you to the <u>create puzzle window</u>.   Here, all the puzzle information will be present--ready for you to modify.   The create window heading will also indicate that you are modifying an existing puzzle.

Play Window Menu File
Print
Send To Ascii
Exit

Play Window

The play window consists of the puzzle, list of words, menu options, and an optional timer.

Click on an area below for more information.

Puzzle Play

File   **Options**   **Color**   **Help**

Autumn

```
G R A I N S H L H H C V I C D
S N R O C A D A E O J R E X C
S P I O R O Y R L R E D I C R
P J U V P R I L E L R W Z S O
O H E M I F E B C U O I A Y P
R S S D P G F R T O N W U S S
T V E M E K S O I B L I E Q U
S S A P H B I K O F U O O E S
E C A U T U M N N T N S R N N
J G N B R O W N S A B O H S S
K T A R E V E F Y A H A B E Q
S D R I B Y K E U O T T L L S
I E X P L E A V E S R P O L N
R J N L O O H C S V P K O A U
B J D W D V F G N A V L C F Y
```

Word List

Acorns	Fall
Apples	Foliage
Autumn	Football
Birds	Grains
Bonfire	Halloween
Brisk	Harvest
Browns	Hay Fever
Bushes	Hay Rides
Campfire	Hunt
Cider	Leaves
College	Pumpkins
Colors	Rain
Cool	Reunions
Corn	School
Crisp	Sports
Crops	Squirrel
Elections	Thanksgiving

`00:03:06`

Printing Puzzles

You are given the option to print out any puzzle.   The puzzle print option can be invoked using either FILE | PRINT PUZZLE from the main window menu or FILE | PRINT from the play window menu.   Once selected, a new window as shown below will be displayed.   Several Options are given for the printing of puzzles including answer keys, upper or lower case letters, a grid, puzzle font and word list font selection, puzzle layout and puzzle position.   Once all the options have been selected, pressing the Print button will allow you to print the puzzle with all of your selected options.

Click on an area below for more information.

Print Puzzle

Options

☒ Print Answer Key

☐ Use Lower Case

☐ Use Grid

Puzzle Font

24pt Arial

Word Font

24pt Arial

Puzzle Layout

☒ Landscape

○ Entire Page

◉ Half Page

○ 2 Per Page

Puzzle Position

◉ Up

○ Down

○ Left

○ Right

Print

Exit
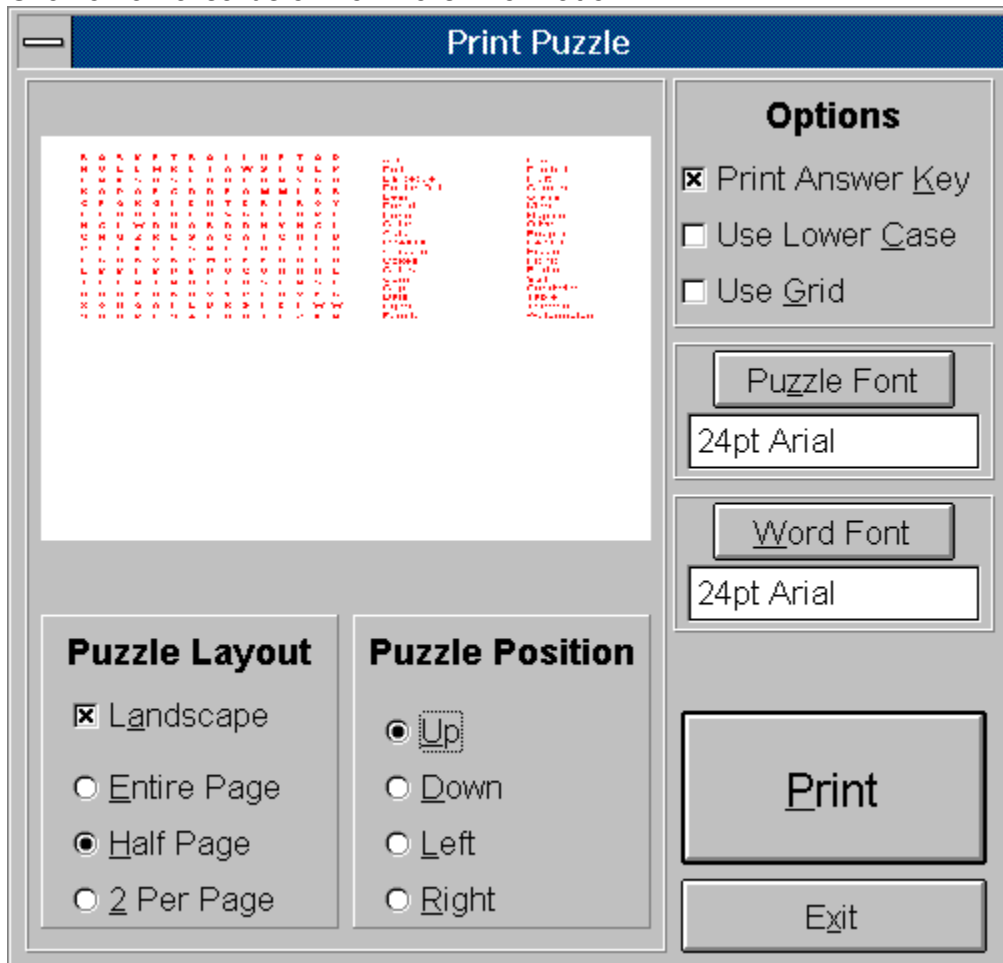
The "Cancel" button simply allows you to back out of the random word selection process if you decide not to use it.

Main Window

The Main Window consists of a <u>Category List Box</u>, <u>Puzzle List Box</u>, <u>Buttons</u> and the <u>Menu</u>.   Selection of puzzles as well as modifying, playing, printing or creating can all be done from the main window.

Click on an area below for more information.
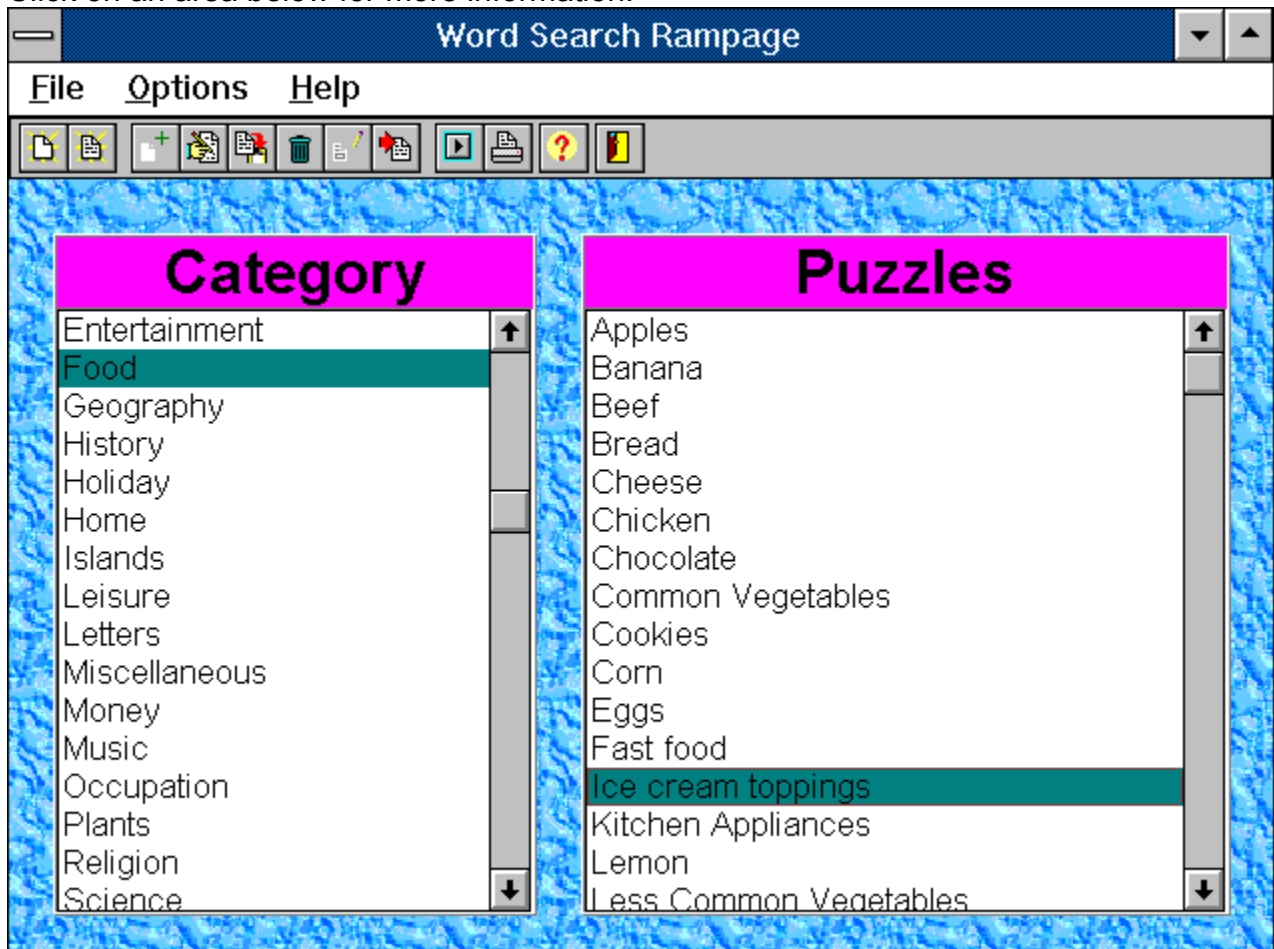
The "Cancel" button allows you to abort out of the process of saving the puzzle to an Ascii file.

The "Puzzle Selection" list box displays all the puzzles for a given category that are available for play.   Double clicking with the left mouse button on a particular puzzle will invoke the puzzle play mode on the particular puzzle.   Other action to be taken on a puzzle (such as modify, print, rename, etc) will take place on the puzzle which is currently highlighted in the list box.

Open Button

Pressing the open button will take you to the Play Window and allow you to play the puzzle that is currently highlighted in the **puzzle selection list box**.

The close button is simply an easy access exit button.   It exits the Word Search program.

Main Menu
File
Options
Help
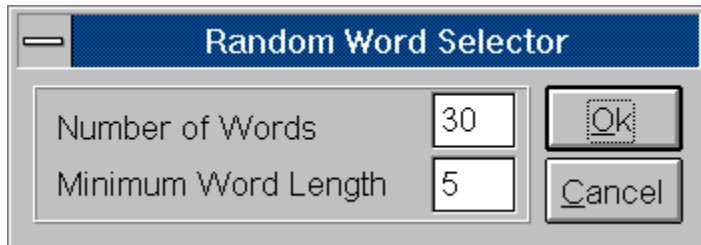
Main Menu File
New Puzzle Group
Open Puzzle Group
New Puzzle
Modify Puzzle
Copy Puzzle
Delete Puzzle
Rename Puzzle
Import Puzzles
Play Puzzle
Print Puzzle
Printer Setup
Exit

Random Word Generation

You may optionally have the program randomly select words from a dictionary to be placed in your word search puzzle.   This is done by pressing the Random Words button.   Pressing this button displays the following window:

Click on an area below for more information.

Random Word Selector		
Number of Words	30	Ok
Minimum Word Length	5	Cancel

Import Words

If you wish to create your word lists independently of the word search program, you may do so.   Using your favorite **text** editor, you may create a list of words.   When inside the create puzzle window, press the Import Words button.   This will bring up a new window as follows:

Click on an area below for more information.

Import

| Open File | Ok |
| | Cancel |

Atomic bomb
Bataan
Corregidor
Guadalcanal
Hirohito
Hiroshima
Iwo Jima
Kamikaze
Luzon
Macarthur
Midway
Okinawa
Pearl Harbor
USS Missouri
Zero

Select All   Clear
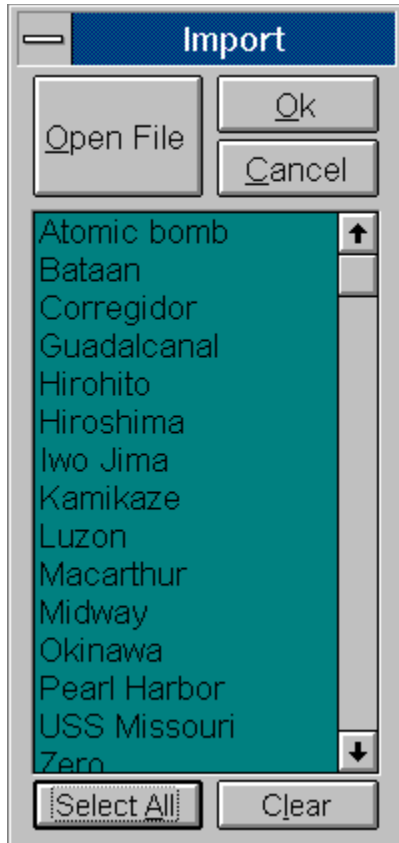
Puzzles To Ascii File

You are given the option to send a puzzle to an Ascii file so that it can be easily incorporated into your favorite word processor.   The Save To Ascii print option can be invoked via FILE | SEND TO ASCII in the menu of the Play Window.   Selecting this option opens up a new window illustrated below.   You may select the letter and line spacing for the puzzle.   Once the options have been selected, pressing the OK button will save the puzzle to an Ascii file.   The puzzle will be saved first and the list of words will follow.

Click on an area below for more information.

Output To Ascii File
This function allows you to save the current puzzle into a standard text file. This will permit you to edit and print the puzzle using your favorite word processor.

Spaces Between Letters

○ None   ◉ Two
○ One   ○ Three

Line Spacing

○ Single
◉ Double

[Ok]   [Cancel]
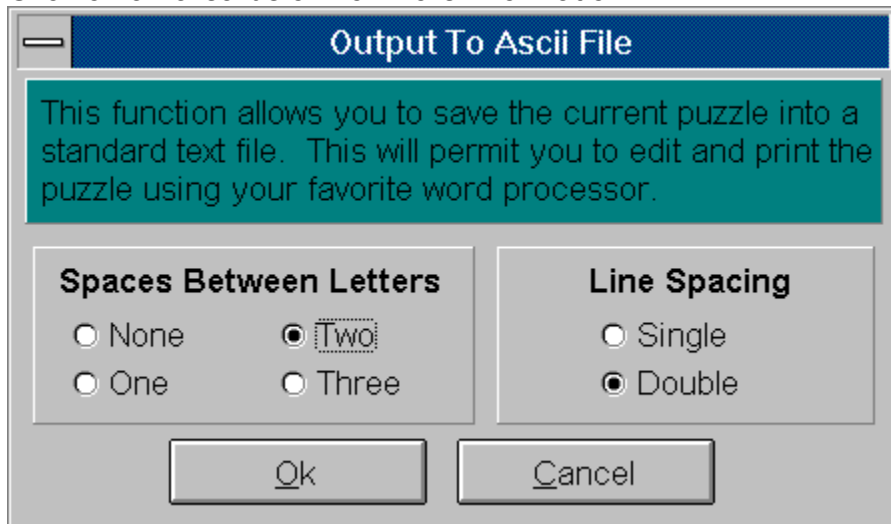
Play Window Menu
File
Options
Color
Help

The "Clear" button deselects (unhighlights) all the words in the list box.   Use this button if you wish to start over in choosing the words you wish to use.

The "Save File" button will prompt you for a file name and will save all the words that are highlighted in a file by that name.   The file name will have a "TXT" extension by default.

The "Exit" button exits the Export Words window and returns the puzzle creation window.

The list box contains the list of words that you desire to export.   All words which are highlighted will be exported.

The "Select All" button will select (highlight) all the word entries.   Only those word entries that are highlighted will be saved in the text file.

The clear button will deselect (unhighlight) all the word entries.   Only those word entries that are highlighted will be saved in the text file.

From the Puzzle Creation Window, you may have all your keyed in words checked for spelling by using the "Spell Check" button.   Once selected, each word to be placed in the puzzle will be verified for correct spelling.   If a word is not found in the dictionary, then you will be prompted with a list of possible words.   You may select a new word or ignore any of the selections.   The dictionary contains about 100,000 words and you may optionally add words to the dictionary or exclude words.

You may remove all the words from the puzzle list by selected the clear button.

You may specify the number of attempts for the program to create the puzzle.   As soon as all the words fit in the puzzle, no more creation attempts will be made.

Export Words

You may choose to have the words of a puzzle exported to an ASCII text file.   To do so, select the "Export" button on the Puzzle Creation Window.   This will bring up a new window listing all of your current words.   You may select just those words you wish to export.

Click on an area below for more information.

```
┌─────────────────────────────┐
│ ⊟        Export             │
├─────────────────────────────┤
│ ┌───────────┐  ┌──────────┐ │
│ │ Save File │  │   Exit   │ │
│ └───────────┘  └──────────┘ │
│ ┌─────────────────────┐ ┌─┐ │
│ │ Atomic bomb         │ │▲│ │
│ │ Bataan              │ │ │ │
│ │ Corregidor          │ │ │ │
│ │ Guadalcanal         │ │ │ │
│ │ Hirohito            │ │ │ │
│ │ Hiroshima           │ │ │ │
│ │ Iwo Jima            │ │ │ │
│ │ Kamikaze            │ │ │ │
│ │ Luzon               │ │ │ │
│ │ Macarthur           │ │ │ │
│ │ Midway              │ │ │ │
│ │ Okinawa             │ │ │ │
│ │ Pearl Harbor        │ │ │ │
│ │ USS Missouri        │ │ │ │
│ │ Zero                │ │▼│ │
│ └─────────────────────┘ └─┘ │
│ ┌────────────┐ ┌──────────┐ │
│ │ Select All │ │  Clear   │ │
│ └────────────┘ └──────────┘ │
└─────────────────────────────┘
```

You may specify the word directions that words are placed in the puzzle.   These include 4 diagonal directions plus up and down and left and right.   The diagonal directions will be unavailable if the Diagonals option is set to none.

Main Menu Options
Speed Bar
Screen Size
Sound Files
Background Bitmap
American Dictionary
Add To Dictionary
Exclude From Dictionary

The list box contains the list of words that you desire to import.   All words which are highlighted will be imported.

The "Cancel" button simply allows you to back out of the import word process if you decide not to use it.

The "Ok" button takes all the selected words in the list box and places them in the word edit boxes of the puzzle creation window.

The "Open File" button brings up the common file dialog that will allow you to select your text file that contains the words you have already created.   Simply select the file, and the words are loading into the list box.

Main Menu Help
Contents
About
Other Products

The "Ok" button opens the dictionary and randomly pulls out the number of words specified and places them in the word edit boxes of the puzzle creation window.

The minimum word length specifies the smallest word length that is to be acceptable for the list of words to be generated.

The number of words allows you to specify the number of words you would like to place into the puzzle.   The maximum is 40 with the default of 30 showing when you enter the new window.

Play Window Menu Options
Use Sound
Use Timer
Use Grid
User Upper Case
Circle Answer
Highlight Answer
Puzzle Font
Word List Font
Hint Mode
Select Sounds

Playing Window Colors

You may configure the colors of the game playing window as well as stretch or tile a background bitmap onto the playing window.   If a bitmap is used for the background, you may place the mouse anywhere on the bitmap and press the right mouse button and the entire bitmap may be viewed.   Press the right mouse button again and the puzzle will reappear.

You may change the colors for the following elements of the screen:
1. Background -- Background color for the title, word list and timer.   In addition, if no bitmap is used, this color will be used for the whole window.
2. Unfound Words -- Words that have not yet been found in the Word List.
3. Found Words -- Words which have been found in the Word List.
4. Puzzle Background -- The color of the puzzle itself.
5. Puzzle Letters -- The letters in the puzzle when in their normal state.
6. Highlight Letters -- The letters in the puzzle which are located in a word which has been found.   (only applies if the highlight mode is active).
7. Titles -- Text titles on the window.
8. Timer -- Color used for the timer digits.

By selecting the "Use Sound" option, a congratulatory audio clip is heard when a word is found.   Likewise, when the puzzle is completed an audio clip is heard.

The "Use Timer" option will display a timer on the puzzle playing screen.   It shows the minutes and seconds that have elapsed since starting play.   You may want to use the timer for your own satisfaction of seeing how quick you can do a puzzle or to compete against a friend or family member.

The "Use Grid" option places a grid that appears around each of the letters in the puzzle.   This can be helpful for knowing where you can tag letters and for seeing in diagonal directions.

The "Use Upper Case" option will display   the puzzle letters in upper case otherwise they are displayed in lower case letters.

The "Circle Answer" option will circle all words in the puzzle as they are found.   This helps you to see which letters in the puzzle have been already used by a word.   This can be helpful in trying to spot new words as many times they will be located where the letters have not been used yet.

The "Highlight Answers" option allows you to see which letters in the puzzle have been already used by a word by drawing those letters in a different <u>color</u>.   This can be helpful in trying to spot new words as many times they will be located where the letters have not been used yet.

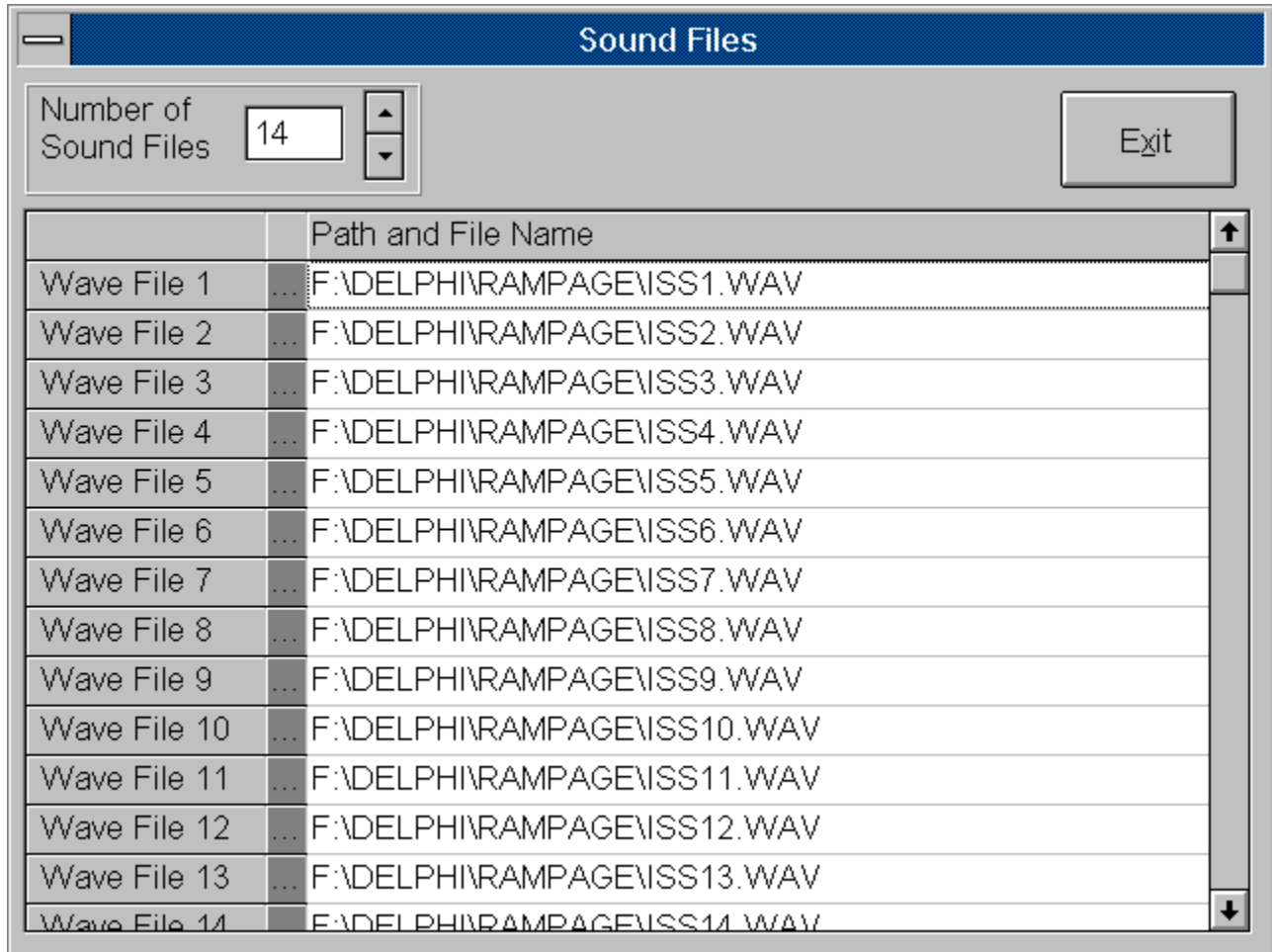The "Hint Mode" option gives you a method to find words in a puzzle that you just might not think exist.   With hint mode on, simply double click with the left mouse button on one of the words in the word list and the word will be briefly highlighted in the puzzle.

You may choose the font that is used for the letters of the puzzle.

You may choose the font that is used to display the Word List.

If the "Use Sound" playing option is enabled, then a congratulatory sound is heard each time a word is found in the puzzle. These sounds can be changed to be whatever sounds the user would like to hear. Selecting the OPTIONS | SELECT SOUNDS from the play window menu will display the following window. Here you may choose the number of different sounds to be picked at random (up to 25).

Click on an area below for more information.

Sound Files		
Number of Sound Files 14 ▲ ▼		**Exit**

		Path and File Name	↑
Wave File 1	...	F:\DELPHI\RAMPAGE\ISS1.WAV	
Wave File 2	...	F:\DELPHI\RAMPAGE\ISS2.WAV	
Wave File 3	...	F:\DELPHI\RAMPAGE\ISS3.WAV	
Wave File 4	...	F:\DELPHI\RAMPAGE\ISS4.WAV	
Wave File 5	...	F:\DELPHI\RAMPAGE\ISS5.WAV	
Wave File 6	...	F:\DELPHI\RAMPAGE\ISS6.WAV	
Wave File 7	...	F:\DELPHI\RAMPAGE\ISS7.WAV	
Wave File 8	...	F:\DELPHI\RAMPAGE\ISS8.WAV	
Wave File 9	...	F:\DELPHI\RAMPAGE\ISS9.WAV	
Wave File 10	...	F:\DELPHI\RAMPAGE\ISS10.WAV	
Wave File 11	...	F:\DELPHI\RAMPAGE\ISS11.WAV	
Wave File 12	...	F:\DELPHI\RAMPAGE\ISS12.WAV	
Wave File 13	...	F:\DELPHI\RAMPAGE\ISS13.WAV	
Wave File 14		F:\DELPHI\RAMPAGE\ISS14.WAV	↓

This area displays the name of the sound file that is to be used.   It cannot be modified directly.   The three dots (...) preceding the file name are to be used to select a new file.

The three dots (...) preceding the sound file name will invoke a dialog box that allows you to search for and select a sound file that resides on your computer.   Sound files that are acceptable are windows wave files (*.WAV).

This area simply identifies which sound file you are working on.

The "Exit" button simply closes the Sound Files window.   All selected file names at that point in time will be saved and used for future play.

You may select up to 25 sound files to be used at random when a word is found while playing a puzzle.   The up and down arrow buttons are used to change the number of sounds to be used.   As this number is changed, the number of sound files displayed below will change also.   The minimum number of sound files is 1.   If you desire no sound at all, then you can deselect the "Use Sound" option found in the play window menu under "Options".

The "Print Answer Key" check box instructs the puzzle to be printed with the words circled in the puzzle.

The "Use Lower Case" check box instructs the letters of the puzzle to be printed in lower case.   Otherwise the puzzle is printed using upper case letters.

The "Use Grid" check box instructs the puzzle to be printed with a grid consisting of vertical and horizontal lines which surround each letter in the puzzle.

The font used for the printed puzzle can be selected as any true type font available.   If the font is too large to fit the puzzle in the allotted space in the printout, then the font size will automatically be scaled back at print time until it will fit.

The font used for the word list can be selected as any true type font available. If the font is too large to fit in the allotted space in the printout, then the font size will automatically be scaled back at print time until it will fit.

The puzzle layout combined with the <u>puzzle position</u> allow for fourteen different printing options.   As the puzzle layout or position is changed, a representative puzzle is displayed to give an approximation of how the puzzle will print.   Layout options include the orientation (landscape or portrait), printing on the entire page, printing on half a page or printing 2 copies each on a half of a page.

The puzzle layout combined with the puzzle position allow for fourteen different printing options.   As the puzzle layout or position is changed, a representative puzzle is displayed to give an approximation of how the puzzle will print.   Position options include up, down, left and right.   If the layout is the entire page, then the position will make no difference.   Likewise, if the layout is "2 per page", then Up and Down will have the same affect as will Left and Right.

The "Print" button will initiate the process of printing the puzzle.

A representative puzzle is displayed in this area as the puzzle <u>layout</u> or <u>position</u> is changed.   Fourteen different layout and position combinations are possible.

You may copy an existing puzzle to create a new similar puzzle.   To do so, you will need to highlight the desired puzzle in the puzzle list box.   Next, select FILE | COPY PUZZLE   from the <u>Menu</u> of the main window.   This will take you to the <u>create puzzle window</u>.   Here, all the puzzle information will be present--ready for you to modify.   The create window heading will also indicate that you are copying an existing puzzle.

Support and Upgrade Policy
Upgrade Policy

The code (.EXE file) for the registered and unregistered versions of the program are identical.   It is the presence of a file WWSRCH3X.DLL (WWS953X.DLL for 32 bit version) that is supplied with the registered version that causes the program to behave in a registered fashion. The presence of the DLL will also cause any further versions of Word Search Rampage that still bear the 3.x release number to behave as registered versions, wherever you obtain them from. Versions that bear the 3.x release number will generally be for minor enhancements and bug-fixes. Any release containing major new functionality will bear the release number 4.x, and an upgrade fee will likely be chargeable.

NOTE: You may not distribute copies of the licensed version of this product. You may not distribute the WWSRCH3X.DLL or WWS953X.DLL file in any form.

We will make new versions of Word Search Rampage available via the usual sources such as on-line services like CompuServe, AOL, the Internet and other BBSs and via disk vendors, shareware CD-Roms, etc.

The prime locations for new releases are as follows:
CompuServe: Library 4 of the UKSHARE forum
Internet: World Wide Web: http://www.smartcode.com/iss
                        FTP Site: ftp://ftp.smartcode.com

If you do acquire a newer version of Word Search Rampage simply ensure that the WWSRCH3X.DLL or WWS953X.DLL file you received when you registered is either in the directory that the Word Search Rampage program is in or is in your WINDOWS directory.

Getting Support

Before you reach for the phone, please make sure you have looked through this Help File first. If you have a question that this Help File doesn't answer, or are reporting what appears to be a bug then we will be pleased to hear from you. But if it is a question that is answered in this Help file then all we will do is point you to the relevant section, and you will just get an answer a little bit slower. This is not meant to be awkward, but we try to keep our costs down to allow us to produce this high quality software at value-for-money prices, and answering support calls is an expensive undertaking. After all, some of the major software companies either charge for support or provide it on premium-price phone numbers. We don't want to have to do that.

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Other
Please direct all correspondence directly to Insight Software Solutions, Inc. in the USA.

This program is authored by: Insight Software Solutions, Inc.

A file named WSRAMPAG.INI is created in the Windows directory. This file contains all the initialization information for the program such as puzzle creation options, play options, fonts, etc. It is in ASCII format and may be edited directly if so desired, but should be done with caution. Removal of this file will reset all values back to the program defaults the next time the program is run and the file will be recreated.

You can choose to have the program run at different screen sizes by selecting "Options | Screen Size" from the main menu.   If you are running your Windows at a high resolution, you may opt to choose to run the program at the same high resolution so that it fills the screen and is more legible.   Alternatively, you may wish to run it at a lower resolution as to view multiple programs at once.   Four standard resolutions are supported: 640 x 480, 800 x 600, 1024 x 768 and 1280 x 1024.   If your computer does not support the higher resolutions, you will not be able to select them.

Dictionary

There are two dictionaries which come with the program that are used for spell checking.   One is an American English dictionary and the other is a British English dictionary.

To switch dictionaries, select 'OPTIONS | AMERICAN DICTIONARY" from the main menu.   This will change the menu option to BRITISH DICTIONARY.   If the British Dictionary option is showing in the menu, then selecting it will change it to the American Dictionary.

You may optionally add words to the dictionary that you would like to have the spell checker use as valid words.   To do so, you would select " OPTIONS | ADD TO DICTIONARY" from the main menu.   This will present a window where it will list all words that you have previously entered to be used as valid words.   You may add and delete from the list at will.

You may optionally exclude words from the dictionary that you would like to have the spell checker consider as invalid words.   To do so, you would select " OPTIONS | EXCLUDE FROM DICTIONARY" from the main menu.   This will present a window where it will list all words that you have previously entered to be excluded from the dictionary.   You may add and delete from the list at will.

The "Background Bitmap" option toggles between showing a background bitmap on the main window and not showing it.   This option is purely for display preferences.

The "Speed Bar" option allows you to toggle between displaying a speed bar full of buttons or a smaller set of larger buttons.   The speed buttons allow you to access almost all items located in the menu whereas the other buttons allow you to perform some of the major menu functions.

The "Category" list box displays all the various puzzle types grouped by a common category.   When a new category is selected, a new list of puzzles will appear in the <u>puzzle selection</u> list box.

The "Contents" selection simply displays the help for this program.

The "About" selection shows the copyright notice and the latest version number of the program.

The "Other Products" selection displays a window of our current product offerings with brief descriptions.   Also listed are sites where evaluation copies of these programs can be obtained.   Information regarding product awards and our CD-Rom is also available.

The "Printer Setup" allows you to select the printer of default while running the program.

The "Exit" selection simply allows you to exit the program.

The "Rename Puzzle" option allows you to rename the title of the puzzle.   Renaming of puzzles can be achieved by selecting FILE | RENAME PUZZLE from the menu of the main window.

Word Search Rampage is capable of handling virtually an unlimited number of puzzles in an unlimited number of Puzzle Groups.   A puzzle group is a group of puzzles that are saved in a single file on the computer.   The puzzle group name is that of the file name. The file name will always end with "RPG".   The program comes with a set of puzzles already predefined.   This puzzle group is named "DEFAULT.RPG".

You can <u>create new puzzle groups</u> and you can <u>open existing puzzle groups</u>.   You can <u>import puzzles</u> from one group into another.

The "New Puzzle Group" allows you to create a file which will contain a new group of puzzles.   You will be prompted for a new file name.   After choosing your file name, the category and puzzle selection list boxes will be empty as the new puzzle group will have no puzzles initially.   You will need to either create or import puzzles into the new group before doing anything else.

The "Open Puzzle Group" selection allows you to open a file containing a group of puzzles.   Puzzle group files always end with "RPG".   A list of all available puzzle groups will be shown and you may choose the one you wish to open.   The "DEFAULT.RPG" puzzle group is the one which comes with the program.   After selecting a puzzle group, all the puzzles will be read into the program and the categories and puzzle list boxes will be filled accordingly.

You may import puzzles from one puzzle group to another.   Select FILE | IMPORT PUZZLES from the menu of the main window.   This allows you to import puzzles from another puzzle group into the current puzzle group that you have open.   A dialog box will appear listing all the available (*.RPG) files that you may import puzzles from.   Once the file has been selected, a new window will be displayed listing all the available puzzles in the chosen file.   You may then choose and pick which puzzles you would like imported.

The import puzzle function is especially useful in allowing you to create a group of puzzles with just those puzzles you want.   Simply create a new puzzle group and then import puzzles from your other groups.

The "Help" menu selection displays the help for the <u>puzzle playing</u>.