CROSSWORD MAGIC™
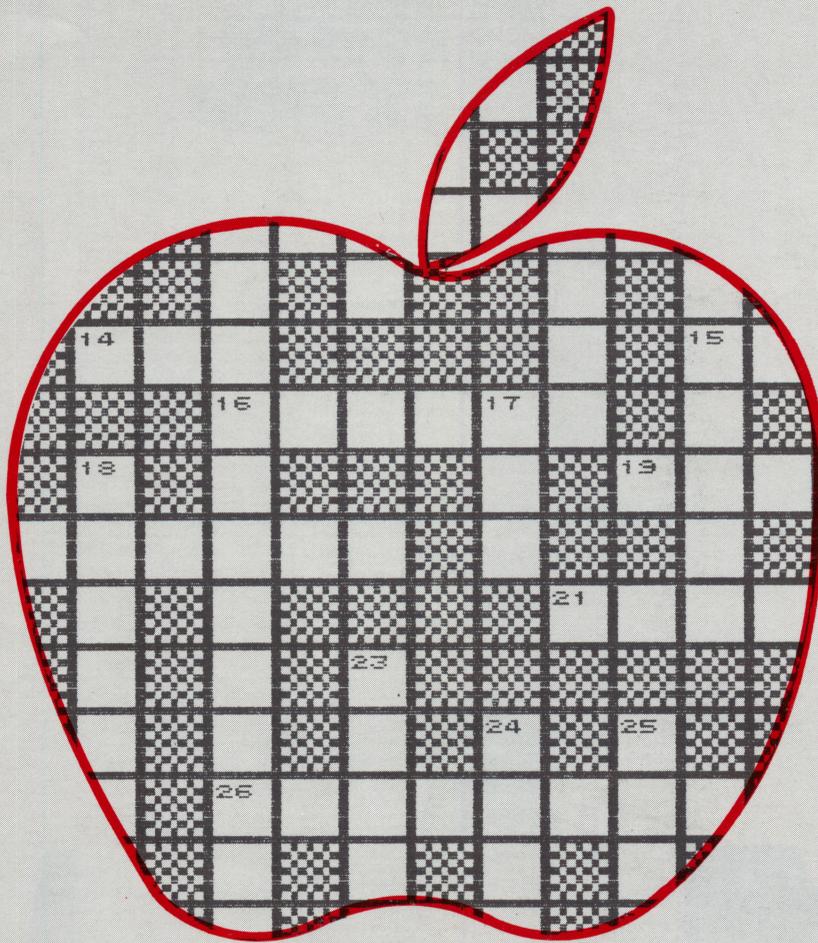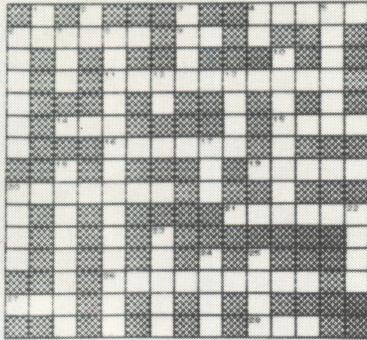
FROM

L & S COMPUTERWARE

COMPUTERS

ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. EDUCATIONAL PUZZLES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A DIFFICULT PROBLEM
19. DETAILED GRAPHICS
20. HARD COPY DEVICE
21. HIGH LEVEL LANGUAGE
26. APPLE BASIC
27. PORTION OF A BYTE
28. DISK OPERATING SYSTEM (ABBR.)

DOWN CLUES

1. INTEGRATED CIRCUIT (ABBR.)
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWINGS AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. A RED FRUIT OR COMPUTER
24. WORDS, LETTERS AND NUMBERS
25. BRING INTO MEMORY

ANSWERS

"COMPUTERS"

silentype
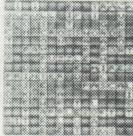
CROSSWORD MAGIC™

CROSSWORD MAGIC™ is perhaps the only educational program you will ever need. Recommended for all ages, CROSSWORD MAGIC™ is an entertaining way to learn many educational concepts from a wide range of subjects. Single key operation will lead you through the program even without an instruction booklet. CROSSWORD MAGIC™ provides hours of wholesome entertainment for all family members.

FEATURES AND BENEFITS

- **GREAT TEACHING AID FOR HOME OR SCHOOL.**
  Improves word recognition.
  Increases vocabulary.
  Improves spelling.
  Developes typing skills.
- **AUTOMATICALLY INTERCONNECTS WORDS.**
- **PRINTS HARD COPY PLAYABLE VERSION.**
- **PLAY PUZZLES ON THE COMPUTER.**
  High resolution graphics.
  No need for box numbers.
  Clues always in view.
  Type directly on puzzle.
  Save progress feature.

CROSSWORD MAGIC™ A CLOSER LOOK

CROSSWORD MAGIC™ is a two diskette package containing one MAKER and one PLAYER. The MAKER DISKETTE allows you to CREATE, PRINT, TRANSFER or DELETE a puzzle. The PLAYER DISKETTE allows you to play your own creations on the computer. Extra PLAYER DISKETTES may be purchased separately.

MAKER DISK

(1) CREATE A PUZZLE.

Choose the desired puzzle size from 3 to 20 boxes. An empty puzzle will then appear on the screen. One by one you may now enter your list of words while CROSSWORD MAGIC™ automatically connects them. Pressing the 'ESC' key will present you with three options ... (U)nused ...(E)nter clues ...(R)estart. Selecting option 'U' allows you to view all unused words which are stored for possible future use.

Once the puzzle has been formed to your satisfaction, you are now ready to select option 'E' and enter your clues. You may use as many as 75 characters per clue. You will then enter a name for your puzzle using up to 20 characters. Now that you have finished your puzzle, you will be presented with three options ... (S)ave ... (P)rint ... (R)estart. In order to TRANSFER this puzzle, you MUST save it. With or without saving the puzzle you may print a hard copy playable version.

(2) PRINT A PUZZLE.

Insert any MAKER or PLAYER disk containing the puzzle to be printed and make your selection. Your puzzle will then be displayed on the screen. You will be asked if this is the puzzle you wish to print. If you have accidently selected the wrong puzzle, you may answer no and automatically return to the beginning. If you answer yes, you will be asked which printer you are using. In a few minutes, you will have a hard copy playable version for your enjoyment. See sample puzzle on following pages.

HARD COPY EXAMPLE
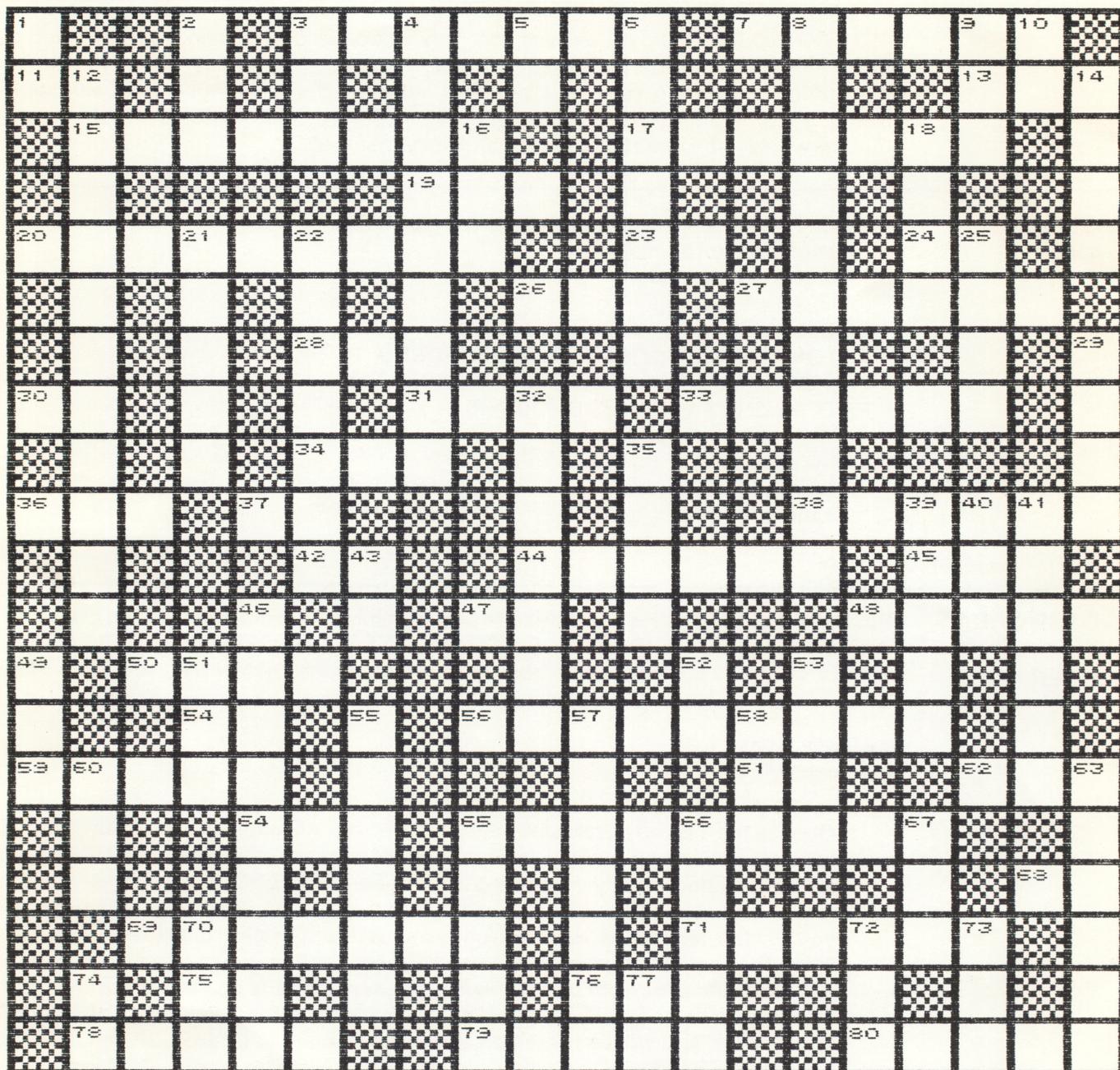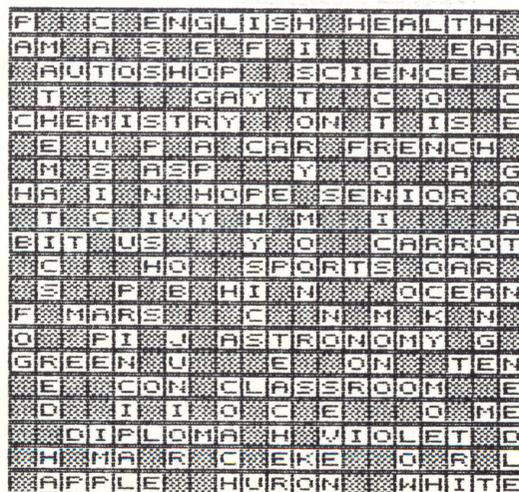

ACTUAL SIZE: 20 x 20

ACROSS CLUES

3. MOST SPOKEN LANGUAGE
7. SOUND IN BODY
11. MORNING TIME
13. HEARING ORGAN
15. AUTOMOTIVE SCHOOL
17. STUDY OF PHENOMENA
19. HAPPY
20. THE STUDY OF CHEMICALS
23. OPPOSITE OF OFF
24. EXISTS
26. AUTOMOBILE
27. SPOKEN IN PARIS
28. SNAKE
30. SMALL LAUGH
31. ALL IS NOT LOST
33. LAST YEAR OF HIGH SCHOOL
34. CLINGING VINE
36. A SMALL PORTION
37. YOU AND ME
38. EDIBLE ROOT
42. HI --
44. ATHLETICS
45. ESSENTIAL TO ROWING
47. HELLO
48. LARGE BODY OF WATER
50. RED PLANET
54. CIRCLE FACTOR
56. STUDY OF THE HEAVENS
59. SIGNAL FOR GO
61. IN CONTACT WITH
62. --- LITTLE INDIANS
64. AGAINST
65. LEARNING CENTER
68. MYSELF
69. GRADUATION DOCUMENT
71. RED AND BLUE
75. PA'S PARTNER
76. DISH SMALL PORTION
78. RED FRUIT
79. GREAT LAKE
80. ALL COLORS

DOWN CLUES

1. MA'S PARTNER
2. GROWN KITTEN
3. NINETEENTH LETTER
4. STUDY OF THE EARTH
5. CONDITIONAL WORD
6. STUDY OF THE PAST
8. RELATING TO ELECTRONS
9. GOLF BALL STAND
10. EXCLAMATION
12. ARITHMETIC
14. DRAGSTRIP CHALLENGE
16. TO CLEAR A DEBT
18. CURRENCY
21. PATTERN OF SOUNDS
22. SPOKEN IN MEXICO
25. PERMANENT MARK
29. EATS TIN CANS
32. NATURAL SCIENCE
35. ORBITS THE EARTH
39. ROUGH TERRAIN
40. GIRLS NAME
41. CITRUS FRUIT
43. OBSERVATION (ABBR.)
46. SCHOOL DIRECTOR
49. LOW CLOUDS
51. MIMIC
52. NEGATIVE REPLY
53. SINGULAR
55. YEAR BEFORE GRADUATION
57. INSTRUCTOR
58. NEITHERS PARTNER
60. PRIMARY COLOR
63. KNITTING TOOL
65. TEAM INSTRUCTOR
66. LUCKY NUMBER
67. ---..LARRY..CURLY
70. SMALL DEMON
72. NOT HIGH
73. THREE
74. LAUGH
77. KNOCK OUT

ANSWERS

```
F   C ENGLISH HEALTH
AM A S E F I L EAR
AUTOSHOP SCIENCE A
T   GAY   T  C O C
CHEMISTRY ON T IS E
E U F A CAR FRENCH
M S ASP   Y O A G
HA I N HOPE SENIOR O
T C IVY H M   I   A
BIT US   Y O CARROT
C   HO SPORTS CAR
S P B HI N   OCEAN
F MARS   C N M K N
O PI J ASTRONOMY G
GREEN U E ON TEN
E CON CLASSROOM E
D I I O C E O ME
DIPLOMA H VIOLET D
H MAR C EKE O R L
APPLE HURON WHITE
```

GENERAL KNOWLEDGE

(3) TRANSFER A PUZZLE.

Insert any MAKER or PLAYER disk containing the puzzle to be transferred and make your selection. Your puzzle will then be displayed on the screen. You will be asked if this is the puzzle you wish to transfer. If you have accidently selected the wrong puzzle, you may answer no and automatically return to the beginning. If you answer yes, you then insert your destination disk. In a few seconds the transfer will be complete. You may transfer puzzles from any combination of disks (MAKER to MAKER, MAKER to PLAYER, PLAYER to PLAYER or PLAYER to MAKER).

(4) DELETE A PUZZLE.

A disk will contain a maximum of 20 puzzles. To SAVE or TRANSFER a puzzle onto a FULL disk, you must first DELETE a puzzle. Insert any MAKER or PLAYER disk containing the puzzle to be deleted and make your selection. Your puzzle will then be displayed on the screen. You will be asked if this is the puzzle you wish to delete. If you have accidently selected the wrong puzzle, you may answer no and automatically return to the beginning. If you answer yes, your puzzle wil be deleted.

PLAYER DISK

For ease of operation, the PLAYER disk contains on board instructions. While playing a puzzle, should you wish to view the instructions, you may do so by pressing the RETURN key to flip/flop between instructions and puzzle.

From the puzzle list, select the one you wish to play. Your selection will then be displayed with the appropriate across or down clue and a flashing cursor to denote your position on the puzzle. The cursor may be moved into any box on the puzzle except blacked in boxes.

Pressing the SPACE BAR will change your direction ACROSS or DOWN. When viewing an across clue, use the ARROW KEYS to move the cursor LEFT or RIGHT. When viewing a down clue, use the ARROW KEYS to move the cursor UP or DOWN.

Type directly on the puzzle. If you wish to change a letter simply type over it. To erase a letter press any number key.

Pressing the ESC key will provide you with three options: (A)nswers...(S)ave progress... (R)estart. Selecting option 'A' will instantly correct the puzzle. All correct answers will be easily identified with inversed lettering. All incorrect answers will be corrected and identified with non inverted lettering. You may now review the clues or restart the program.

Selecting option 'S' will allow you to save your progress to complete the puzzle later. You will be asked to enter your initials using up to three letters. All saved progress puzzles are added to the puzzle list with your initials for easy identification. A player disk may contain any combination of 20 original or saved progress puzzles.
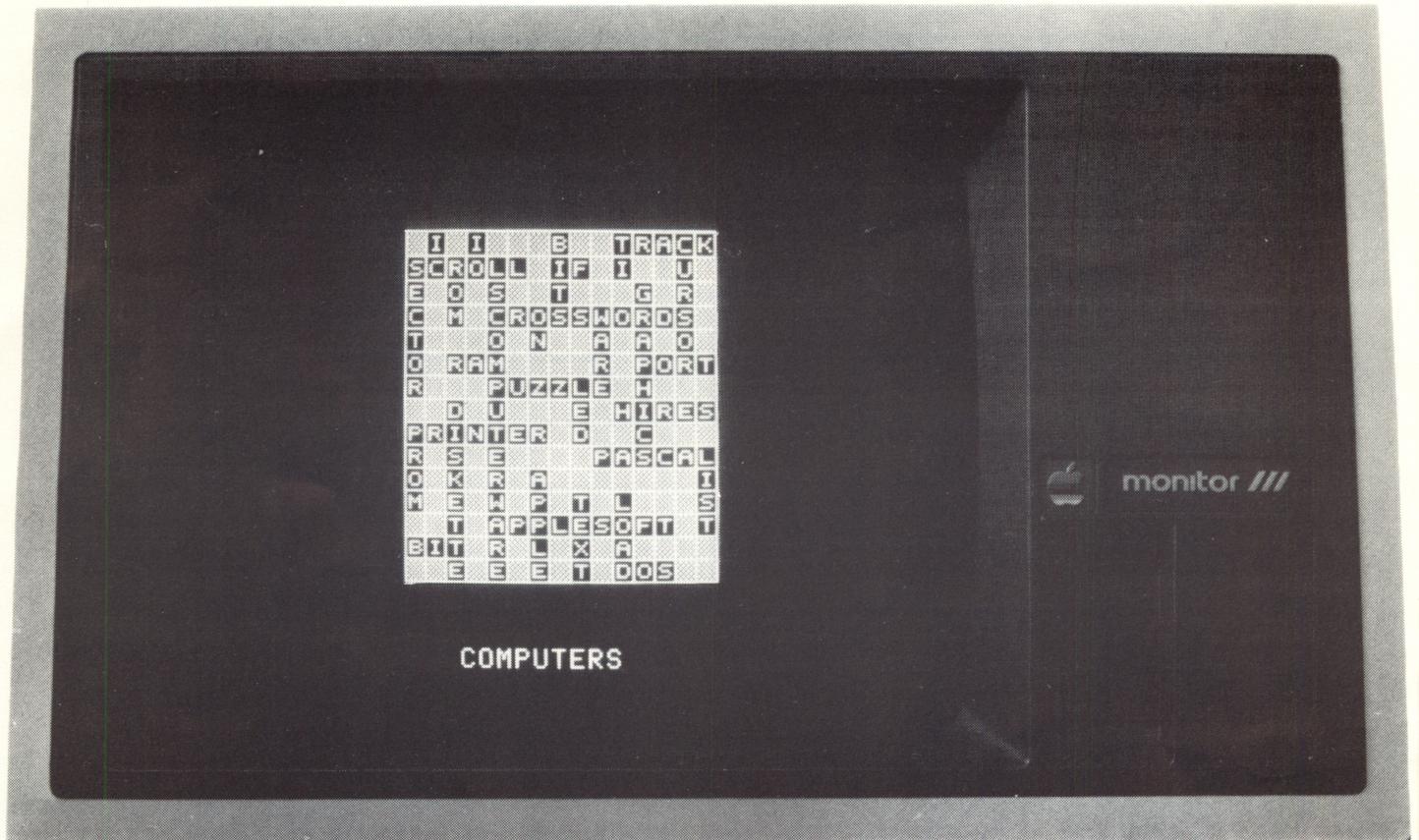

SPECIAL FEATURES
- For better resolution when using a color monitor, press CONTROL-B to remove box lines.
- You may turn sound off by pressing CONTROL-S.

SYSTEM REQUIREMENTS
- Apple II or Apple II+ with 48k of memory. 3.3 DOS.
- Apple Silentype or Epson MX-80, MX-100 graphic printers.
- Epson printer requires "Graftrax" rom upgrade kit with parallel interface.

L & S COMPUTERWARE

P. O. Box 70728   Sunnyvale, CA 94086   (408) 446-1657
Toll Free Order Line (800) 227-1617 Ext. 481
In California (800) 772-3545 Ext. 481

COMPUTERS
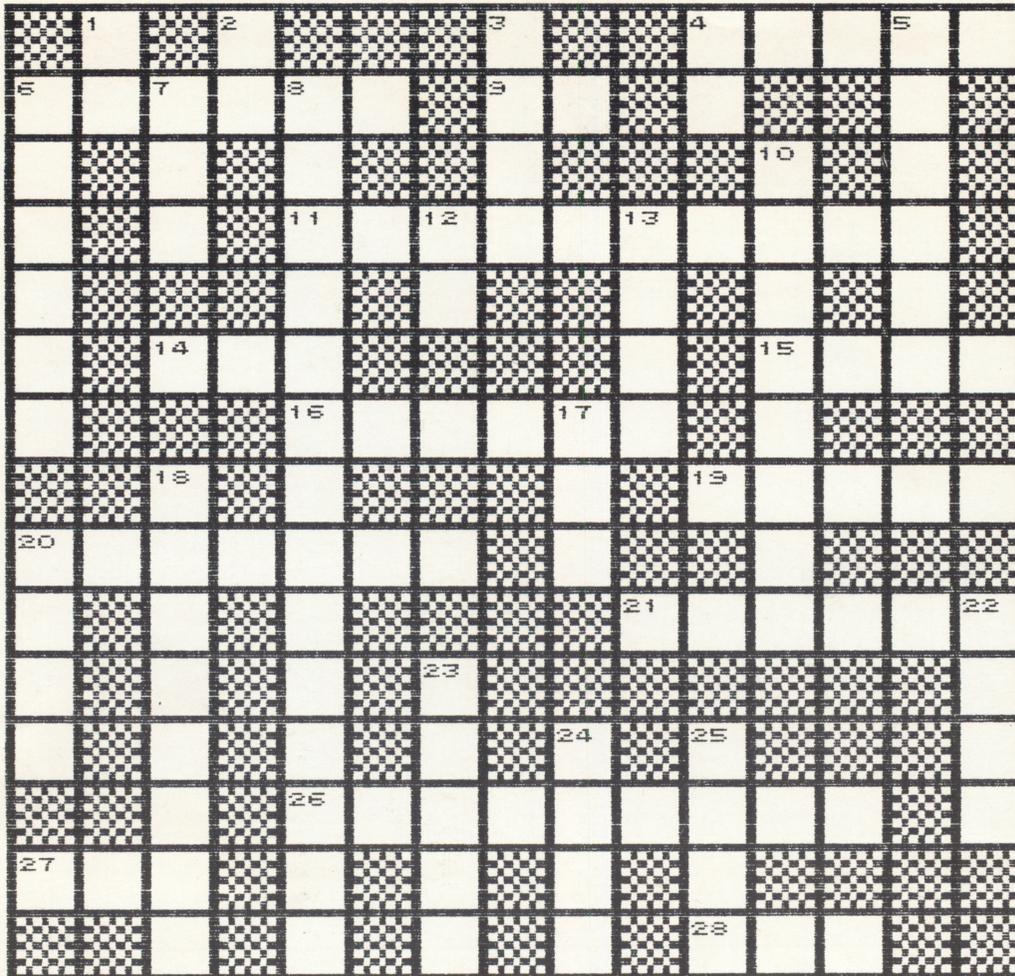
ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. EDUCATIONAL PUZZLES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A DIFFICULT PROBLEM
19. DETAILED GRAPHICS
20. HARD COPY DEVICE
21. HIGH LEVEL LANGUAGE
26. APPLE BASIC
27. PORTION OF A BYTE
28. DISK OPERATING SYSTEM (ABBR.)

DOWN CLUES

1. INTEGRATED CIRCUIT (ABBR.)
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWING AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. A RED FRUIT OR COMPUTER
24. WORDS, LETTERS AND NUMBERS
25. BRING INTO MEMORY