

# DesignWare™

Learning Comes Alive

## CRYPTO CUBE™

THE FAMILY WORD PUZZLE



Ages 8 to Adult

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# DesignWare™

*Learning Comes Alive*

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San Francisco, CA

# **A Note to Parents**

## **Learning to Spell with Crypto Cube**

*The first step to becoming a good speller is to be motivated to spell correctly. One of the greatest values of spelling games is that they provide this motivation. Crypto Cube is a game that is lots of fun and requires accurate spelling for success.*

*Teachers usually take a two-pronged approach to spelling. First, they have the children study words from what is known as a "developmental" spelling program. Developmental spelling programs teach spelling rules, usually with the student learning about 20 words a week that exemplify a particular rule. Secondly, teachers have students keep individualized lists of the words that they have misspelled in written assignments. With Crypto Cube you can have your children play the game with any of their spelling lists, because you can enter the lists yourself, easily and quickly.*

## **Expanding Vocabularies Through Challenging Games**

*Normally, our vocabulary expands around topic areas. As your children become interested in computers, for example, you will notice their vocabulary of computer terms expanding. The word lists that come with the Crypto Cube are developed around particular topics. Encourage your children to develop lists of words around an interesting topic as they develop games to challenge playmates. It's fun to make lists that are all names of birds, or all words related to sailing, or lists of Spanish words.*

*Each of us has four vocabularies: listening, reading, speaking, and writing. For a word to be in our listening or reading vocabularies we only need to have a general understanding of the word. We need to understand the specific meaning of a word to use it when we speak or write. A word is really ours when we not only know the specific meaning but can spell it. When your children come to you saying, "What's another sailing word?" tell them the word. Define it and then use it in a sentence. Now you'll be asked to spell it. And when they play the game, they will have to spell it!*

*Help your children enter the words for their puzzle disk the first time they do it. After that they should be able to enter additional word lists by themselves.*

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# About the Game

Crypto Cube is a word puzzle. There are words hidden on four sides of the cube. To play the game, you uncover the squares on each side of the cube.

**WEATHER**

**DejanWord™**  
CryptoCube

Side	Letters left
→ 1	24
2	22
3	21
4	20

Use CTRL and  
I M J K  
to move  
↑ ↓ ← →

---

Pick squares  
using <SPACE>.  
Press '\*' to  
turn the cube.  
Press '!' to  
see word list.

→

O SUSAN

O TOM

(Press ESC to end)

If the square has:	The computer will show:	Then you:	Points:
No letter	a colored square	lose your turn	0
A vowel	the letter	get another turn	5
A consonant	a question mark	guess a consonant, if you're right, you get another turn; if not, you lose your turn	10 -5
A bonus	an extra square on the side you're playing, plus one square on the next cube side	play as above	as above

When one player correctly guesses the last letter in a word, it automatically becomes the other player's turn.

You can go to another side of the cube at any time during the game. The Wuzzle\* will tell you when all of the words have been uncovered on a given side. The game is over when all of the words on all four sides

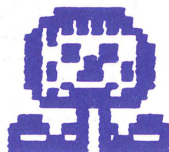
have been uncovered, or when you press the ESC (escape) key to end the game.

You can play this game by yourself or with a partner. You can also make your own puzzles. For more information, watch the demonstration on the computer, or read the rest of the User's Manual.

**Note:** The terms RETURN and ESC keys are used in this manual. If your computer does not have these keys, use the corresponding keys on your machine.

**Have fun!**

*\*This is a Wuzzle*



## Getting Started

**Apple® II Plus, IIe and IIc computers:** Put the Crypto Cube diskette into the disk drive with the label facing up. Close the disk drive door, then turn on the computer and the monitor. If you are using a joystick or Mouse, please see the instructions on page 14.

**IBM PC® and PCjr®:** Put the Crypto Cube diskette into the disk drive with the label facing up. Close the disk drive door and turn on the computer. If you are using this program with the IBM PC, a Color/Graphics Monitor Adapter is required. It will not work with the IBM monochrome monitor.

**Atari® 400, 800 and 1200XL computers:** Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Crypto Cube diskette with the label facing up and close the disk drive door. Turn on the computer and the monitor.

**Atari® 600XL (48K), 800XL and other Atari XL computers with built-in BASIC:** Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Crypto Cube diskette with the label facing up and close the disk drive door. Hold down the OPTION key. Turn on the computer and the monitor.

**Commodore® 64:** Refer to Commodore 64 Instructions on page 12 of this manual.

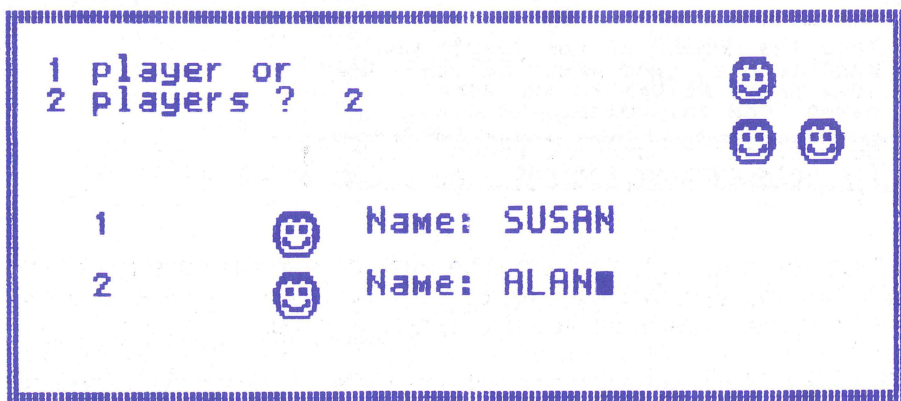
The program will start automatically. If you want a demonstration, press 4. The Wuzzle will then show you how to play.

## Playing the Game

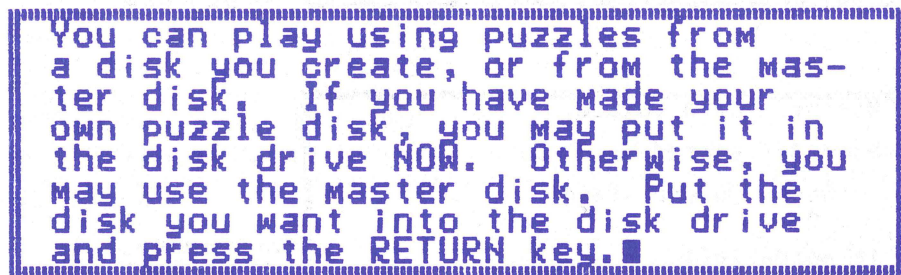
### Press 1 to PLAY a Puzzle

When Crypto Cube is running, a short menu showing options "1" through "4" will often be shown on the screen. When it is showing, you may press "1" to play a puzzle.

If you haven't told the computer how many players there are and their names, it will ask you to do so now. Type your answers to its questions and be sure to press the RETURN key after each answer.



Next the computer asks if you want to play one of the puzzles on the Crypto Cube diskette or if you want to use your own puzzle disk. Press RETURN to use the Crypto Cube disk. (See Press 2 to MAKE a Puzzle to make your own Puzzle Disk.)



If you choose to play using the Crypto Cube disk, there are 50 ready-made puzzles. Choose one from the list by typing its number. You can cycle through the full list of 50 by pressing RETURN rather than typing a number.

- 21. AT THE BEACH
- 22. WRITERS
- 23. U.S. PRESIDENTS
- 24. MEASUREMENTS
- 25. CONSTELLATIONS
- 26. GEOLOGY
- 27. CHEMISTRY
- 28. PHYSICS
- 29. WEATHER
- 30. ELECTRICITY

Type the NUMBER of the puzzle you want to use, (and press RETURN), OR just press RETURN to see more names from this disk. 29

Do you want to see the words for this puzzle? (Yes/No) █

When you have selected a puzzle number, you will have to decide whether you want to see the words before you play the game. You can also see them later when you're playing the game.

There are 50 playable puzzles with word lists. At any time you can also have the computer generate a puzzle, selecting a new arrangement for the words on the four faces of the cube. If you decide to do this, you will have to wait while the computer makes the new puzzle. This takes between 30 seconds and three minutes.

Do you want to have the computer make a NEW puzzle with these words? (Yes/No) █

Image appears at bottom of screen.

Making 9 by 9 puzzle.

Word 3 stored.

Row	Column	Face
4	2	1

16 words left

Image appears at bottom of screen.

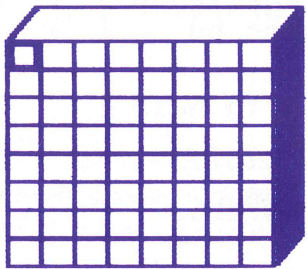


You're ready to play!

Use the right, left, up, down arrow keys to select a square. Then press the SPACE BAR to see what's in the square. If you have a computer that does not have four arrow keys, use CTRL (control) I, M, J, and K to move the cursor.

The scoreboard tells you whose turn it is.

**HEATHER**



**DesignWare™**  
**CryptoCube**

Side	Letters left
→ 1	20
2	23
3	23
4	18

Use CTRL and I M J K to move  
↑ ↓ ← →

Pick squares using <SPACE>.  
Press '\*' to turn the cube.  
Press '!' to see word list.

→ 0 SUSAN  
0 TOM

(Press ESC to end)

Throughout the game, you can watch how many letters are left to be uncovered on each side.

If you get a "?", guess a consonant.

If you need to see the word list again, press the "!" key (using the SHIFT key).

When you're ready to play another side, press the "\*" key (using the SHIFT key). The Wuzzle will let you know when you've uncovered all the words on a side. You don't have to finish a side before you go to another side. Remember that BONUS Squares will uncover letters on the next side, too.

When all of the letters have been uncovered, the game is over.

## Press 2 to MAKE a Puzzle

You can make your own Puzzle Disk and put your own words into the Crypto Cube. You must have the Crypto Cube disk in the computer when you select **Make a puzzle**. As soon as the list of **Make a puzzle** options (letters A through F) appears, type the letter of the activity you want. When the program asks you to, replace your Crypto Cube disk with your puzzle disk.

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CryptoCube

Pick one of these activities by  
pressing its LETTER:

- A- Create a new DATA-DISK to hold puzzles.
- B- Create or change WORD LIST.
- C- Create or change PUZZLE.
- D- Have COMPUTER make a PUZZLE.
- E- CLEAR a puzzle.
- F- RENAME a puzzle.

(Regular choices '1' through '4'  
are available as well )

1-Play 2-Make puzzle 3-Choices 4-Demo

**Press A** to have the *Crypto Cube* program initialize your Puzzle Disk. If you are starting with a new disk right out of the package, this process will initialize the diskette so it can be used. If you are starting with a previously used disk, this process will clear all information from the disk so it can be used by *Crypto Cube*. *Crypto Cube* diskettes initialized by the *Crypto Cube* master cannot be used by other programs you may have on your computer.

Once you have a Puzzle Disk, you're ready to make puzzles.

**Press B** to make a word list. The computer will prompt you. Because this is the first time you've used the new puzzle disk, the puzzle names will all be blank. Select the number (usually "1") you want to start with. Later on you'll select from the remaining puzzles without names or you'll overwrite an existing puzzle if you wish.

The words are entered one at a time, in any order you wish. You simply type the word number, press RETURN, then type the actual word and press RETURN again. Maximum word length is 10 letters.

1.	WATER
2.	SCHOOL
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

Type the number of the list you want to use (and press RETURN), OR just press RETURN to see more names from this disk. 3■

You may change a word by typing its number and then typing the new word. You should make a word list, even if you decide to fill in the cube faces by hand. If you use fewer than 20 words in your list, the computer may not use all words from your list, and will usually generate a "sparse" puzzle. For best results, put 20 words in every list you create.

When you are finished working on a list, **press ESC**. The computer will ask whether you want to save the work on disk. Answer "Y" to save it. (The only time you won't want to save will be when you've hopelessly messed up a list and want to go back to what's already on the disk.) If you say you don't want to save the list on disk, the computer will ask you one more time just to confirm.

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CryptoCube

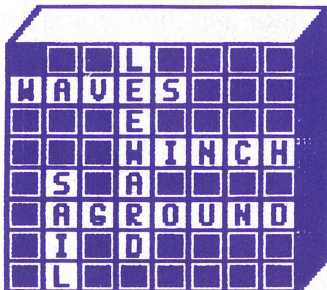
1 DOCK  
 2 SAIL  
 3 WIND  
 4 ANCHOR  
 5 HULL  
 6 RUDDER  
 7 FLAG  
 8 TILLER  
 9 CREW  
 10 AGROUND

11 JIB  
 12 LINE  
 13 LEeward  
 14 TACK  
 15 JIBE  
 16 CAPTAIN  
 17 GALLEY  
 18 WINCH  
 19 WAVES  
 20 GUNWALE

To add or change a word, first  
 type its NUMBER and press RETURN,  
 OR press ESC to quit. ■

Now you may either make a puzzle yourself "by hand" or have the computer generate one for you.

Press **C** to fill the cube faces by hand.

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CryptoCube

Side Letters

→ 1 24  
 2 20  
 3 21  
 4 20

Use CTRL and  
 I M J K  
 to move  
 ↑ ↓ ← →

Press letter  
 to fill a  
 square  
 Use <SPACE>  
 to clear.  
 Press ESC  
 to quit.

**Press D** to have the computer make the puzzle from your word list.

```
CITIES ..... DesignWare™
                                     CryptoCube

1 BELGRADE      11 TOKYO
2 PARIS         12 MOSCOW
3 LONDON        13 HAVANA
4 ISTANBUL      14 SYDNEY
5 ROME          15 BOSTON
6 MADRID        16 BERLIN
7 ATHENS        17 WARSAW
8 CAIRO         18 BOMBAY
9 JAKARTA       19 BEIRUT
10 GENEVA       20 MOMBASA
```

```
Do you want to have the computer
make a NEW puzzle with the
words? (Yes/No)
```

In either case, you'll end up seeing the actual cube on the screen. You can fill in letters, or blank them out, simply by using the arrow keys (CTRL-I, J, K, M on computers which don't have all four arrow keys) to move to the square you wish to alter, and then pressing the letter or the space bar.

**Press the ESC key** to signal that you have finished, and the computer will ask you whether you want to save the work on disk or discard it.

If you want to get rid of one of your puzzles, **press E** to clear the puzzle. Select the puzzle you want to clear from the list. Make sure it is the right one before you press the RETURN key! There is no way to retrieve a puzzle once you've cleared it.

**Press F** to change the name of a puzzle. Select the puzzle by number and then type the new name. Changing a puzzle's name does not affect its word list or the actual puzzle.

## Some Coaching on Word Lists

The best puzzles are organized around a theme. This makes it easier to guess the words. Pick words which are **not** similar in spelling, otherwise the game just becomes a guessing game. When you have the computer generate puzzles, it will make each side big enough to hold the **longest** word in your word list plus one extra space. Thus, if the longest word in your list were "typhoon" (7 letters long), the cube would be 8 squares by 8. This gives you some control over puzzle size. If you're making puzzles for younger children, use short words. In general, don't use words like "New York" which would leave a blank in the middle of the puzzle. Even though the puzzle generator can handle them, they're very confusing to play. Finally, use only letters in your words (no numbers, punctuation, or spaces).

## Press 3 to change your CHOICES

In this part of the program you can make changes that will affect your program and the way it looks on the screen. (Please note that some of these options will not be available in certain computer versions of Crypto Cube.) You can:

- change players' names, or alternate between 1-player and 2-player games
- turn the sound on or off
- adjust the colors on your TV set to match the program's colors
- change the background color (black or white)

You cannot select "3" while playing a game, so make the appropriate choices *before* you play a puzzle.

## Commodore® 64 Instructions

The following information pertains to the use of DesignWare products on the Commodore 64 computer. Please read this information sheet before using your DesignWare program.

### Loading the Program

**Note:** If you are using a joystick, be sure to plug it into Control Port 2 located on the right side of your machine **before** you load the DesignWare program.

Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive door. When the word READY appears on the screen, type the following:

**LOAD"\*\*,8**

Then press RETURN. A message will appear telling you the computer is searching for the program. When the word "READY" appears, type **RUN** and press RETURN to load the program. This process takes a few minutes.

You will notice when you are playing the game that you sometimes have to wait for information to be loaded from the disk into the computer. This is a function of the disk drives, not the program. Whenever this occurs, a small picture of a disk will flash on the screen to let you know that the computer is getting information from the disk. If the Sound option is on, you will also hear a beeping sound.

## Using the Program

### Escaping from the Program

On the Commodore 64 you will use the **f1** key to quit the game or return to the Main Menu, whether you are using the keyboard or joystick. Whenever the manual refers to pressing the ESC key, use the **f1** key.

### Moving the Cursor

**With the I, J, K and M Keys:** Use these keys to move the cursor up (**I**), down (**M**), left (**J**), and right (**K**). Your program may require using the Control (CTRL) key with these four keys. Refer to your manual or on-screen instructions.

**With the Cursor (CRSR) Keys:** Use the CRSR keys with arrows to move the cursor right and left, up or down. To move the cursor up or to the left with these keys, you must also use the SHIFT key. Hold the SHIFT key down and press the CRSR key with the up arrow or left arrow.

**Note:** The Shift LOCK key should always be up, not down.

**With the Left and Up Arrow Keys:** You can also use the two arrow keys on your keyboard to move the cursor up and to the left without having to use the SHIFT key.

### Erasing Typing Errors

If you make a mistake when typing text, use the INST DEL key to erase it. Press this key to backspace and delete the error. Then retype the text correctly.

# **AppleMouse and Joystick Instructions**

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Crypto Cube can now be played with the AppleMouse or with a Joystick, as well as with the keyboard. Here is information you will find helpful if you are using Crypto Cube with the AppleMouse or with a Joystick for the first time.

## **Getting Started**

When Crypto Cube starts, it automatically expects you to play using the keyboard. After the title page is shown, you can change that setting by choosing option number three.

## **Playing the Game with a Joystick or an AppleMouse**

### **Uncovering Squares and Guessing a Letter**

The play of the game will be the same as in the Crypto Cube manual except for how you choose which square to uncover and how you guess a letter.

After you have selected the number of players and have selected the word list you want to use, the cube will appear. At the bottom of the screen you will see the alphabet, an asterisk (\*), an exclamation (!) and the abbreviation ESC.

Move the cursor by moving your Joystick or AppleMouse. (See AppleMouse II Users Manual for proper installation and use of the AppleMouse.) To select a square to uncover, just press the AppleMouse button or button one on the Joystick. If the uncovered square is a '?', a consonant, the cursor will automatically jump to the alphabet at the bottom of the screen.

Move the cursor and you will see that it highlights one letter at a time. When the letter you wish to guess is highlighted, press the Joystick or AppleMouse button. If your guess is correct, the letter will appear in the highlighted square in the cube. The cursor will automatically return to the cube so you can guess another square.

You may make repeated guesses on any '?' square at any time. Use the AppleMouse or the Joystick to highlight that square and follow the same letter selection procedure as if you were guessing the letter for the first time.



## **Turning the Cube**

To turn the cube to play another side, move the cursor to the alphabet row at the bottom of the screen. **Highlight the asterisk and press the button.** (You can't turn the cube if the computer is waiting for you to guess a letter.)

## **Seeing a Word List**

To see the word list while playing the game, move the cursor to the alphabet row at the bottom of the screen. **Highlight the exclamation point and press the button.** (You can't see a word list if the computer is waiting for you to guess a letter.)

## **Escaping to the Main Menu**

To escape to the main menu while playing the game, move the cursor to the alphabet row at the bottom of the screen. **Highlight the ESC and press the button.**

## **Creating or Changing a Puzzle with a Joystick or an AppleMouse**

This process is much like playing the game, with the cursor moving between the cube and the alphabet row. You select the square in which you want to put a letter by highlighting it with the cursor and pressing the button. The cursor will automatically move to the alphabet row. Highlight the letter you want to place in the square, and press the button.

To put a blank in a square, select the square and then select the exclamation point.

You will use the same process for turning the cube and escaping to the main menu as was described earlier in the "Playing the Game" section.

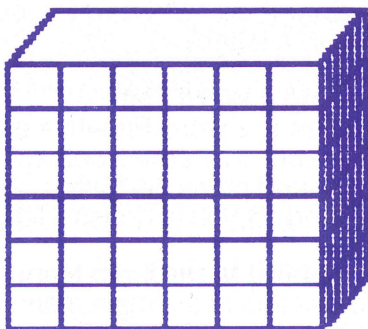
If there are thumbwheel adjusters on the bottom of your joystick, be sure to adjust them before playing the game.

## Things to Do



### Practice Spelling

Put your spelling words on the Crypto Cube every week. Each week's spelling words should be put into a separate puzzle. Keep them on your Puzzle Disk so you can come back to them after two or three weeks. Do you still remember them?



### Challenge Your Family and Friends

Here's a party activity: Divide your partygoers into two groups. Working in separate rooms, have each group make up a list of words dealing with the same topic. (Both might use famous people, for example.) Have each group enter its word list secretly, and then generate a puzzle. Together again, each group should play the *other* group's puzzle.

Make a puzzle that will stump the rest of the family. Use a thesaurus to find words that are related.

Make a puzzle and write crossword puzzle clues to the puzzle. Give the clues to your friends and see how well they do in the Crypto Cube game.

### Learn New Words

Make puzzles that have a theme. For example, what are all the words you can think of that have to do with school? Or baseball, or cooking? If you don't know how to spell all of the words, ask someone to help you. Or use a dictionary.

When you read a story in a book or a magazine, make a list of words from it. These may be words you didn't know before, or they may be words that follow the theme of the article.

Make a puzzle with the new words you are learning in science or social studies at school. See if your classmates can meet your challenge.

# Crypto Cube Word Lists

These are the 50 word lists that come with your Crypto Cube program. Since the computer generates new puzzles each time you play Crypto Cube, thousands of puzzles can be made from these lists. Notice that each word list is built around a topic. Be sure to build your word lists around a topic as you make your own puzzles. It makes the game easier and a lot more fun.

## 1. TRANSPORTATION

1	car	11	camper
2	truck	12	limousine
3	streetcar	13	trolley
4	subway	14	bicycle
5	cablecar	15	tricycle
6	balloon	16	skates
7	airplane	17	boat
8	glider	18	yacht
9	train	19	ferry
10	taxicab	20	bus

## 2. ANIMALS

1	tiger	11	gnu
2	deer	12	gerbil
3	mouse	13	dove
4	monkey	14	koala
5	coyote	15	eagle
6	otter	16	horse
7	wolf	17	mole
8	fox	18	whale
9	lynx	19	rabbit
10	badger	20	lemur

## 3. EASY ANIMALS

1	cat	11	owl
2	tiger	12	lion
3	frog	13	wolf
4	pig	14	moose
5	goat	15	deer
6	fox	16	horse
7	whale	17	fish
8	mouse	18	seal
9	fly	19	crab
10	otter	20	cow

## 4. THINGS TO EAT

1	honey	11	meat
2	bean	12	peach
3	apple	13	noodle
4	milk	14	orange
5	pear	15	catsup
6	fig	16	pea
7	fruit	17	beet
8	onion	18	tomato
9	nut	19	juice
10	potato	20	cereal

## 5. THINGS TO WEAR

1	belt	11	mittens
2	necklace	12	dress
3	slacks	13	blouse
4	socks	14	gloves
5	shoe	15	sweater
6	scarf	16	pants
7	skirt	17	pajamas
8	glasses	18	stocking
9	coat	19	shirt
10	jacket	20	robe

## 6. COMPUTERS

1	CPU	11	bits
2	RAM	12	bytes
3	ROM	13	input
4	memory	14	output
5	hardware	15	online
6	software	16	core
7	terminal	17	buffer
8	disk	18	circuit
9	program	19	chip
10	printer	20	register

## 7. SAILING

1	dock	11	jib
2	sail	12	line
3	wind	13	leeward
4	anchor	14	tack
5	hull	15	jibe
6	rudder	16	captain
7	flag	17	galley
8	tiller	18	winch
9	crew	19	waves
10	aground	20	gunwale

## 8. CITIES

1	Belgrade	11	Tokyo
2	Paris	12	Moscow
3	London	13	Havana
4	Istanbul	14	Sydney
5	Rome	15	Boston
6	Madrid	16	Berlin
7	Athens	17	Warsaw
8	Cairo	18	Bombay
9	Jakarta	19	Beirut
10	Geneva	20	Mombasa

## 9. BOYS' NAMES

1	Michael	11	George
2	Gabriel	12	Clark
3	David	13	Lee
4	William	14	Lewis
5	Richard	15	Aaron
6	Steven	16	Dean
7	James	17	Donald
8	John	18	Douglas
9	Matthew	19	Thomas
10	Mark	20	Peter

## 10. GIRLS' NAMES

1	Sarah	11	Deborah
2	Sally	12	Susan
3	Nancy	13	Deena
4	Mary	14	Virginia
5	Lisa	15	Margaret
6	Eleanor	16	Lesley
7	Amelia	17	Linda
8	Kathryn	18	Dinah
9	Cheryl	19	Alice
10	Jean	20	Amanda

## 11. MONTHS & DAYS

1	January	11	November
2	February	12	December
3	March	13	Sunday
4	April	14	Monday
5	May	15	Tuesday
6	June	16	Wednesday
7	July	17	Thursday
8	August	18	Friday
9	September	19	Saturday
10	October	20	

## 12. ANIMAL SOUNDS

1	moo	11	crow
2	squeak	12	buzz
3	roar	13	grunt
4	croak	14	growl
5	hiss	15	hoot
6	purr	16	howl
7	honk	17	whimper
8	quack	18	cry
9	bark	19	meow
10	cluck	20	whine

## 13. NUMBERS

1	one	11	eleven
2	two	12	twelve
3	three	13	twenty
4	four	14	thirty
5	five	15	forty
6	six	16	fifty
7	seven	17	sixty
8	eight	18	seventy
9	nine	19	eighty
10	ten	20	ninety

## 14. COUNTRIES

1	USA	11	Italy
2	Nigeria	12	Poland
3	Syria	13	Hungary
4	Kenya	14	Peru
5	Laos	15	Belgium
6	Brazil	16	Sweden
7	Chile	17	Ghana
8	France	18	Japan
9	Denmark	19	Egypt
10	Spain	20	Jordan

## 15. SPORTS

1	football	11	racing
2	baseball	12	diving
3	soccer	13	swimming
4	hockey	14	pingpong
5	cricket	15	skating
6	tennis	16	sailing
7	polo	17	surfing
8	golf	18	rafting
9	skiing	19	running
10	boxing	20	squash

## 16. FLOWERS

1	rose	11	lotus
2	poppy	12	daisy
3	daffodil	13	gardenia
4	violet	14	orchid
5	lilac	15	peony
6	camellia	16	fuchsia
7	iris	17	jonquil
8	lily	18	freesia
9	pansy	19	anemone
10	tulip	20	dahlia

## 17. AUTOMOBILES

1	Ford	11	Audi
2	Pontiac	12	Porsche
3	Chevrolet	13	Volvo
4	Cadillac	14	Fiat
5	Buick	15	Subaru
6	Mercury	16	Nissan
7	Honda	17	Nash
8	Datsun	18	DeSoto
9	Mercedes	19	Willys
10	Toyota	20	Packard

## 18. ARTISTS

1	Gauguin	11	Picasso
2	Goya	12	Vermeer
3	Breugel	13	Rubens
4	Calder	14	Miro
5	Cezanne	15	Matisse
6	Dali	16	Lautrec
7	Eyck	17	Watteau
8	Warhol	18	Wyeth
9	Degas	19	Rockwell
10	Monet	20	Moses

## 19. POETS

1	Rimbaud	11	Millay
2	Ronsard	12	Brecht
3	Verlaine	13	Homer
4	Blake	14	Sappho
5	Chaucer	15	Swift
6	Keats	16	Pound
7	Shelley	17	Stein
8	Milton	18	Ginsberg
9	Frost	19	Cummings
10	Sandburg	20	Tennyson

## 20. COMICS

1	Doonesbury	11	Lucy
2	Woodstock	12	Dagwood
3	Casper	13	Blondie
4	Goofy	14	Garfield
5	Bullwinkle	15	Hagar
6	Skyler	16	Herman
7	Kermit	17	Gordo
8	Gonzo	18	Hulk
9	Tonto	19	Superman
10	Snoopy	20	Bumstead

## 21. AT THE BEACH

1	sand	11	anemone
2	ocean	12	shoes
3	water	13	stone
4	shell	14	log
5	towel	15	rowboat
6	birds	16	oar
7	seaweed	17	waves
8	rocks	18	cloud
9	seagull	19	sun
10	fish	20	person

## 22. WRITERS

1	Flaubert	11	Dickens
2	Goethe	12	Tolstoy
3	Chekhov	13	Vidal
4	Emerson	14	Camus
5	Balzac	15	Sartre
6	Bronte	16	Hesse
7	Faulkner	17	Tolkien
8	Mailer	18	Sinclair
9	Zola	19	Kerouac
10	Kafka	20	Huxley

## 23. U.S. PRESIDENTS

1	Ford	11	Johnson
2	Nixon	12	Kennedy
3	Hayes	13	McKinley
4	Adams	14	Jefferson
5	Carter	15	Roosevelt
6	Hoover	16	Cleveland
7	Reagan	17	Fillmore
8	Monroe	18	Garfield
9	Jackson	19	Truman
10	Lincoln	20	Polk

## 24. MEASUREMENTS

1	meter	11	ounce
2	ton	12	pound
3	gram	13	carat
4	inch	14	cup
5	foot	15	pint
6	yard	16	quart
7	mile	17	gallon
8	rod	18	bushel
9	league	19	barrel
10	fathom	20	cord

## 25. CONSTELLATIONS

1	Leo	11	Lupus
2	Canis	12	Cygnus
3	Ursa	13	Cancer
4	Cetus	14	Gemini
5	Lynx	15	Puppis
6	Orion	16	Taurus
7	Virgo	17	Scorpio
8	Draco	18	Aquarius
9	Pisces	19	Capricorn
10	Libra	20	Cassiopea

## 26. GEOLOGY

1	magma	11	bedrock
2	lava	12	plate
3	ashes	13	trench
4	fault	14	ridge
5	richter	15	drift
6	tremor	16	volcano
7	fossil	17	quake
8	core	18	uplift
9	mantle	19	granite
10	crust	20	temblor

## 27. CHEMISTRY

1	acid	11	buffer
2	gas	12	valence
3	solid	13	radical
4	liquid	14	molecule
5	base	15	isotope
6	alkaline	16	isomer
7	atom	17	formula
8	anion	18	crystal
9	ester	19	colloid
10	cation	20	oxide

## 28. PHYSICS

1	anode	11	joule
2	cathode	12	angstrom
3	atom	13	mass
4	quark	14	fusion
5	ohm	15	fission
6	ion	16	gravity
7	photon	17	meson
8	hertz	18	proton
9	calorie	19	electron
10	neutron	20	newton

## 29. WEATHER

1	dew	11	typhoon
2	frost	12	thunder
3	rain	13	clouds
4	sleet	14	drought
5	hail	15	sunny
6	snow	16	front
7	tornado	17	smog
8	arctic	18	air
9	tropics	19	windy
10	cyclone	20	gale

## 30. ELECTRICITY

1	wire	11	tube
2	circuit	12	antenna
3	resistor	13	amplify
4	voltage	14	buzzer
5	coil	15	chip
6	inductor	16	speaker
7	conduct	17	diode
8	ohm	18	cell
9	volt	19	battery
10	hertz	20	switch

### 31. THE ELEMENTS

1	argon	11	boron
2	gold	12	nickel
3	iron	13	radium
4	lead	14	calcium
5	neon	15	krypton
6	tin	16	helium
7	zinc	17	sulfur
8	silver	18	copper
9	carbon	19	arsenic
10	oxygen	20	xenon

### 32. ASTRONOMY

1	pulsar	11	galaxy
2	quasar	12	universe
3	nebula	13	orbit
4	solar	14	corona
5	planet	15	asteroid
6	star	16	spectrum
7	cosmos	17	meteor
8	comet	18	eclipse
9	space	19	dwarf
10	nova	20	light

### 33. MAJOR RIVERS

1	Nile	11	Danube
2	Seine	12	Loire
3	Amazon	13	Zambezi
4	Yangtze	14	Ganges
5	Congo	15	Rhone
6	Mekong	16	Tigris
7	Niger	17	Snake
8	Ob	18	Ohio
9	Volga	19	Rhine
10	Indus	20	Pecos

### 34. MUSIC

1	sharp	11	quartet
2	flat	12	melody
3	note	13	opus
4	rest	14	chorus
5	natural	15	staff
6	measure	16	treble
7	phrase	17	bass
8	pitch	18	timbre
9	waltz	19	minor
10	sonata	20	major

### 35. THE ORCHESTRA

1	viola	11	cymbals
2	bass	12	piccolo
3	tympani	13	bassoon
4	violin	14	guitar
5	harp	15	piano
6	flute	16	recorder
7	trumpet	17	gong
8	tuba	18	drum
9	trombone	19	clarinet
10	oboe	20	marimba

### 36. "IE" WORDS

1	believe	11	shield
2	chief	12	tier
3	field	13	yield
4	belief	14	pierce
5	thief	15	fierce
6	niece	16	siege
7	grief	17	piece
8	sieve	18	relieve
9	achieve	19	grieve
10	brief	20	priest

### 37. "EI" WORDS

1	ceiling	11	leisure
2	receive	12	sheik
3	receipt	13	heir
4	either	14	reign
5	eight	15	deceit
6	conceit	16	freight
7	vein	17	slight
8	deceive	18	veil
9	weight	19	reins
10	seize	20	their

### 38. SILENT "E"

1	use	11	late
2	notice	12	love
3	true	13	judge
4	shoe	14	dye
5	care	15	gauge
6	service	16	change
7	hoe	17	trace
8	nine	18	slope
9	canoe	19	lame
10	advise	20	argue

### 39. LATIN ORIGINS

1	alumni	11	basis
2	data	12	locus
3	crisis	13	opus
4	axis	14	formula
5	fungus	15	addendum
6	bacilli	16	criteria
7	errata	17	strata
8	ovum	18	amoeba
9	stimuli	19	index
10	thesis	20	antenna

### 40. TREES

1	elm	11	aspen
2	fir	12	birch
3	beech	13	redwood
4	pine	14	cypress
5	sycamore	15	apple
6	oak	16	orange
7	buckeye	17	fig
8	acacia	18	plum
9	magnolia	19	palm
10	maple	20	madrone

### 41. COLORS

1	blue	11	white
2	green	12	pink
3	yellow	13	coral
4	orange	14	tan
5	red	15	brown
6	violet	16	beige
7	indigo	17	gold
8	mauve	18	silver
9	black	19	maroon
10	grey	20	scarlet

### 42. BIRDS

1	finch	11	mynah
2	canary	12	hawk
3	robin	13	macaw
4	sparrow	14	falcon
5	pigeon	15	vulture
6	egret	16	eagle
7	crow	17	turkey
8	raven	18	duck
9	owl	19	parrot
10	buzzard	20	quail

### 43. VEGETABLES

1	cabbage	11	parsnip
2	lettuce	12	turnip
3	cucumber	13	potato
4	squash	14	carrot
5	tomato	15	eggplant
6	pumpkin	16	spinach
7	pea	17	kale
8	bean	18	chard
9	onion	19	mustard
10	broccoli	20	corn

### 44. FRUITS

1	apple	11	persimmon
2	pear	12	watermelon
3	banana	13	lemon
4	orange	14	lime
5	grape	15	mango
6	papaya	16	peach
7	tangerine	17	apricot
8	cantaloupe	18	strawberry
9	kiwi	19	cherry
10	kumquat	20	plum

### 45. HOME FURNISHINGS

1	chair	11	curtains
2	sofa	12	drapes
3	table	13	divan
4	desk	14	loveseat
5	bed	15	armchair
6	dresser	16	ottoman
7	cabinet	17	shelving
8	lamp	18	portrait
9	buffet	19	piano
10	rug	20	stool

### 46. BODY PARTS

1	skin	11	arm
2	toe	12	leg
3	thumb	13	nails
4	mouth	14	neck
5	teeth	15	head
6	ear	16	lips
7	eye	17	chin
8	nose	18	elbow
9	hair	19	ankle
10	knee	20	foot



## 47. AFRICAN NATIONS

1	Algeria	11	Niger
2	Morocco	12	Somalia
3	Libya	13	Angola
4	Kenya	14	Zimbabwe
5	Ethiopia	15	Swaziland
6	Uganda	16	Mozambique
7	Liberia	17	Congo
8	Nigeria	18	Zaire
9	Egypt	19	Ghana
10	Sudan	20	Guinea

## 48. EUROPE

1	France	11	Finland
2	Belgium	12	Norway
3	Austria	13	England
4	Monaco	14	Ireland
5	Spain	15	Wales
6	Italy	16	Scotland
7	Greece	17	Sweden
8	Portugal	18	Yugoslavia
9	Poland	19	Hungary
10	Denmark	20	Luxembourg

## 49. ECONOMICS

1	profit	11	capital
2	loss	12	labor
3	supply	13	money
4	demand	14	investment
5	market	15	product
6	monopoly	16	stocks
7	dividend	17	income
8	revenue	18	recession
9	bankrupt	19	depression
10	bonds	20	inflation

## 50. COMPOSERS

1	Handel	11	Franck
2	Mozart	12	Vivaldi
3	Debussy	13	Telemann
4	Chopin	14	Haydn
5	Bach	15	Purcell
6	Gounod	16	Albinoni
7	Ravel	17	Cage
8	Liszt	18	Dvorak
9	Schumann	19	Sibelius
10	Berlioz	20	Orff

## **Notes**

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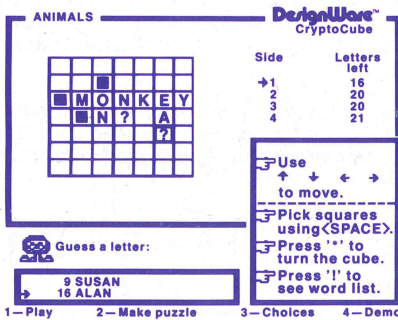
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