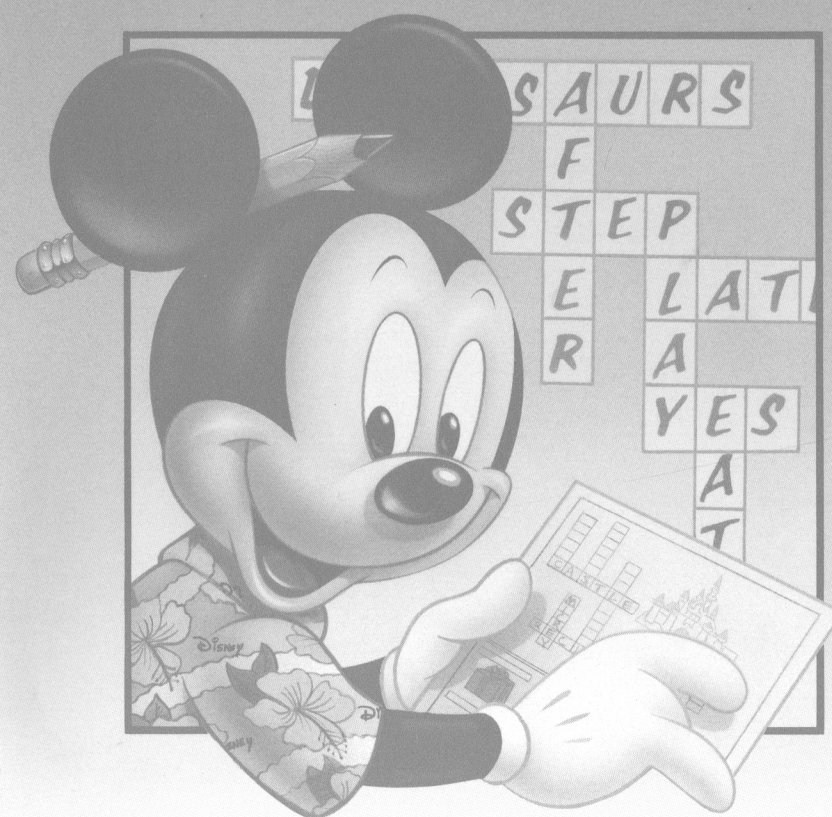




Mickey's Crossword Puzzle Maker



Instruction Guide

MICKEY'S CROSSWORD PUZZLE MAKER

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Getting Started

If you are using *Mickey's Crossword Puzzle Maker* for the first time, this chapter is for you. It will help you to get a fast start at working with the program. The chapter provides an easy-to-follow, step-by-step, guided tour of the following:

- playing a crossword puzzle
- creating a crossword puzzle

The Quick Start Card explains how to load the *Mickey's Crossword Puzzle Maker* program disk. Follow these directions, and you will soon see the title screen.

Next, you may be asked to type the answer to one of the clues from a puzzle in Creative Crossword Ideas. Type the answer, then press Return/Enter.

Now you will see the Main Menu. You are ready to begin the step-by-step, guided tour. Follow the directions exactly—without skipping any steps or pressing any extra keys. To make it easy to follow the directions, *all directions in this chapter to press keys, to type, or to switch disks are italicized*. As you follow the directions, there may be references to keys that are not on your keyboard. If so, see the Quick Start Card.

Don't worry if you make a mistake along the way. You can usually press the Esc key and move back to the screen or window you just left.

Playing a Crossword Puzzle

In this section, you will follow step-by-step directions to:

- choose the **Play a Puzzle** option, and then select a puzzle
- choose a picture to represent you, and then select a Disney character opponent
- read the **New User Keyboard Help**
- move around the game board and answer clues
- ask for a hint
- get **Super Bonus** points
- complete a game

CHOOSING THE PLAY A PUZZLE OPTION AND SELECTING A PUZZLE

At the **Main Menu**, **Play a Puzzle** is the highlighted option. Press Return/Enter to select **Play a Puzzle**.

You will see the **Play a Puzzle** menu. Press the ↓ (down arrow) key twice to highlight **Disney Puzzle**. Then press Return/Enter. (Note: if you are using 5.25" disks, you will be asked to switch disks in the disk drive throughout the program. Follow the directions on the screen.)

Next, you will see the menu of **Disney Puzzles**. Press the ↓ (down arrow) key 6 times to highlight **SNOW.WHITE**. Then press Return/Enter.

CHOOSING PLAYERS

You are prompted to type the name of the first player. Type your name. Then press Return/Enter.

Next, use the → (right arrow) key to highlight a picture of a boy or girl to represent you. Then press Return/Enter.

You are now prompted to choose another player. Press the right arrow key once to highlight **Donald**. (Donald is a better player than Goofy, but he's not as good as Mickey.) Then press Return/Enter.

NEW USER KEYBOARD HELP

You will see the **New User Keyboard Help**. This pop-up window lists the keyboard commands you use to play the game. When you have finished reading the **New User Keyboard Help**, press Return/Enter. The **Help** window will disappear, and you can begin playing the game.

MOVING AROUND THE GAME BOARD AND ANSWERING CLUES

The puzzle board looks a lot like other crossword puzzle boards. However, the *Mickey's Crossword Puzzle Maker* board includes black squares with numbers on them. These are **Bonus Squares**, and the number tells you how many points each square is worth. (Each regular square is worth 1 point.)

There is also a hidden **Super Bonus Square**. You discover it only after typing in the correct letter. We'll discuss this in detail below.

Now look at the upper right-hand corner of the screen. You see your picture, and your name is highlighted. This tells you it is your turn to play.

Next, look at the clue at the bottom of the screen:

The dwarf who wore glasses.

Now look at the flashing arrow on the puzzle's top row. The arrow shows where the answer to this clue goes.

Your first turn. Let's pretend that you don't know the answer to this clue. ***Press Return/Enter once.***

Notice that the flashing cursor has moved to the next space for an answer word written across. Also notice that the clue for this answer appears at the lower left corner of the screen.

The clue reads:

You would always say "gesundheit" to this dwarf.

Type the answer, SNEEZY, in the space. (If you land on the **Super Bonus Square**, jump to the section below, entitled ***Super Bonus Square***, and follow the directions. Then return here.) ***Then press Return/Enter.***

Now watch your score change. You get one point for each correct letter in a regular square. For a correct letter in a **Bonus Square**, you get the number of points that was in the square. You also get one extra point per letter because you completed a word.

Donald's first turn. It is Donald's turn. Donald moves the flashing arrow to a space at the lower left corner of the screen. The following clue appears in the upper right corner:

She was the fairest of them all.

Donald may type the answer, SNOWWHITE, correctly, or he may make some spelling errors. (If Donald lands on the **Super Bonus Square**, jump to the section below, entitled ***Super Bonus Square***. Then return here.) If he types the answer correctly, he gets his points for regular squares, **Bonus Squares**, and spelling the entire word. If he makes any mistakes, he only gets the points for the letters he spelled correctly.

If Donald types the wrong letter in a regular square, it becomes a **Bonus Square** worth 2 points. If he types the wrong letter in a **Bonus Square**, its value increases by 1 point.

Your second turn. When the flashing cursor reappears, it is your turn again. ***Press Return/Enter four times.***

Notice that the flashing cursor has moved among 4 answer words written across. It is now at the lower right corner of the screen. Also notice that the clue for this answer appears at the upper left corner.

GETTING HINTS

The clue for this answer word reads:

The dwarf who always yawned.

Let's pretend that you need a hint to get the correct answer. Notice the horizontal strip of pictures near the top of the screen. The strip is called the menu bar, and it is a kind of menu. The pictures on the menu bar are called icons. They tell you what the menu bar options do. The key icon stands for **Hint**.

Press the Esc key to use the menu bar.

The word **Hint** appears below the key icon. This means that the **Hint** option is the active choice on the menu bar. ***Press Return/Enter to get a hint.***

Now look again at the lower right corner of the screen—at the answer space with the flashing cursor. Notice that one of the letters has been revealed. This is your **Hint**.

Let's get one more hint. ***Press the Esc key to use the menu bar.*** The word **Hint** appears below the key icon. ***Press Return/Enter to get another hint.***

Notice that another of the letters in the answer word has been revealed. This is your second **Hint**.

Now, type in the answer, SLEEPY. Then press Return/Enter.

Watch your score change. You do not get points for the letters the program supplied as hints! You do get one extra point per letter because you completed the word—even for the letters that were supplied as hints.

SUPER BONUS SQUARE

When you or Donald discover the **Super Bonus Square**, the **Super Bonus** screen appears. *If you find it, press the spacebar to see how many extra points you get (from 1 to 16 points).* If Donald finds it, the program responds as though he has pressed the spacebar and gives him his points.

When the **Super Bonus** points have been added, the **Play a Puzzle** game screen returns. Then you or Donald can complete the turn.

COMPLETING THE GAME

Donald and you will keep taking turns until all the empty puzzle squares are filled with correct letters. The player with the higher score wins.

The winner receives an animated fireworks reward. *Press any key to go on.*

You will see the **Next Menu**. *Press the ↓ (down arrow) key 6 times to highlight Main Menu. Then press Return/Enter.*

You are now back at the **Main Menu**.

Creating a Crossword Puzzle

In this section, you will follow step-by-step directions to:

- choose the **Create a Puzzle** option, and then select a puzzle type
- read the **New User Keyboard Help**
- write answer words for your puzzle
- write Word Clues
- choose Picture Clues
- go to the **View a Puzzle** screen and add a **Background** picture to your puzzle
- move and reshape your puzzle
- save your puzzle onto a **Saved Puzzle** disk

CHOOSING THE CREATE A PUZZLE OPTION AND SELECTING A PUZZLE TYPE

At the Main Menu, press the ↓ (down arrow) key once to highlight Create a Puzzle. Then press Return/Enter.

You will see the **Create a Puzzle** menu. **Your Words** is the highlighted option. This allows you to create a puzzle with your own words. *Press Return/Enter to select Your Words.*

NEW USER KEYBOARD HELP

You will see the **New User Keyboard Help**. This pop-up window lists some of the keyboard commands you use when creating a puzzle. *When you have finished reading the New User Keyboard Help, press Return/Enter.* The **Help** window will disappear, and you can begin creating your puzzle.

WRITING ANSWER WORDS FOR YOUR PUZZLE

You are at the **Create a Puzzle** screen. The flashing cursor is at the space for answer word Number 1.

Type the word MICKEY. (If you make a mistake while typing, use the Delete/Backspace key to erase the letters.) Press Return/Enter when you have finished typing. The flashing cursor moves to the space for answer word Number 2.

Type the word MINNIE. Then press Return/Enter. The flashing cursor moves to the space for answer word Number 3.

Type the word DONALD. Then press Return/Enter. The flashing cursor moves to the space for answer word Number 4.

Type the word PLUTO. Then press Return/Enter. The flashing cursor moves to the space for answer word Number 5.

The program will later create a puzzle of these Disney character names.

WRITING WORD CLUES

Press the ↑ (up arrow) key 4 times—to get back to the word MICKEY.

Now you will write a **Word Clue** for the answer MICKEY. A **Word Clue** is a puzzle clue made up of words.

Press the Esc key to use the menu bar. The ABC icon stands for **Word Clue**. The words **Word Clue** appear under the ABC icon. This means that the **Word Clue** option is the active choice on the menu bar. *Press Return/Enter to select the Word Clue option.*

The flashing cursor will appear in the **Word Clue** box. *Start typing a clue for the answer MICKEY. (If you can't think of a clue, type My favorite boy mouse.) When the cursor gets to the end of a line, keep typing.* The text will automatically wrap to the next line. *(If you make a mistake, use the Delete/Backspace key to erase it.)*

When you have typed the entire clue, press Return/Enter. A check mark will appear next to answer Number 1 in the **Answers** column. The cursor will move to answer Number 2 in the **Answers** column.

Now you will write a **Word Clue** for the answer MINNIE. *Press the Esc key to use the menu bar. Then press Return/Enter to select the Word Clue option.*

The flashing cursor will appear in the **Word Clue** box. *Start typing a clue for the answer MINNIE. (If you can't think of a clue, type My favorite girl mouse.) When the cursor gets to the end of a line, keep typing.*

When you have typed the entire clue, press Return/Enter. A check mark will appear next to answer Number 2 in the **Answers** column. The cursor will move to answer Number 3 in the **Answers** column.

CHOOSING PICTURE CLUES

Now you will choose a **Picture Clue** for the answer DONALD. *Press the Esc key to use the menu bar.* The Mickey icon stands for **Picture Clue**.

When the words Word Clue appear, press the → (right arrow) key once. The words **Picture Clue** will now appear under the Mickey icon. This means that the **Picture Clue** option is the active choice on the menu bar. *Press Return/Enter to select the Picture Clue option.*

The **Picture Clue** pop-up menu will appear on the right side of the screen. You will choose a picture **By Name**.

Since By Name is highlighted, press Return/Enter.

The **Choose a Category** menu will appear. The category **Animals (A–K)** is highlighted. *Press the (down arrow) until the People category is highlighted, then press Return/Enter.*

A menu of picture names will appear. The word **more...** is highlighted. This option lets you see more picture names. *Press Return/Enter to select the more... option.*

Press the ↑ (up arrow) key once. The picture name **FARMER** is highlighted, and a picture of Donald Duck as a farmer appears.

Press Return/Enter to select FARMER as your picture clue for Donald.

A check mark will appear next to answer Number 3 in the **Answers** column. The cursor will move to answer Number 4 in the **Answers** column.

Now you will choose a **Picture Clue** for the answer **PLUTO**. *Press the Esc key to access the menu bar. Since the Picture Clue option is the active choice, press Return/Enter to select it.*

The **Picture Clue** pop-up menu will appear on the right side of the screen. A fast way to select a picture is to choose it **By Number**. All Picture Clues and their numbers are listed in Appendix A. Pluto is Picture Clue 22.

Press the ↓ (down arrow) key once to highlight By Number. Then press Return. Type the number 22. Then press Return/Enter.

The clue for Pluto is now the picture of him. *Check this by pressing the ↑ (up arrow) key once.*

GOING TO THE VIEW A PUZZLE SCREEN AND ADDING A BACKGROUND PICTURE

Press the Esc key to use the menu bar. Press the → (right arrow) key once. The word **View** will appear underneath the crossword puzzle icon. *Press Return/Enter to go to the View a Puzzle screen.*

You now see the puzzle you have created. Let's add a background picture.

Notice that the word **Shape** appears at the icon bar. *Press the → (right arrow) key once.* The word **Background** now appears under the background picture icon. *Press Return/Enter to select the **Background** option.*

You will see the **Choose a Background** menu. *Press the ↓ (down arrow) key 4 times to highlight **Mickey Mouse**. Then press Return/Enter.* The **Mickey Mouse** background picture will appear.

MOVING AND RESHAPING YOUR PUZZLE

Now let's move the puzzle to the right. *Press the ← (left arrow) key once.* The word **Shape** will appear at the icon bar underneath its icon. *Press Return/Enter to go to the **Shape** menu.*

The option **Move Puzzle** is highlighted. *Press Return/Enter to select **Move Puzzle**.* You will see the **Choose Puzzle Position** pop-up window. *Next, press the → (right arrow) key to move the puzzle to the right. Then press Return/Enter.* The puzzle has now moved to the right.

Now let's reshape the puzzle. Notice that the **Shape** option is still active at the menu bar. *Press Return/Enter to go to the **Shape** menu. Next, press the ↓ (down arrow) key once to highlight **New Shape**. Then press Return/Enter.* Your puzzle will have a new shape.

SAVING YOUR PUZZLE

Now let's save your puzzle onto a **Saved Puzzle** disk. You will need either a blank disk or a disk with files you no longer need.

Press the → (right arrow) key 3 times. The word **Next** will appear on the menu bar beneath the disk and printer icon. *Press Return/Enter to go to the **Next** menu.*

The **Save** option is highlighted. *Press Return/Enter to select the **Save** option. Next, type DISNEY as the name of the your puzzle. Then press Return/Enter.*

The following message will appear:

There is no Saved Puzzle disk
in your disk drive.

*Press the ↓ (down arrow) key to highlight **Create a Saved Puzzle disk**. Then press Return/Enter.*

*At the prompt, insert the disk that will become your **Saved Puzzle** disk. Then press Return/Enter.*

*The program may next ask you to indicate which disk drive contains the **Saved Puzzle** disk.*

*If your **Saved Puzzle** disk is in the highlighted drive, press Return/Enter.*

*If your **Saved Puzzle** disk is in a different drive use the ↓ (down arrow) key to highlight the correct drive. Then press Return/Enter.*

You will see a message confirming the drive containing your **Saved Puzzle** disk. *If the message is correct, press Return/Enter. (If the message is not correct, press Esc. Then repeat the process of inserting the disk and selecting the drive.)*

The program will create your **Saved Puzzle** disk. It will also save your puzzle on the disk.

This concludes your guided tour of **Mickey's Crossword Puzzle Maker**. By now you know a lot about how the program works.

If you want to print out your puzzle, select **Print** from the **Next** menu. Then turn to the next chapter, **A CLOSER LOOK**—to the section on *Printing Puzzles*, beginning on page 34.

If you want to quit for now, select **Main Menu** from the **Next** menu. The next time you use **Mickey's Crossword Puzzle Maker**, you can load the Disney1 puzzle you created by selecting **Load A Puzzle** from the **Main Menu**. (The next chapter, **A CLOSER LOOK**, contains a section on *Load A Puzzle*, beginning on page 31.)

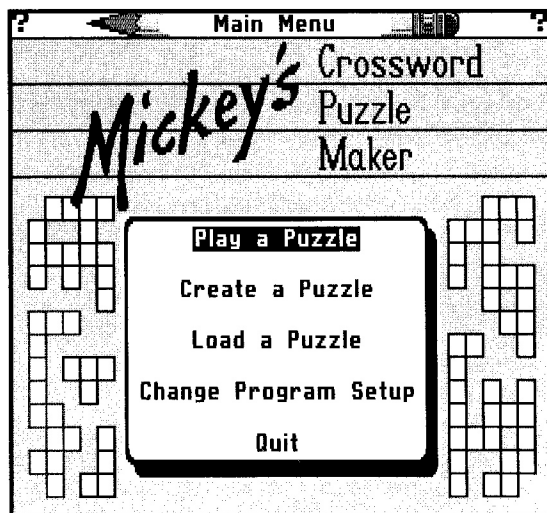
A Closer Look

This chapter serves as a reference guide. If you need detailed information on a specific menu or activity screen in *Mickey's Crossword Puzzle Maker*, you will find it in this chapter. The chapter covers:

- The Main Menu
- Play a Puzzle
- Create a Puzzle
- Load a Puzzle
- Change Program Setup
- Printing, Saving, and Disk Options

The Main Menu

The **Main Menu** is the screen you see right after the title and credit screens. Think of the **Main Menu** as your "home base." You can get to any of the program's activities from this menu. It looks like this:



The **Main Menu** lists four choices.

Play a Puzzle

Create a Puzzle Load a Puzzle Change Program Setup

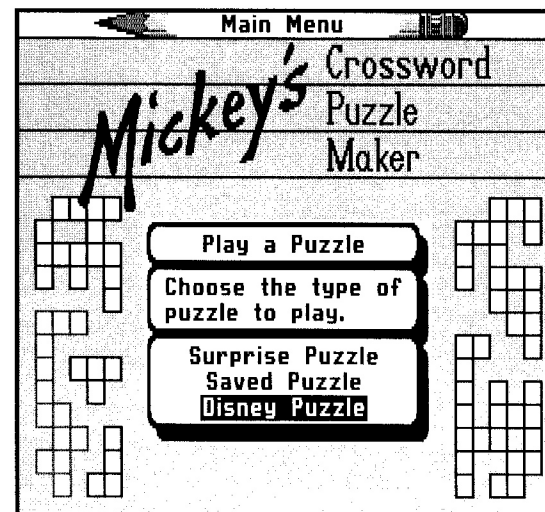
These choices are explained in detail below. In addition, you can view on screen the **Main Menu Help**—a brief explanation of each option—by pressing the ? (question mark) key.

When you are ready to make your choice, use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

(NOTE: If you are using 5.25" disks, you will be asked to switch disks or to switch to the other side of the disk already in the disk drive, throughout the program. Follow the directions on the screen.)

Play a Puzzle

When you choose the **Play a Puzzle** option from the **Main Menu**, you will see this pop-up menu:



Use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter. (NOTE: Selecting items from a menu is made this way throughout **Play a Puzzle**.)

SURPRISE PUZZLES

Surprise Puzzles are created from the program's dictionary of words. There are over 500 words in the dictionary. When you select the **Surprise Puzzle** option, a pop-up menu gives you a choice of level.

Level One puzzles include words appropriate for children ages 6 and 7. There are 4 to 8 answers per puzzle.

Level Two puzzles include words appropriate for children ages 8 and 9. There are 8 to 20 answers per puzzle.

Level Three puzzles include words appropriate for children ages 10 and 11. There are 8 to 20 answers per puzzle.

Mixed puzzles include words from the three other levels. There are 8 to 20 answers per puzzle.

Highlight the level you want. Then press Return/Enter.

SAVED PUZZLES

Saved Puzzles are puzzles you have created and saved onto a **Saved Puzzle** disk.

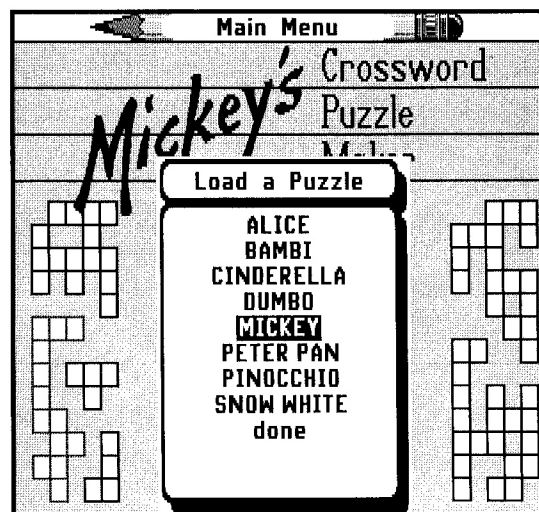
When you select the **Saved Puzzle** option, you will be asked to insert a **Saved Puzzle** disk. Then press Return/Enter to go on.

A list of **Saved Puzzles** will appear. Highlight the puzzle you want. Then press Return/Enter.

DISNEY PUZZLES

Disney Puzzles are puzzles about famous Disney characters. There are eight **Disney Puzzles** in all.

The following list of **Disney Puzzles** will appear:



Use the arrow keys (or the Tab key or spacebar) to highlight the puzzle you want. Then press Return/Enter.

CHOOSING PLAYERS

Before you begin playing the game, you will be prompted to tell the computer who will be playing.

Type the name of the first player. Then press Return/Enter.

Next, select a picture to represent the first player.

Then decide if you will play against the computer, against another person, or just by yourself. Here are your choices:

Goofy: Choose this option to play against the computer at its easiest (**smart**) level. When you play against **Goofy**, he makes a lot of mistakes during his turn.

Donald: Choose this option to play against the computer at its medium (**smarter**) level. When you play against **Donald**, he makes some mistakes during his turn.

Mickey: Choose this option to play against the computer at its most difficult (**smartest**) level. When you play against **Mickey**, he makes very few mistakes during his turn.

A Friend: Choose this option to play against another person.

Type the name of the second player.

Then press Return/Enter.

Next, choose a picture to represent the second player. Use the arrow keys (or the Tab key or spacebar) to highlight the picture you want. Then press Return/Enter.

Just You: Choose this option to play by yourself.

GETTING ON-SCREEN HELP

There are two kinds of on-screen help: automatic **New User Keyboard Help** and optional **Help**.

New User Keyboard Help. After you have chosen players for the game, if you are a new user of *Mickey's Crossword Puzzle Maker*, you will see the **New User Keyboard Help**. This pop-up window lists the keyboard commands you use to play the game.

(NOTE: You can eliminate all the **New User Keyboard Help** by going to the **Main Menu** and choosing the **Change Program Setup** option.)

When you have finished reading the **New User Keyboard Help**, press Return/Enter. The **Help** window will disappear, and you can begin playing the game.

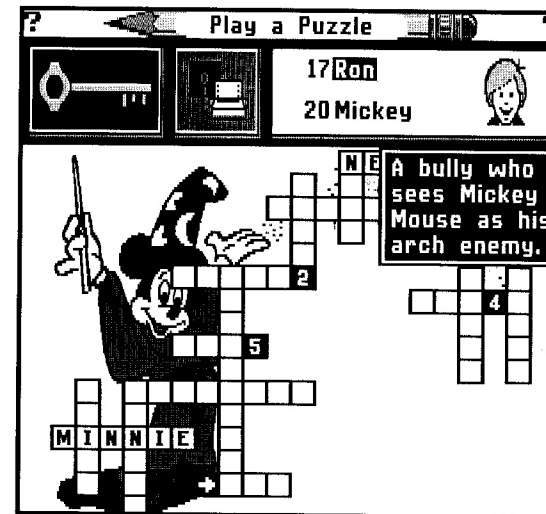
Optional Help. While playing the puzzle game, players can call up optional **Help** by pressing the ? (question mark) key. This presents a series of **Help** screens with information about the **Play a Puzzle** screen's menu bar and keyboard commands.

Press Return/Enter to cycle through the **Help** screens. Press Esc to return to the game.

TAKING TURNS DURING THE GAME

If you are playing by yourself (**Just You**), you can just keep play-

ing until you solve the puzzle. If you are playing against **Goofy**, **Donald**, **Mickey**, or **A Friend**, you play the game by taking turns. The screen will look something like this:



You know whose turn it is by looking at the picture and the highlighted name at the upper right-hand corner of the screen.

CHOOSING A PUZZLE CLUE

A player begins a turn by choosing a clue to answer. *You do not have to answer the first clue that appears on the screen!* A flashing arrow shows the currently selected word in the puzzle. To choose a different clue, move the flashing arrow to a different puzzle word by pressing Return/Enter.

When you have chosen a clue, you can begin typing your answer, *or* you can get a hint.

GETTING A HINT

To get a hint, press the Esc key to move to the menu bar. (The key icon stands for **Hint**. The disk and print icon stands for **Next**.)

If the word **Hint** appears, press Return/Enter.

If the word **Next** appears, press → once. Then press Return/Enter.

One of the letters in the puzzle word you selected will be revealed.

You can now begin typing your answer, *or* you can get *another* hint.

(NOTE: When your turn is over, you will not receive any points for letters revealed using **Hint**.)

TYPING YOUR ANSWER

When you think you know the answer, type the correct letters. The flashing arrow marks the square where the letter you type will appear. If you need to move the arrow to a different square:

Press ← to move one square to the left.

Press → to move one square to the right.

Press ↓ to move one square down.

Press ↑ to move one square up.

Press the spacebar to cycle through all the squares of the puzzle word you selected.

BONUS SQUARES

A **Bonus Square** is any black square with a large white number on it. Sometimes the program automatically places **Bonus Squares** in a puzzle. A regular square becomes a **Bonus Square** after a player types an incorrect letter in it.

The number in a **Bonus Square** tells you how many points you will get if you type in the correct letter.

SUPER BONUS SQUARE

In each game, there is one hidden **Super Bonus Square**. You discover it only after typing in the correct letter. Then the **Super Bonus** screen appears. You press the spacebar to see how many extra points you get (from 1 to 16 points).

When your **Super Bonus** points have been added, the **Play a Puzzle** game screen returns. Then you can complete your turn.

ENDING YOUR TURN

Press Return to end your turn. The program then adds the points you earned to your score. (See **Scoring** below.)

For each letter you typed incorrectly, the program adds one bonus point to the value of that puzzle square. If the square was a regular square, it becomes a **Bonus Square**. The maximum number of points for a **Bonus Square** is 9.

SCORING

At the end of your turn, your new score appears next to your name, at the upper right-hand corner of the screen. Points are awarded for correct letters and correct answers to puzzle clues. You get:

- 1 point for each correct letter on a regular square
- 1 additional point for each letter when the entire answer to the clue is correct
- 1–9 points for each correct letter in a **Bonus Square**; the number in the **Bonus Square** determines the number of points
- 1–16 extra points for typing the correct letter in the hidden **Super Bonus Square**; your spin at the **Super Bonus** screen determines the number of extra points

ENDING THE GAME

The game continues until all the empty squares have been filled in. The winner is the player with the highest score.

GAME STRATEGIES

During each turn, you will want to earn the highest number of points possible. Choose carefully which clue you will answer. Here are some tips for deciding which clue to pick.

- First, read all the clues, and look at the puzzle squares where you must type the answers
- Next, decide which clues you can answer and *spell correctly* (REMEMBER: If even one letter is not correct, you will not receive double points for each letter in the word.)
- Of all the clues you are sure you can answer, choose the one that will give you the best score. Keep the following in mind.

Longer answers can score many points, even if some letters have already been revealed. (REMEMBER: If you complete the correct answer, you receive an extra point for each letter in the word—even letters you didn't type!)

Answers with **Bonus Squares** result in higher scores. The more **Bonus Squares**, the higher the score.

Answers with many blank squares increase your chances of finding the **Super Bonus Square**.

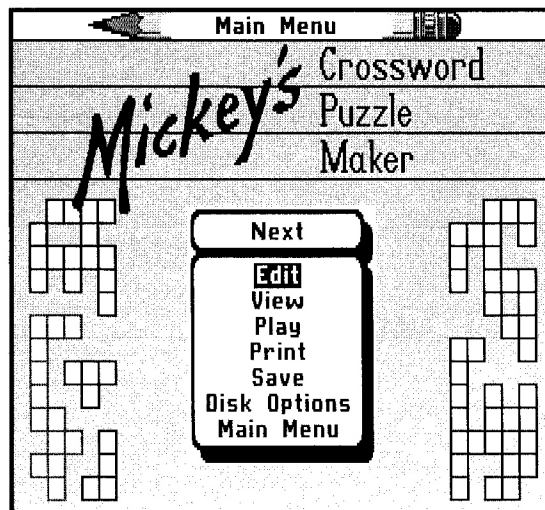
NEXT MENU

The **Next** pop-up menu allows you to move to any part of the program. You can view the menu during a puzzle game or at the end of a game.

To see the menu, press the Esc key to move to the menu bar. (The key icon stands for **Hint**. The disk and print icon stands for **Next**.)

If the word **Hint** appears, press the → (right arrow) once. Then press Return/Enter. The **Next** pop-up menu will appear. If the word **Next** appears, just press Return/Enter. The **Next** pop-up menu will appear.

The **Next** menu will look like this:



Play lets you choose a puzzle to play—either the same one you just left or a different one.

Edit takes you to the **Edit a Puzzle** screen. There you can edit the puzzle you were just playing. (See the section on the **Edit a Puzzle Screen**, beginning on page 24, for more detail.)

View takes you to the **View a Puzzle** screen. There you can change the look of the puzzle you were just playing. (See the section on the **View a Puzzle Screen**, beginning on page 27, for more detail.)

Print allows you to print out copies of the puzzle you were just playing. (See the section on **Printing Puzzles**, beginning on page 35, for more detail.)

Save allows you to save the puzzle you were just playing to a **Saved Puzzle** disk. (See the section on **Saving Puzzles**, beginning on page 38, for more detail.)

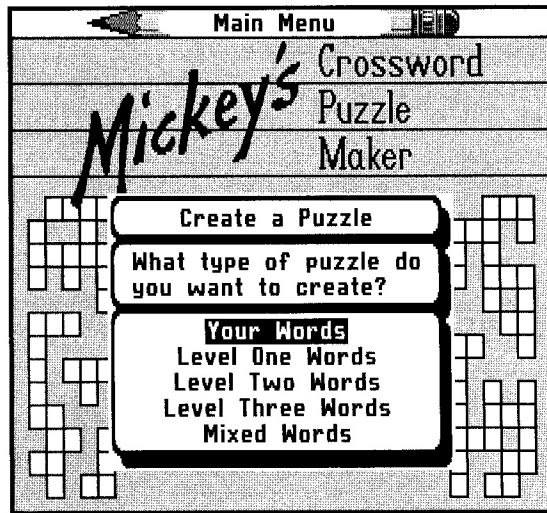
Disk Options takes you to the **Disk Options** pop-up menu. (See the section on **Disk Options**, beginning on page 39, for more detail.)

Main Menu takes you back to the **Main Menu**. This will erase the puzzle you were just playing. Therefore, if your puzzle is not already saved, you are given the option of saving your puzzle onto a **Saved Puzzle** disk.

When you are ready to make your choice, use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

Create A Puzzle

When you choose the **Create a Puzzle** option from the **Main Menu**, you will see this pop-up menu:



Choose **Your Words** if you want to create a puzzle made up of your own words and clues.

The other options allow you to create and edit puzzles using the program's built-in dictionary of over 500 words.

Level One Words are appropriate for children ages 6 and 7. The program will create a puzzle with 4 to 8 answers.

Level Two Words are appropriate for children ages 8 and 9. The program will create a puzzle with 8 to 20 answers.

Level Three Words are appropriate for children ages 10 and 11. The program will create a puzzle with 8 to 20 answers.

Mixed Words are selected from the three other levels. The program will create a puzzle with 8 to 20 answers.

Use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

GETTING ON-SCREEN HELP

There are two kinds of on-screen help: automatic **New User Keyboard Help** and optional **Help**.

New User Keyboard Help. After you have chosen the type of puzzle you will create or edit, if you are a new user of *Mickey's Crossword Puzzle Maker*, you will see the **New User Keyboard Help**. This pop-up window lists the keyboard commands you will use.

(NOTE: You can eliminate all the **New User Keyboard Help** screens by going to the **Main Menu** and choosing the **Change Program Setup** option.)

When you have finished reading the **New User Keyboard Help**, press Return/Enter. The **Help** window will disappear, and you can begin creating or editing your puzzle.

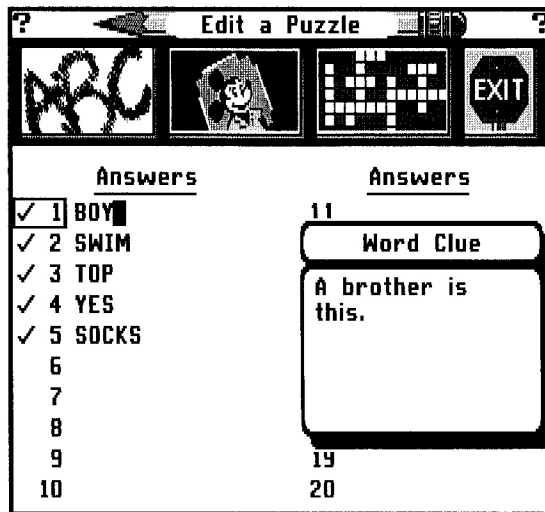
Optional Help. While at the **Create a Puzzle**, **Edit a Puzzle**, or **View Puzzle** screen, players can call up optional **Help** by pressing the ? (question mark) key. This presents a series of **Help** screens with information about the screen's menu bar and keyboard commands.

Press Return/Enter to cycle through the **Help** screens. Press Esc to return to creating a puzzle.

CREATE/EDIT PUZZLE SCREEN

The **Create a Puzzle** screen is where you create answers and clues for puzzles you develop totally from scratch (after choosing **Create a Puzzle—Your Words**).

The **Edit a Puzzle** screen is almost the same as the **Create a Puzzle** screen, except that here you edit answers and clues for a puzzle the program created for you. You can also create additional answers and clues. The screen will look something like this:



This picture shows a puzzle created from the program's dictionary of words. If you had selected **Your Words** from the **Create a Puzzle** pop-up menu, the spaces for answers would be blank, and the clue box would not appear.

Creating or editing answers. For any puzzle, you can create as many as 20 answers. You can write or edit an answer whenever you see the cursor flashing in one of the two **Answers** columns.

To create an answer: Start at a number that has no answer after it. Use the **↑** and **↓** keys to move the cursor to the number you want.

Next, start typing your answer. (Only one-word answers are allowed. The word will appear in all upper case.)

Press Return/Enter when you are done. The cursor will move

down to the next answer number.

To edit an answer: Use the **↑** and **↓** keys to move the cursor to the answer you want to edit. The flashing cursor will be at the end of the word.

To delete a series of single letters:

Use the **←** and **→** keys to move the cursor just to the right of the last letter you want to delete.

Then press the Delete/Backspace key once for each letter you want to delete.

The fastest way to create or edit a puzzle is to type all your answer words first, and then create or edit the clues. However, the order in which you work is really up to you.

For each answer, you have a choice between two types of clues: a **Word Clue** or a **Picture Clue**.

Word Clue. To write or edit a **Word Clue** for an answer, use the **↑** and **↓** keys to move the cursor to that answer.

Next, press Esc to use the menu bar. (The ABC icon stands for **Word Clue**.)

If the words **Word Clue** appear, press Return/Enter.

If the words for a different menu bar option appear (**Picture Clue**, **View**, or **Exit**), use the **←** or **→** keys to move to the **Word Clue** option. Then press Return/Enter.

The flashing cursor will appear in the **Word Clue** box. The box may be empty or it may already contain a clue.

Creating a Word Clue: Start typing. When the cursor gets to the end of a line, keep typing. The text will automatically wrap to the next line. (You can type up to 6 lines.)

When you have typed the entire clue, press Return/Enter. A check mark will appear next to the answer in the **Answers** column. The cursor will move to the **Answers** column—to the next answer number.

Editing a Word Clue: If there is already a clue in the **Word Clue** box, the flashing cursor will be at the end of the clue.

To delete a series of single letters:

Use the ← and → keys to move the cursor *just to the right* of the last letter you want to delete.

Then press the Delete/Backspace key once for each letter you want to delete.

(NOTE: If you accidentally move to the menu bar and want to return to the **Answers** columns, just press the Esc key once.)

Picture Clue. To choose or edit a **Picture Clue** for an answer, use the ↑ and ↓ keys to move the cursor to that answer.

Next, press Esc to use the menu bar. (The **Mickey Mouse** icon stands for **Picture Clue**.)

If the words **Picture Clue** appear, press Return/Enter.

If the words for a different menu bar option appear (**Word Clue**, **View**, or **Exit**), use the ← or → keys to move to the **Picture Clue** option. Then press Return/Enter.

The **Picture Clue** pop-up menu will appear. It offers two ways of choosing **Picture Clues**: **By Name** or **By Number**.

When you are ready to make a your choice, use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

By Name: The **Choose a Category** menu will appear. Highlight the category you want. (Or you can highlight **Other Graphics Disk** to load a picture from another *Mickey's Crossword Puzzle Maker* graphics disk.) Then press Return/Enter. A menu of picture choices will appear.

To see one of the picture choices, highlight its name. To select that picture as your **Picture Clue**, press Return/Enter. A check mark will appear next to the answer in the **Answers** column. The cursor will move to the **Answers** column—to the next answer number.

If you don't like the choices on the menu, highlight the **more...** option. Then press Return/Enter. (You can keep using the **more...** option to flip through more picture choices. When you get to the last picture choices in the category, you can select

start again to go back to the first list of picture choices.)

If you want to try a different category, press the Esc key. The **Choose a Category** menu will reappear.

If you are planning to print out your puzzle, you may want to draw or paste in your own **Picture Clues**. To get an empty **Picture Clue** frame for your own pictures:

Highlight either **Things at Home** or **Things at School** at the **Choose a Category** menu. Then press Return/Enter.

Flip through the lists of pictures until you see the picture named **EMPTY**.

Highlight **EMPTY**. Then press Return/Enter. Later, when your puzzle prints out you can place your own picture inside the empty frame.

By Number. Choosing a **Picture Clue** by number is usually faster than choosing one by name. However, you *must* know the picture's number *in advance*. (The **Picture Clues** and their numbers are listed in Appendix A.)

To choose a picture **By Number**, just type the picture's number when the **Choose by Number** box appears. Then press Return/Enter. A check mark will appear next to the answer in the **Answers** column. The cursor will move to the **Answers** column—to the next answer number.

(NOTE: If you accidentally move to the menu bar and want to return to the **Answers** columns, just press the Esc key once.)

Additional menu bar options. Besides **Word Clue** and **Picture Clue**, there are two other options on the menu bar: **View** and **Exit**.

View: Choose **View** (the crossword puzzle icon) to go to the **View a Puzzle** screen, where you can see the puzzle you have created. You can also change the puzzle's look. (See the section on the **View a Puzzle Screen**, below, for more detail.)

Exit: Choose **Exit** (the EXIT icon) to return to the **Main Menu**.

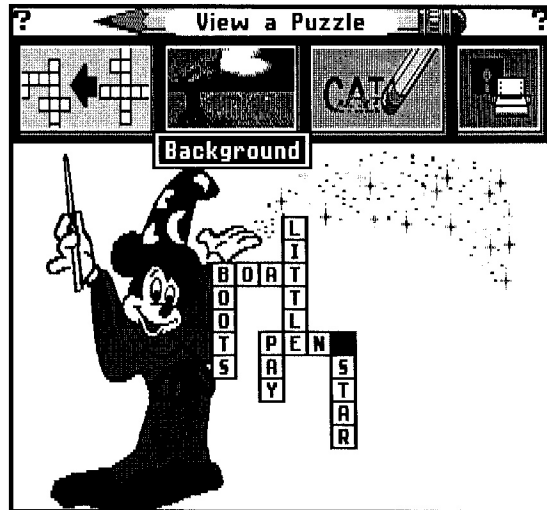
VIEW A PUZZLE SCREEN

The **View a Puzzle** screen is where you can see the puzzle you have created and can change its look. You can get to the

View a Puzzle screen by selecting the **View** option from any of the following:

- the **Create a Puzzle** menu bar
- the **Edit a Puzzle** menu bar
- a **Next** menu

The **View a Puzzle** screen will look something like this:



The puzzle will appear on the screen. The size of the squares will depend on the number of answer words in the puzzle. Puzzles with only a few words (2 to 6) will have large squares. Puzzles with more words will have small squares.

The **View a Puzzle** menu bar offers you four choices:

- **Shape**
- **Background**
- **Edit**

■ Next

To select the option you want, use the ← or → keys to move from choice to choice. When the name of the option you want appears, press Return/Enter.

The **View a Puzzle** menu bar options are explained below.

Shape. The **Shape** option lets you change the puzzle's shape or its position on the screen. You will want to use this option when the puzzle is covering up an important part of the background picture.

When you first choose the **Shape** option, you are given two choices: **Move Puzzle** and **New Shape**.

Move Puzzle: Choose this option to select any of nine screen positions for your puzzle. Select a position, then press Return/Enter. The puzzle will disappear, then reappear in its new position.

New Shape: Choose this option to change the puzzle's shape on the screen. You can usually try this option many times. Each time, the program will create a **New Shape** for the puzzle. (The number of **New Shapes** available will depend on the size of the puzzle and the number of common letters.)

If you use **New Shape** and then choose the **Shape** option again, the menu will include a new choice: **First Shape**.

First Shape: Choose this option to change the puzzle back into its original shape.

If you use **New Shape** two or more times and then choose the **Shape** option again, the menu will include still another choice: **Previous Shape**.

Previous Shape. Choose this option to change the puzzle back into the shape it had before you last chose **New Shape**.

Background. The **Background** option lets you change the background picture that appears with your puzzle. When you first choose the **Background** option, you may select a background for your puzzle. When you next choose the **Background** option, you are given three choices: **Flip**, **Choose Background**, and **Delete Background**.

Flip: Choose this option to reverse, or flip, the background picture from left to right.

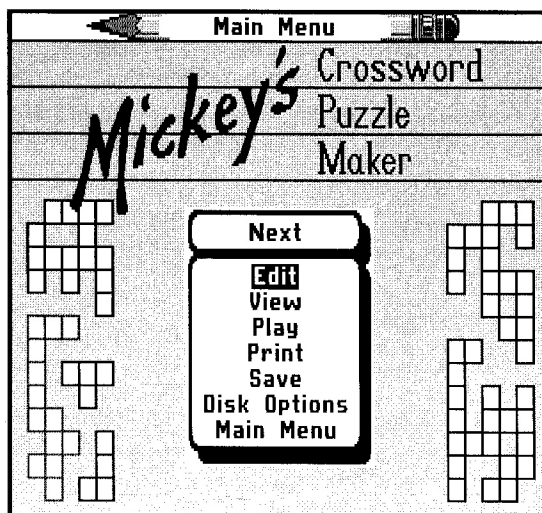
Choose Background: Choose this option to select a different background picture from the one currently on screen. The **Choose a Background** menu will appear. This gives you a choice among 8 Disney pictures and 2 picture frames. (See Appendix B for the complete list of background graphics.) You can also choose **Other Graphics Disk** to load a background picture from another *Mickey's Crossword Puzzle Maker* graphics disk.

Delete Background: Choose this option to delete the background picture currently on screen. Your puzzle will disappear, then reappear on a white background.

(NOTE: If you select **Delete Background** and then choose the **Background** from the menu bar again, the **Choose a Background** menu will automatically appear.)

Edit. This option takes you to the **Edit a Puzzle** screen. There you can edit the puzzle currently on the screen. (See the section on the *Edit Puzzle Screen*, beginning on page 24, for more detail.)

Next. The **Next** pop-up menu allows you to move to the other parts of the program. The **Next** menu will look like this:



Save allows you to save the puzzle currently on the screen to a **Saved Puzzle** disk. (See the section on *Saving Puzzles*, beginning on page 38, for more detail.)

Play lets you play the puzzle currently on the screen. (See the section on *Play a Puzzle*, beginning on page 13, for more detail.)

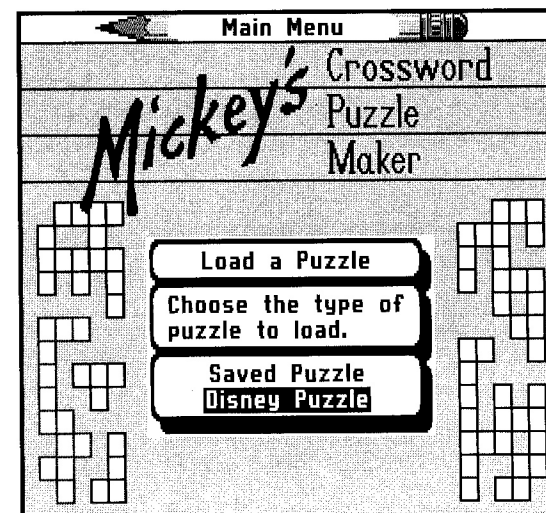
Print allows you to print out copies of the puzzle currently on the screen. (See the section on *Printing Puzzles*, beginning on page 35, for more detail.)

Disk Options takes you to the **Disk Options** pop-up menu. (See the section on *Disk Options*, beginning on page 39, for more detail.)

Main Menu takes you back to the **Main Menu**. This will erase the puzzle that is currently loaded. Therefore, you are given the option of saving your puzzle onto a **Saved Puzzle** disk.

Load a Puzzle

When you choose the **Load a Puzzle** option from the **Main Menu**, you will see this pop-up menu:

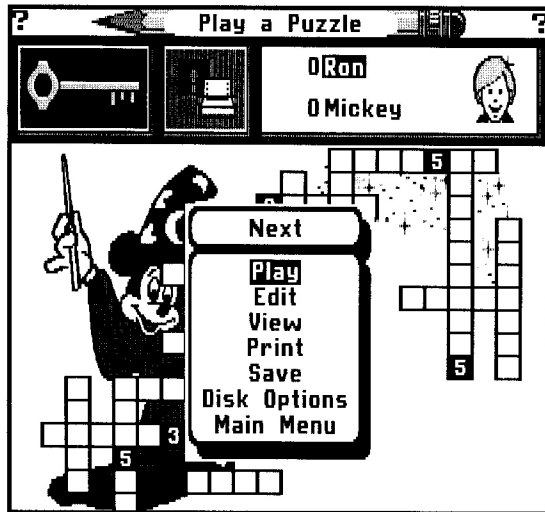


Puzzle choices. The **Saved Puzzle** and **Disney Puzzle** options are described in the section on *Play a Puzzle*, beginning on page 13.

Use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

Next menu. After you have loaded a puzzle, the **Next** pop-up menu appears. This allows you to move to any part of the program and use the puzzle you just loaded.

The **Next** menu will look like this:



Edit takes you to the **Edit a Puzzle** screen. There you can edit the puzzle you just loaded. (See the section on the *Edit Puzzle Screen*, beginning on page 24, for more detail.)

View takes you to the **View a Puzzle** screen. There you can change the look of the puzzle you just loaded. (See the section on the *View a Puzzle Screen*, beginning on page 27, for more detail.)

Play lets you play the puzzle you just loaded. (See the section on *Play a Puzzle*, beginning on page 13, for more detail.)

Print allows you to print out copies of the puzzle you just loaded. (See the section on *Printing Puzzles*, beginning on page 35, for more detail.)

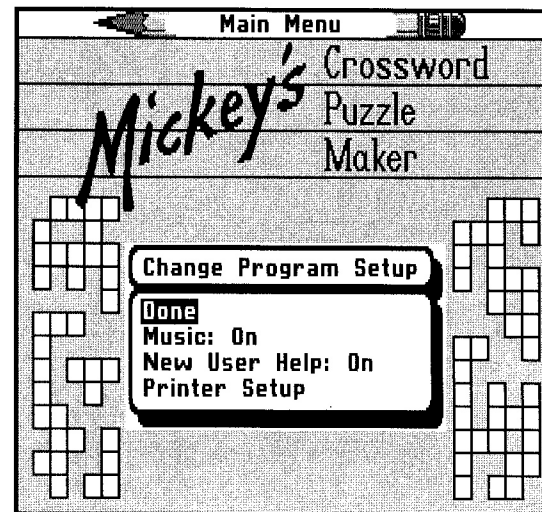
Save allows you to save the puzzle you just loaded to a **Saved Puzzle** disk. (See the section on *Saving Puzzles*, beginning on page 38, for more detail.)

Disk Options takes you to the **Disk Options** pop-up menu. (See the section on *Disk Options*, beginning on page 39, for more detail.)

Main Menu takes you back to the **Main Menu**. This will erase the puzzle that is currently loaded.

Change Program Setup

When you choose the **Change Program Setup** option from the **Main Menu**, you will see this pop-up menu:



The **Music**, **New User Help**, and **Printer Setup** options allow you to change the way the program operates.

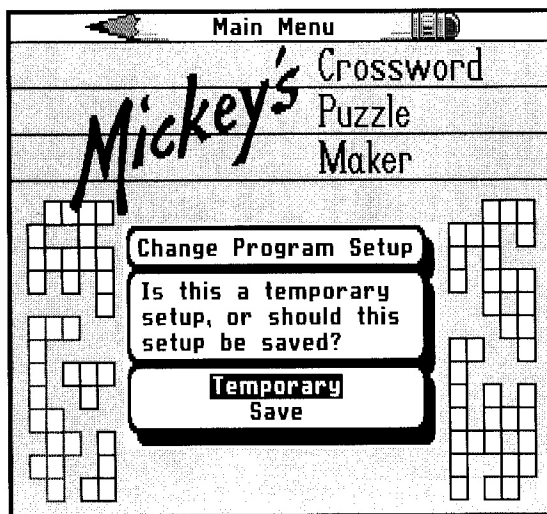
Music: This option allows you to turn the music **On** or **Off** throughout the program.

New User Help. The program comes with **New User Help** set to **On**. This means that you automatically see **New User Help** windows when you use **Play a Puzzle** or **Create a Puzzle**. When you become familiar with the program, you may want to turn these help windows **Off**.

Printer Setup. This option allows you to choose and save the printer settings you will use most of the time. The **Printer Setup** options are described in detail in the section on *Printing Puzzles*, beginning on page 35. When you have

made your changes to the **Printer Setup**, highlight the **Done** option. Then press Return/Enter.

When you have made all your changes to the program setup, highlight the **Done** option. Then press Return/Enter. You will see the following pop-up window:



If you want the changes you just made to be *only* for this session of *Mickey's Crossword Puzzle Maker*, select **Temporary**; then press Return/Enter. The changes will *not* be saved for the next time you use the program.

If you want the changes you just made to be saved for the next time you use the program, select **Save**; then press Return/Enter.

Printing, Saving, and Disk Options

Print, **Save**, and **Disk Options** are choices available throughout the program on the **Next** menus. A **Next** menu can be accessed:

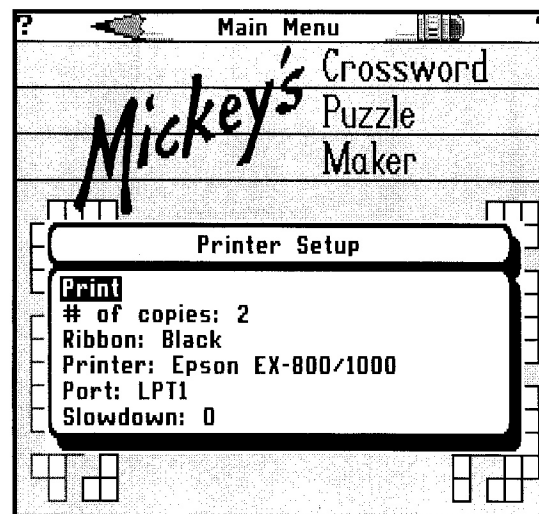
- at the **Play a Puzzle** screen
- at the **View a Puzzle** screen
- by choosing **Load a Puzzle** from the **Main Menu** and then selecting a puzzle type

To make a selection from a **Next** menu, highlight it, then press Return/Enter.

Printing, Saving, and **Disk Options** are described below.

PRINTING PUZZLES

Select **Print** from a **Next** menu when you want to play a puzzle on paper instead of on the computer. You will see a **Printer Setup** pop-up menu that looks something like this:



Printer setup. If you want to change a setting at the **Printer Setup** menu, highlight it. Then press Return/Enter.

of Copies: This shows how many copies of your puzzle the program will print out at one time. Type a number from 1 to 99. Then press Return/Enter.

Ribbon: This shows the type of ribbon in your printer: **Black** or **Multi-Color**. (NOTE: Only some printers can use **Multi-Color** ribbons.)

Bold: Choose **Yes** for **Bold** (darker) print, or **No** for regular (lighter) print. Printing in **Bold** creates a higher quality print but takes longer and uses up your ribbon faster. You may want to choose **Bold: Yes** only to make your final copy. (NOTE: Only some printers can print in **Bold**.)

Printer: This sets your brand and model of printer. If you don't see your printer on the list, check your printer user's manual.

Your printer may be compatible with one of the listed printers.

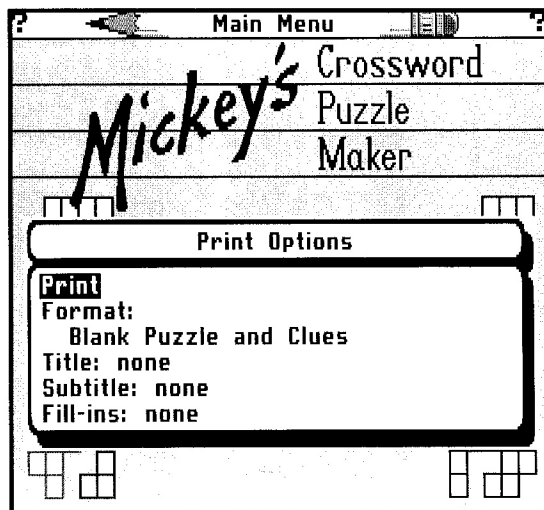
Card: This sets your brand and model of printer card. If you don't see your card on the list, check your printer card user's manual. Your card may be compatible with one of the listed cards. (NOTE: Some computers do not require a printer card and will not have this selection.)

Slot: This sets the slot inside your computer that holds your printer card. (NOTE: Apple II family computers have 7 slots; Slot 1 usually holds the printer card. On MS-DOS computers, this option is called Port.)

Slowdown: This sets the speed at which your computer sends data to your printer (from 0 to 6). The *higher* the number, the *slower* the speed. For most printers, 0 is the best setting. However, if your printed puzzles are missing characters or have extra characters, try a higher number. (NOTE: With some printers and printer cards, the **Slowdown** will automatically change to a number higher than 0. If so, you can change to an even higher number but not to a lower number.)

When you have finished making all your changes in the **Printer Setup**, highlight the **Print** option. Then press Return/Enter.

Print options: After you select **Print** at the **Printer Setup** menu, you will see the **Print Options** menu.



These options allow you to control the look of the printed puzzle.

Format: You have a choice of three puzzle formats.

Blank Puzzle and Clues prints your puzzle with empty squares at the top of the page, with the clues underneath. This is the most common puzzle format.

Blank Puzzle, Clues, and Word Box also includes a list of the correct answers—for children who need to see word spellings before they can complete the puzzle. (NOTE: This option is not available for puzzles with more than 15 answer words.)

Completed Puzzle and Clues prints the correctly completed puzzle at the top of the page, with the clues underneath. This can be used as an answer key.

Played Puzzle prints the puzzle you have just finished playing. (NOTE: This option is *only* available if you go to **Print** from the **Next** menu that appears when you finish playing a puzzle.)

Title: Choose this option to type a title for your puzzle. After typing the title, press Return/Enter. When your puzzle prints out, the title will appear at the top.

Subtitle: Choose this option to type a subtitle for your puzzle. After typing the subtitle, press Return/Enter. When your puzzle prints out, the subtitle will appear in smaller letters beneath the title. (NOTE: This option is not available for puzzles in the **Played Puzzle** format.)

Fill-ins: Choose this option to print out puzzles with some of the correct letters filled in. You can specify any or all of the following to be printed:

All Vowels

All First Letters

All Last Letters

Letter Combination (any combination of up to 4 letters that you specify)

These options can be used as hints, or to stress the commonalities among the answer words (e.g., silent e words). (NOTE: This option is *not* available for puzzles in the **Completed Puzzle and Clues** or **Played Puzzle** format.)

How the puzzle clues print out. Puzzles with approximately 6 word clues or less and *no* picture clues will be printed with the clues in large letters. Puzzles with more than 6 clues and puzzles containing picture clues will be printed with the clues in smaller letters.

SAVING PUZZLES

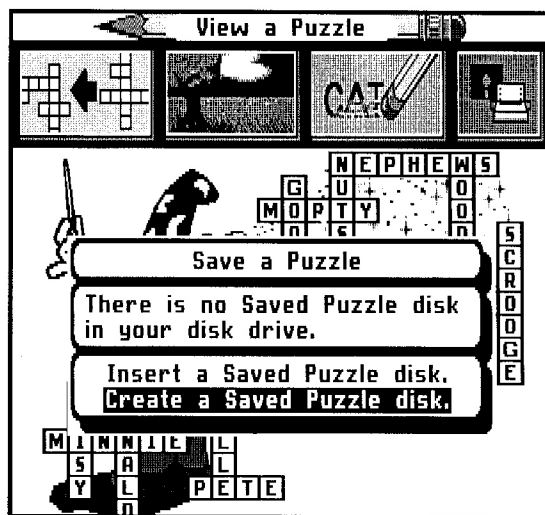
Select **Save** from a **Next** menu when you want to save a puzzle onto a **Saved Puzzle** disk. You will be prompted to:

Type the name for the puzzle you want to save.

Saving your puzzle. The name must begin with a letter. Spaces are not allowed between words. The name will appear in all upper case letters as you type.

Give your puzzle a name that will help you remember what it is about. Avoid very general names like PUZZLE or CROSSWORD. If you are saving more than one version of the same puzzle, you may want to include the date in the name so you can tell the versions apart.

When you have typed the puzzle's name, press Return/Enter. If a **Saved Puzzle** disk is in the disk drive, the puzzle will be saved. If a **Saved Puzzle** disk is not in the disk drive, you will see the following pop-up window:



If you have already created a **Saved Puzzle** disk, insert it in the drive. Choose **Insert a Saved Puzzle disk**, then press Return/Enter. Your puzzle will be saved onto the disk.

Creating a Saved Puzzle disk. If you have *not* already created a **Saved Puzzle** disk or you want to create a new **Saved Puzzle** disk, choose **Create a Saved Puzzle disk**. Then press Return/Enter. You will be prompted to:

Insert the disk to be made into a Saved Puzzle disk.

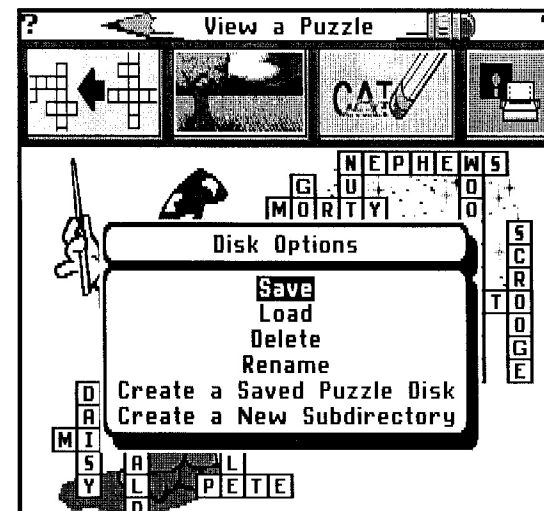
Insert a blank disk or a disk containing files you no longer need into the disk drive.

(NOTE: Make sure that the disk is *not* write-protected. A 5.25-inch disk is write-protected if the notch in the upper right corner has tape over it. A 3.5-inch disk is write-protected if the sliding plastic tab is in the open position.)

When the disk you want as your **Saved Puzzle** disk is in the drive, press Return/Enter. Follow the screen prompts. The program will convert your disk into a **Saved Puzzle** disk *and* will save the your puzzle onto the disk.

DISK OPTIONS

When you select **Disk Options** from a **Next** menu, a pop-up menu gives you the following choices:



Use the arrow keys (or the Tab key or spacebar) to highlight the option you want. Then press Return/Enter.

Save. This option allows you to save the currently loaded puzzle to a **Saved Puzzle** disk. Choosing **Save** from the **Disk Options** menu is exactly like choosing **Save** from a **Next** menu. (See the section on *Saving Puzzles*, beginning on page 38, for more detail.)

Load. This option allows you to load a **Saved Puzzle** or **Disney Puzzle**. Choosing **Load** from the **Disk Options** menu is exactly like choosing the **Load a Puzzle** option from the **Main Menu**. (See the section on *Load a Puzzle*, beginning on page 31, for more detail.)

Delete. This option allows you to delete a puzzle from a **Saved Puzzle** disk. You will be prompted to insert a **Saved Puzzle** disk. Then press Return to go on.

A list of **Saved Puzzles** will appear. Highlight the puzzle you want to delete. Then press Return/Enter.

Rename. This options allows you to rename a puzzle stored on a **Saved Puzzle** disk. You will be prompted to insert a **Saved Puzzle** disk. Then press Return/Enter to go on.

A list of **Saved Puzzles** will appear. Highlight the puzzle you want to rename. Then press Return/Enter.

Next, you will be prompted to type a new name for the puzzle. The name must begin with a letter. It can be up to 14 characters in length. Spaces are not allowed between words, so use a period to separate words (e.g., MICKEY.MOUSE). The name will appear in all upper case letters as you type.

When you have typed the puzzle's new name, press Return/Enter. The puzzle will be renamed on the **Saved Puzzle** disk.

Create Saved Puzzle Disk. This option allows you to create a new **Saved Puzzle** disk. (See the section on *Creating Saved Puzzle Disk* under *Saving Puzzles*, beginning on page 38.)

Appendix A: PICTURE CLUE GRAPHICS

ANIMALS A-K

ALLIGATOR.....	1	DOG.....	10
BAMBI.....	2	DUCK.....	11
BEAR.....	3	ELEPHANT.....	12
BIRD.....	4	FISH 1.....	13
CAMEL.....	5	FISH 2.....	14
CAT.....	6	FOX.....	15
CHIPMUNK.....	7	FROG.....	16
COW.....	8	GOAT.....	17
DEER.....	9	HORSE.....	18

ANIMALS L-Z

MOUSE.....	19	SNAKE.....	26
OWL.....	20	SWAN.....	27
PIG.....	21	TIGER.....	28
PLUTO.....	22	TURKEY.....	29
RABBIT.....	23	WALRUS.....	30
ROOSTER.....	24	WHALE.....	31
SKUNK.....	25	WOLF.....	32

CLOTHING

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DRESS.....	34	SHOE.....	40
HAT.....	35	SKIRT.....	41
JACKET.....	36	STOCKING.....	42
MITTENS.....	37	SWEATER.....	43
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APPLE.....	45	MILK.....	52
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CAKE.....	47	PIE.....	54
CARROT.....	48	PIZZA.....	55
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HOLIDAYS

Cake	59
Egg	60
Flag	61
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Mask	63
Menorah	64
Pilgrim	65
Present	66

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Bee	74
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Fire	76
Flower	77
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Mountain	81

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Artist	89
Baby	90
Ballerina	91
Clown	92
Cook	93
Cowboy	94
Doctor	95
Farmer	96
Firefighter	97
Gardener	98
Grandmother	99

THINGS AT HOME

Basket	111
Bed	112
Computer	113
Couch	114
Crib	115

Pumpkin	67
Santa	68
Skeletons	69
Stocking	70
Tree	71
Turkey	72
Witch	73

Nest	82
Snail	83
Spider	84
Sun	85
Tree	86
Waterfall	87
Worm	88

Indian	100
King 1	101
King 2	102
Nurse	103
Pilgrim	104
Pilot	105
Pirate	106
Policeman	107
Queen	108
Teacher	109
Witch	110

Ladder	122
Lamp	123
Radio	124
Rug	125
Shovel	126

Empty	116
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Hammer	118
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Backpack	132
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Chalkboard	134
Clock	135
Computer	136
Crayons	137
Desk	138
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Five	141
Flag	142
Four	143

TOYS

Ball	155
Balloon	156
Basketball	157
Bat	158
Bike	159
Blocks	160
Bucket	161
Checkers	162
Dolls	163

TRANSPORTATION

Airplane	173
Bike	174
Boat	175
Bus	176
Car	177
Feet	178
Jeep	179

Spoon	127
Table	128
Telephone	129
Television	130
Toothbrush	131

Nine	144
One	145
Pencil	146
School	147
Seven	148
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Appendix B: BACKGROUND GRAPHICS

Alice in Wonderland

Bambi

Castle

Dumbo

Mickey Mouse

Peter Pan

Picture Frame 1

Picture Frame 2

Pinocchio

Snow White

Appendix C: TROUBLESHOOTING GUIDE

PRINTER PROBLEMS

If your printer doesn't print:

- Check that the printer is turned on and "on line."
- Check that the paper is properly installed in the printer.
- Check that the cables and power cord are connected and secure.
- Check that the correct printer, card and slot are listed on the **Printer Setup** menu.

If your printer prints gibberish:

- Check that the correct printer, card and slot are listed on the **Printer Setup** menu.
- Use a higher slowdown number on the **Printer Setup** menu.

If your printer suddenly stops printing:

- Press the Escape key to interrupt the attempted printing. (If this does not return control of the program to you, you may have to load the program again).

If the printed graphics are almost all black:

- Change your ribbon.
- Check that the ribbon selection on the **Printer Setup** menu is **Black** and not **Multi-Color**.

If the printed graphics are streaked:

- Use a higher slowdown number on the **Printer Setup** menu.
- Change your ribbon.
- Check whether your printer print head needs to be replaced.

LOADING PROBLEMS

If the program will not load:

- Check that you have the correct computer model, graphics card, amount of memory, and other hardware requirements.
- Check that your disk is not write-protected.
- Load the program on another computer to determine if the disk is damaged.

If the problem persists, call our customer service number at (818) 841-3326. Before dialing, please gather all information related to the problem, including the version number that appears on the program's title screen. This will make it easier for our service representative to understand the problem and offer assistance.

If you need to return your disk for replacement, please mail only the disk with your name and return address. We will replace your disk at no charge within ninety (90) days after purchase, provided you have mailed in your warranty card. Otherwise, there is a replacement fee of \$10.00. Please allow 3 to 4 weeks for delivery.

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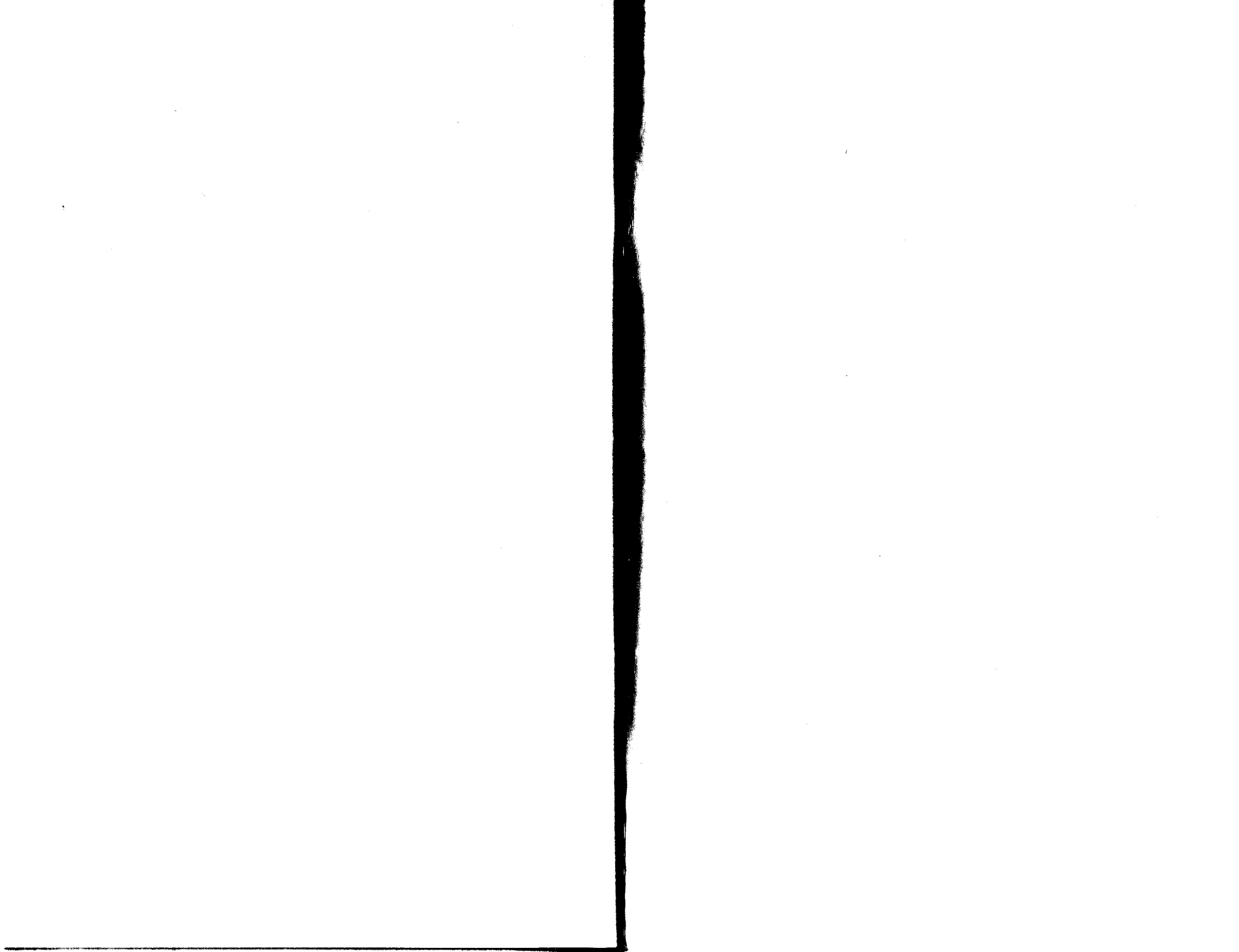
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