



CAT. NO.
26-3082

Radio Shack

TRS-80



**COLOR
COMPUTER**

TM

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Crosswords

Radio Shack®

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Introduction

Create words from a group of randomly selected letters. Place them on the playing field to produce a crossword pattern that expands with each turn. Play alone or challenge up to three opponents in an exciting, competitive race against the clock!

Loading Instructions

1. Have your computer turned off before inserting or removing a Program Pak™ ROM cartridge. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television, see your owner's manual for further details regarding connections.
3. If you are using a joystick controller, plug it into the appropriate jack on the back left side of the computer.
4. Insert the Crosswords Program Pak, label side up, into the slot on the right side of the computer.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. You may have to adjust the television or press the Reset button on the computer to obtain a clear picture.

The next screen asks you to select either the COMBINATION (1) or SINGLE PLAY (2) game mode.

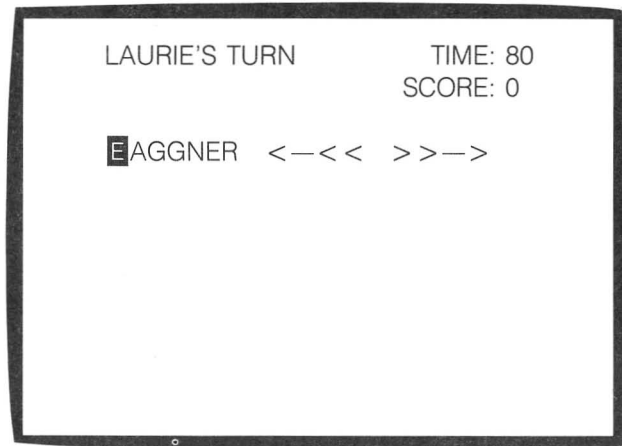
After selecting the game mode, set the length of each player's turn by choosing:

- (1) for turns lasting 30 seconds;
 - (2) for 60-second turns;
 - (3) for 90-second turns,
- or press (4) if you do not want any time limit on turns

Finally, select the number representing your method of input.

- (1) for keyboard input;
- (2) for the right joystick, or
- (3) for the left joystick.



You will see:



The first player's name is in the upper left corner. If you selected a time limit, a clock and score appear in the upper right corner. Below the name are the letter list and two arrows (<—<< and >>—>). You can now begin playing!


Note: The letter list is comprised of letters that the computer has randomly selected. Since the letter list shown in the illustration above is only a random example, it is unlikely that you will see the same list when you play.


Playing the Game

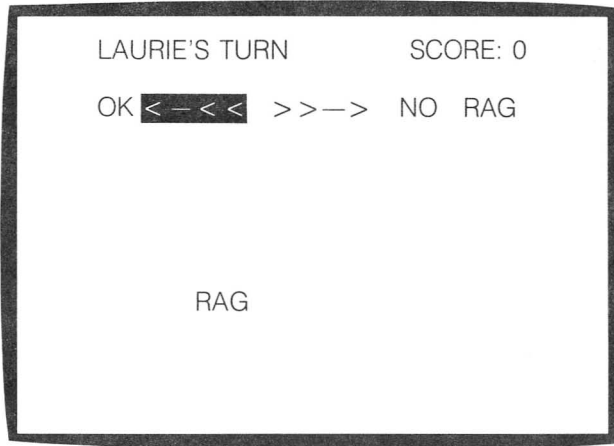
Create your first word by examining the seven letters selected by the computer. Use the joystick (or press  or  on the keyboard) to position the cursor over the first letter of your word.

Press the button (or space bar) to move the letter from the list to the upper right side of the screen.

Move the cursor to the next letter you want to add to the word. Press the button (or space bar) to move the letter from the list to the right side.

If you make a spelling error or want to delete a letter, move the cursor over the left arrow (). Press the button (or space bar) to remove the last letter you added to the word. The letter will return to its original place in the list. Do this as many times as needed to correct the mistake.

After finishing your word, move the cursor over the right arrow () to signal the end of the word. Press the button (or space bar) to move the word to the playing field. The first word is automatically placed at random, near the center of the screen. Words that follow will automatically be added to the screen if they fit. If they do not, the computer will not accept them until you make the necessary correction.



Note: Once a word is in position, it cannot be changed in any way.

From here on, the game proceeds as each player's new words are added to the Crosswords board. A player's word must include at least one letter from a word already on the playing field.

To include a letter from the playing field in your word, position the cursor over the letter and press the button (or space bar).

These letters are highlighted in the word.

The turn continues until time runs out or until a player quits by selecting the right arrow with no word on the right side of the screen.

Selection of a 30- to 60-second time limit creates a faster game in which dexterity becomes important. Selection of a 90-second or no time limit results in a more leisurely game of concentration on word building.

Modes

In Combination Mode, the playing field fills as new words are added to those already on the screen. As the pattern grows, words become increasingly difficult to create. Players add as many words as possible, using each of the seven letters only once per turn. When a letter is added to the playing field, it is removed from the player's letter list.

A player's turn ends when: 1) the time limit expires, 2) the player signals they have completed their word by positioning the cursor on the right arrow and pressing the space bar or button or 3) there are no more possible plays.

After each turn is completed, the word is verified. (See Verification Phase.)

In Single Play Mode, the field is blank at the beginning of each turn, and the player proceeds to make new words quickly or at leisure, depending on the time duration selected.

The seven letters are used, as before, in creating new words. As each word is added to the crosswords pattern, new letters are added to the list so that the number of letters at the top of the screen remains constant.

The player continues to build on the field until: 1) the time limit expires, 2) the player signals that he or she is through by positioning the cursor on the right arrow and pressing the space bar or button (when there are no letters on the right side of the arrow).

The verification phase begins when a turn is completed.

Verification Phase

The verification phase is the same for both modes. Upon completion of each turn, a player or players accept or reject the validity of each word. This is done by positioning the cursor on OK or NO and pressing the button (or space bar). Proper nouns, foreign words, misspellings, and contractions are not acceptable.

Scoring

The scoring procedure is the same for both modes. If a word is accepted by the player(s), select OK, and it will score. If not, select NO.

In Combination Mode, points are scored for every letter in the players' words.

Without a Time Limit

To end a game, press the left or right **SHIFT** key and the **CLEAR** key together. The screen will show the player or players' names, final score or scores, and this prompt: SAME PLAYERS GO AGAIN? (Y, N).

Press **(Y)** to clear the scoreboard and begin a new game with the same player or players.

Press **(N)** to return to the Crosswords title screen.

Without a Time Limit

To end a game, press the left or right **SHIFT** key and the **CLEAR** key together. The screen will show the player or players' names, final score or scores, and this prompt: SAME PLAYERS GO AGAIN? (Y, N).

Press **(Y)** to clear the scoreboard and begin a new game with the same player or players.

Press **(N)** to return to the Crosswords title screen.

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