

CAT. NO.
26-3082

Radio Shack

TRS-80

**COLOR
COMPUTER**

TM

LIMITED WARRANTY

RADIO SHACK Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

Except as provided herein, RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

Crosswords

Radio Shack[®]

A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

Crosswords Program:
© 1981 The Image Producers, Inc.
All Rights Reserved.
Licensed to Tandy Corporation.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed on the inside front cover of this manual.

Crosswords Program Manual:
© 1982 The Image Producers, Inc.
All Rights Reserved.
Licensed to Tandy Corporation.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

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.

Number of Players

The object of Crosswords is to build as many words as possible to accumulate points. The two modes of play and the variable time limit provide games of fast action and strategy.

One to four people can play, using one of two game modes:





COMBINATION MODE: Create one word per turn by combining seven letters selected by the computer with those already on the playing field. Each letter may be used only once per turn.

SINGLE PLAY MODE: Begin with a clear playing field after each turn and make up as many words as possible. New letters are added automatically as each word is played.

Controllers

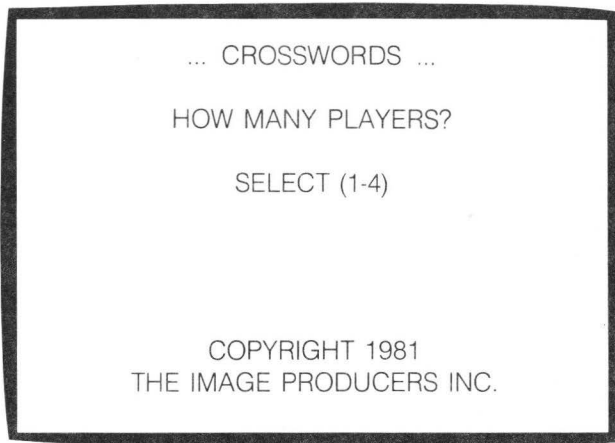
Joysticks or the keyboard may be used to play Crosswords.

Joysticks: Move the joystick in the direction you want the cursor to move on the screen. Press the button to register a letter selection.

Keyboard: Press  or  to move the cursor left or right, and  or  to move it up or down. Press the space bar to register a letter selection.

Starting The Game

Once the Crosswords cartridge is inserted and your TRS-80 Color Computer is turned on, the screen will show:



Select the number of players by pressing the corresponding number on the keyboard.

Next, type the name of each player, pressing **ENTER** after each one. You may use up to 13 letters or numbers for each name.

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

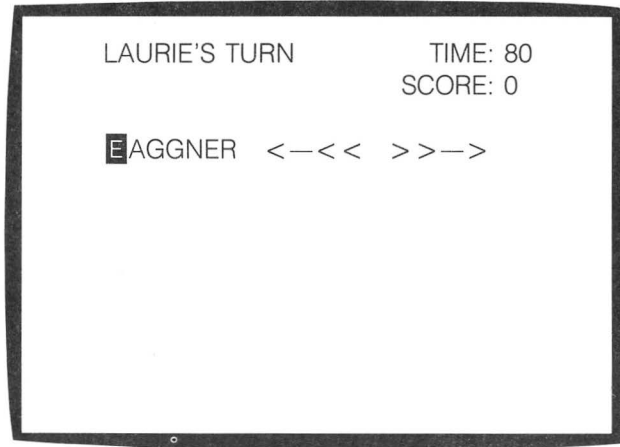
After selecting the game mode, set the length of each player's turn by choosing:

- 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

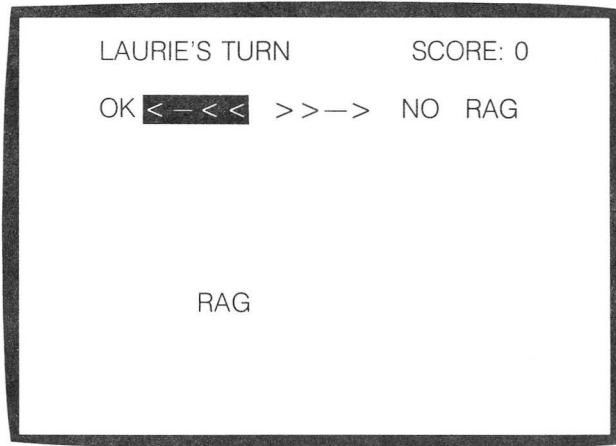
Create your first word by examining the seven letters selected by the computer. Use the joystick (or press  or  on the keyboard) to position the cursor over the first letter of your word.

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.

In Single Play Mode, the computer scores points by squaring the length of each word created during the turn. Words not accepted will also invalidate any words following.

When a time limit is used, the score is updated for each word accepted. The clock is then cleared and the new score is displayed. The message PRESS A KEY is displayed, any keystroke will resume the game.

When no time limit is requested, the score is updated when a word is accepted but the new score will not be displayed until the next turn.

New Turn/New Game

The next (or same) player's turn begins immediately after the verification phase.

With a Time Limit

To end a game, press the left or right **SHIFT** key and the **CLEAR** key together.

If you have been moving the cursor with a joystick, the screen will show this prompt: PRESS A KEY.

If you have been moving the cursor through the keyboard, the screen will show this prompt: PRESS BUTTON.

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.

RADIO SHACK, A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO I4M 4W5

TANDY CORPORATION

AUSTRALIA

280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116

BELGIUM

PARC INDUSTRIEL DE NANINNE
5140 NANINNE

U.K.

BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN