

Times Electronic Crossword Game

User's Guide

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Table of Contents

Introduction	3
Key Guide	4
Installing or Replacing Batteries	5
Battery Precautions	6
Changing Settings	7
Viewing a Tutorial	8
Getting Started	9
Solving a Puzzle	10
Using the Tools Menu	12
Using the Help Menu	14
Creating a Crossword	15
Resetting Your Unit	17
Specifications	18
FCC Notice	19
Limited Warranties (outside U.S.)	19
Limited Warranty (U.S. only)	20

Introduction

The Times Crossword Game includes crossword games, a crossword solver, an anagram solver and a crossword builder. With it, you can:

- solve over 800 crossword puzzles
- see the entire crossword as you solve it
- use the arrow keys to move easily to different places in the puzzle
- read the clues to fill in the blanks
- get hints for word solutions that you have already entered - the game will let you know which letters are incorrect
- reveal a letter, a word, or an entire puzzle
- use the Crossword Solver to find words that match the pattern of letters you enter and spaces that you leave empty
- use the Anagram Solver to help you find answers that contain the letters you enter
- create unique and challenging crossword puzzles
- find possible crossword answers when you know only a few letters

If you enjoy puzzling, join The Times Crossword Club at www.timesonline.co.uk.

Key Guide

Function Keys

 Turns the device on or off.

GAME Goes to the Games menu or displays the current game.

TOOLS Goes to the Tools menu.

HELP Goes to the Help menu.

CLEAR Erases the letter at the current square or all letters at an input screen.

 SHIFT

Enables the user to enter capital letters.

 BACK

Erases the last letter typed or returns to the previous screen.

 CLUE

Reveals a clue for the word that the cursor is in or enables the user to enter a clue for a word in the Crossword Creator.

Key Guide

 ENTER

From a game, reveals a clue. From a menu, selects a game, word or menu option. From Anagram Solver or Crossword Solver, reveals all possible words.

? In Crossword Solver, types a question mark (?) to stand for a letter in a word.

Direction Keys



Moves the cursor in the indicated direction, moves between menu items, enters a space or darkens the screen contrast at the Ready screen.

Key Guide

 /  Moves the cursor in the indicated direction.

Combination Keys

 + Saves a created puzzle and goes to the Games menu.

 + Erases words at the location of the cursor in the active crossword puzzle.

CLEAR  + When scrolling a list of  /  puzzles, moves forward or backward 20 puzzles at a time.

Installing or Replacing Batteries

Your unit is powered by two AAA batteries. There is a battery on either end at the back of the unit. Please have new batteries at hand before you remove the old batteries. You will also need a Phillips screwdriver.

Battery Warning! When changing the batteries, please remove and replace one battery at a time. If you take more than approximately 45 seconds while changing the batteries, you may lose any information you have entered.

Follow these instructions to install or replace the batteries.

1. **Turn your unit off and turn it over.**
2. **Unscrew the battery cover screw for the top battery compartment.**

Installing or Replacing Batteries

Note: Do not unscrew other screws on the back of the device.

- Lift the battery cover on the back by pushing in the direction of the arrow.**
- Remove the old battery, if necessary.**
- Install the new battery following the +/- markings in the battery compartment.**

Important: Be sure to insert the battery correctly; otherwise, the unit may be damaged.
- Replace the battery cover and the battery cover screw.**
- Repeat Step 2 - Step 6 for the bottom battery compartment.**

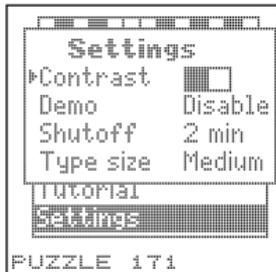
Battery Precautions

- Do not expose batteries to direct heat or try to take them apart. Follow the battery manufacturer's instructions for battery use.
- Always remove weak or dead batteries from the unit.
- To avoid damage caused by leakage of the battery fluid, replace the batteries once every year regardless of how much the unit has been used during that time.
- Should a battery leak, the unit may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a doctor immediately.

Changing Settings

When using *The Times Crossword Game*, you can adjust the screen contrast, shutoff time and type size. You can also view a demonstration.

1. Press **HELP**.
2. Use **▼** to highlight **Settings** and press **ENTER**.
3. Use **▼** to highlight the setting you want.



Changing Settings

Contrast enables you to set how light or dark the screen appears.

Demo shows a demonstration of the features when you turn on the unit.

The *Shutoff* time is how long your unit stays on if you forget to turn it off - 1, 2, 3, 5, or 8 minutes.

Type size enables you to set the size of the font displayed on the screen - Small, Medium or Large.

4. Press **◀** or **▶** to change the setting.
5. Press **ENTER** when done.

Viewing a Tutorial

You can view a tutorial of *The Times Crossword Game* any time you want.

1. Press **HELP**.
2. Use **▼** to highlight **Tutorial** and press **ENTER**.



```
This tutorial starts
with a guide to the
keys, followed by
instructions on how
to use the Times
Crossword Game.
Function Keys
(F1-F12): Reveals a
clue, selects a game,
word or menu option,
or reveals all
```

3. Use **▼** to scroll through the tutorial.
4. Press **BACK** to return to the puzzle you were doing.

Viewing a Tutorial

√ Follow the Arrows

The arrows in the bottom right-hand corner of the screen show which arrow keys you can press to move around in menus or to view more text.

√ About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your unit is malfunctioning.

Getting Started

1. Press **GAME** to go to the Games menu.



2. Use **▼** to highlight the type of puzzle you want and press **ENTER**.

Quick selects a random puzzle with simple clues.

Cryptic selects a random puzzle with complex clues or riddles.

Select Crossword goes to a menu that enables you choose the puzzle you want to play.

Getting Started

Use the arrow keys to scroll through the numbered puzzles and press **ENTER** when you see the one you want.

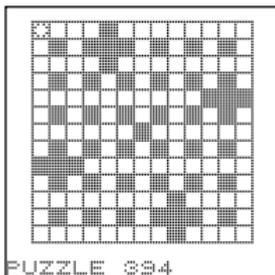
Use **SHIFT** + **▼** or **▲** to move forward or backward 20 puzzles at a time.

Note: If a game was active, the message "Start a new game and erase current game? (Y/N)" appears. Press **Y** to start a new game. Press **N** to erase the game and return to the Games menu.

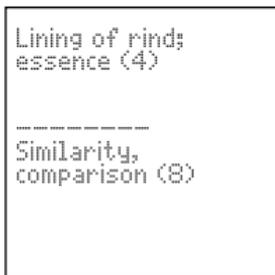
Press **GAME** to exit the Games menu without starting a new puzzle.

Solving a Puzzle

When you select a puzzle, the grid for the puzzle appears on the screen. The cursor flashes at the first square on the grid.



1. Press **CLUE** or **ENTER** to view clues for the word.



Solving a Puzzle

ACROSS or DOWN is noted, where applicable. If you have entered letters for a word, those letters appear above the clue with a dash for each missing letter. Each clue is followed by the number of letters in the word.

2. Press **CLUE** or **ENTER** again to return to the puzzle.
3. Type the letters of the solution word.

Press **CLEAR** to erase the letter at the cursor or **BACK** to erase the letter to the left or above the cursor. Arrows flash to indicate the possible direction.

Solving a Puzzle

Press **SHIFT** + **CLEAR** to erase the entire word. Note that all letters in the vertical and horizontal words will be erased.

Use the arrow keys to move the cursor to different areas within the puzzle.

- If you do not know the solution word, press HELP or TOOLS to get assistance.**

For details about using the Tools menu, please see “Using the Tools Menu” on page 12.

For details about using the Help menu, please see “Using the Help Menu” on page 14.

Solving a Puzzle

When you successfully complete a puzzle, the message “All correct!” appears.



- Press GAME to go to the Games menu and start a new puzzle.**

Using the Tools Menu

The Times Crossword Game contains two tools that will help you solve a puzzle - Anagram Solver and Crossword Solver.

1. Press **TOOLS**.



2. Use **▼** to highlight the tool you want and press **ENTER**.

If you are at the intersection of two words, you must select "Across" or "Down."

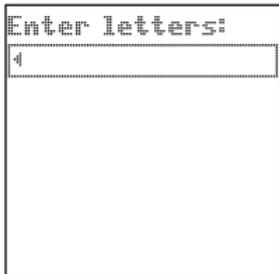
Using the Tools Menu

Anagram Solver builds a list of words from letters that you enter.

Crossword Solver builds a list of words from the letters that you have already entered. A question mark stands for a single letter in a word that you have not guessed.

3. Type the letters or combination of letters and question marks to match the guess you have for the solution word.

Using the Tools Menu



Note: You cannot enter ? in the Anagram Solver.

Press **CLEAR** to erase the letter at the cursor.

Press **BACK** to erase the letter to the left or above the cursor. Arrows flash to indicate the possible direction.

4. Press ENTER.

If the unit cannot suggest a word or words, the message “Sorry! Can’t help” appears.

Using the Tools Menu

5. Use and to scroll through the list of possible solution words.

If the word that you want to enter into the puzzle is too short, too long or does not match letters already entered, the message “Can’t Insert” appears.

6. Press ENTER to insert the highlighted word into the puzzle at the location of the cursor.

Note: You can press **TOOLS** at any time to return to the puzzle without inserting the suggested word.

Using the Help Menu

If you still do not know the solution word after reading the clue, you can get a hint, reveal a letter, reveal a word or reveal the entire puzzle by using the Help menu.

1. Press HELP.

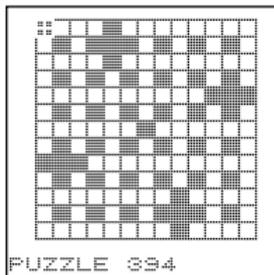


2. Use **▼** to highlight the menu item you want.

Hint reveals all incorrect letters in the puzzle. You must enter letters in a word before getting a hint.

Using the Help Menu

If all letters are correct, the message “All letters match” appears. If some letters are incorrect,  appears in place of the letter. Press **ENTER** to proceed.



Show Letter reveals the correct letter at the location of the cursor.

Show Word reveals the correct word or words in which the cursor lies.

Using the Help Menu

Show Entire Puzzle reveals all correct words in the puzzle. The message “Are you sure? Y/N” appears. Press **Y** to reveal all words. Press **N** to return to the game without revealing the words.

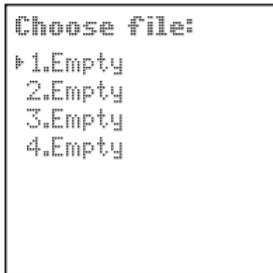
3. **Press ENTER** to select the menu item.

To return to the puzzle without getting help, press **HELP** again.

Creating a Crossword

With *The Times Crossword Game*, you can create up to four unique crossword puzzles.

1. **Press TOOLS.**
2. **Use  to highlight *Crossword Creator* and press ENTER.**
3. **Use  or  to select the number you want and press ENTER.**



4. **Type a name for the puzzle you are creating.**

Creating a Crossword



The name can be no more than eight letters long. Use **▶** to enter a space.

- Use **▼** or **▲** to select the type of puzzle you want (Quick or Cryptic) and press **ENTER**.
- Use **▼** or **▲** to select the grid you want and press **ENTER**.
Use **SHIFT** + **▼** or **▲** to move forward or backward 20 grids at a time.
- Type a solution word for your puzzle.

Creating a Crossword

Use the arrow keys to move the cursor to different areas within the puzzle.

- Press **CLUE** to enter a clue for that word.
The clue can be between twenty six (26) and thirty six (36) letters long, depending on the number of clues in the puzzle.
Use **▶** to enter a space.
Press **CLEAR** to erase all letters entered or **BACK** to erase the letter to the left of the cursor.
- Press **ENTER** to save the clue and return to the puzzle.
- Continue entering solution words and clues until the puzzle is completely filled.
You can use the Anagram Solver or Crossword Solver to come up with solution words.

Creating a Crossword

11. Press **SHIFT** + **ENTER** to save the puzzle you created.

Note: You cannot play the crossword puzzle you have created until it is complete. If you are not able to play a saved puzzle, search for solution words or clues that are missing.

You also can press **GAME** or **HELP** to exit the Crossword Creator.

The message "Save puzzle? Y/N" appears. Press **Y** to save the puzzle. Press **N** to go to the Games menu or Help menu without saving the puzzle.

Note: You can return to the puzzle by following Step 1 - Step 3 and pressing **ENTER** until the puzzle appears.

Resetting Your Unit

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset.

Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases settings and user-entered information.

Specifications

Model CGT-300: Times Electronic Crossword Game

- Batteries: two AAA
- Size: 121 x 84.5 x 18 mm

Contacts

Please have your product number (CGT-300) and date of purchase at hand when you call to register. For customer service and technical support call 0800 358 5618, email us at info@franklin-uk.co.uk or visit us at www.franklin.com/uk

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, any user entered information may be erased. You should always keep written copies of your important information.

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing used batteries.

Specifications

Note: If the keyboard fails to respond or if the screen performs erratically, perform a system reset.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases settings and information you may have entered.

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FCC Tested To Comply With FCC Standards
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US Patents: 5,113,340.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, , or by removing/replacing batteries.



 N681

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

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