Frankie

BOOKMAN

ELECTRONIC BOOK CARD

CrossWire
Trivia Game

USER'S GUIDE

XGT-2043

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Contents

Welcome to the world of BOOK-MAN®! With this *CrossWire!® Trivia Game* book card, you can test your trivia knowledge by playing 100 different games at three levels of difficulty.

CrossWire is a game-show-style trivia game with hosts Stan Tisdale and Alexis Roberts. For each CrossWire round, you are challenged to test your knowledge of popular trivia in three out of four categories. In each category, you try to match nine pairs of clues before

time runs out. Each category is drawn from one of fifteen fields of knowledge such as Pop Culture, Sports, or Literature.

If you score enough points in the CrossWire Round, you go on to the HighWire Round, where you can win even more points and unusual prizes.

To learn how to install this book card into your BOOKMAN unit, read "Getting Started."

To learn how to play the game, read "Playing CrossWire."

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Key Guide

Function Keys

CLEAR   Clears all entries and scores.

MENU   Shows the main menus.

NEW   **(red)** Clears the current game and goes to the next game.

SCORE   **(green)** Shows your current score.

FACT   **(yellow)** Shows a Fun Fact, when available.

ANSWER   **(blue)** Shows the answers for a category after a round is completed.

CARD   Exits the selected book.

ON/OFF   Turns BOOKMAN on or off.

➤ Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book card described in this User's Guide.

Other books have their own color key functions, which are labelled on their book cards and listed in their User's Guides. For more information, read "Using the Color Keys."

Other Keys

BACK   Backs up to the previous screen or erases numbers.

ENTER   Selects a menu item or matches a game clue.

HELP   Shows help messages.

SPACE   Matches a game clue.

?*   Shows the category and field of knowledge for a round.

Direction Keys

⇧ ⬇   Changes the top clues, moves in indicated direction or selects a game number.

⇦ ⇨   Changes the bottom clues or moves in indicated direction.

⬆UP ⬇DN   Pages up or down.

CAP ⬇   Goes to the bottom of a page.

CAP ⬆   Goes to the top of a page.

Number Keys

0 – 9   Type a game number to be played. (Usually found on the top row of letter keys.)

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Getting Started

In this section you will learn how to install a book card and how to select a book once a book card has been installed.

You will be shown how to view a brief demonstration about the CrossWire Trivia Game. Also, you will be able to set the shutoff time and screen contrast from the Setup menu.

Plus, you will discover how to read the topics in the Instructions menu. The Instructions menu will help you learn how to play a CrossWire game as well as how to develop strategies which you can use in both the CrossWire and HighWire rounds.

After this brief "Getting Started" section, you will be ready to play. Fame and fortune await. Good Luck!

Installing a Book Card

Warning: Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book and in an installed book will be erased.

1. Turn your BOOKMAN off.
2. Turn your BOOKMAN over.
3. Align the tabs on the book card with the notches in the slot.
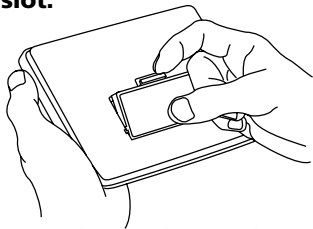
4. Press the book card down until it snaps into place.

➤ Removing a Book Card

Warning: When you remove a book card to install another, information that you have entered in the removed book card will be erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you must select which book you want to use. Note: If you change books in the middle of a CrossWire game you will lose your score.

1. Turn your BOOKMAN on.
2. Press (CARD).

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.


4. Press (ENTER) **to select it.**

➤ About Screen Illustrations

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

Using the Color Keys

The red, green, yellow and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the color keys function as labelled on that card.
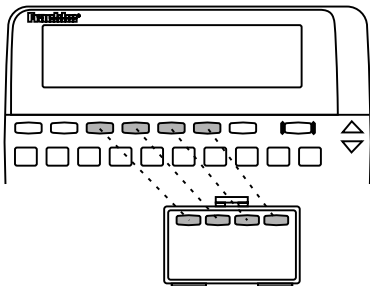
➤ Resuming Where You Left Off

You can turn off your BOOKMAN at any screen. When you turn your BOOKMAN on again. The screen that you last viewed appears.

Viewing a Demonstration

Before you begin playing the games, you may want to view a brief demonstration describing how to use this book. Simply install the book card and then follow these steps.

1. **Press MENU, if necessary.**
2. **Use the arrow keys to highlight the Setup menu.**
3. **Press ⇩ to highlight *View Demo*.**
4. **Press ENTER to start the demonstration.**
5. **To stop the demonstration at any time, press CLEAR.**

➤ Help is Always at Hand

You can view a help message at virtually any screen by pressing HELP. Use the Direction keys to read it. To exit help, press BACK.

To see a tutorial and key guide describing the functions of this book, select *Tutorial* from the Setup menu.

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Changing the Settings

Using the Setup menu, you can adjust the shutoff time and screen contrast. *Set Shutoff* sets how long the BOOKMAN unit stays on if you forget to turn it off. *Set Contrast* makes the screen lighter or darker.

1. **Press (MENU).**
2. **Use ⇦ or ⇨ to highlight the Setup menu.**
3. **Highlight *Set Shutoff* or *Set Contrast*.**

```
INSTRUCTIONS      LEVEL SETUP
                  SET SHUTOFF
                  SET CONTRAST
```

4. **Press (ENTER).**
5. **Use the arrow keys to highlight a setting.**

   If you select *Set Contrast,* press ⇧ or ⇩ repeatedly to make the screen lighter or darker.

   To exit without changing settings, press (BACK).
6. **Press (ENTER) to select the setting.**

Reading the Instructions

An Instructions menu has been added to help you better understand the rules. Also included in this menu are tips that will help you play better.

1. **Press (MENU), if necessary.**
2. **Use the arrow keys to highlight the Instructions menu.**
3. **Press ⇩ to highlight the desired topic (e.g., *Basic Game Play*).**

```
INSTRUCTIONS      LEVEL SETUP
BASIC GAME PLAY
ROUNDS OF PLAY
```

4. **Press (ENTER) to select the topic.**
5. **Use ⇧ or ⇩ to read the text.**

   Or press (SPACE) to page down.
6. **Press (BACK) when finished.**

➤ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

Playing CrossWire

Each CrossWire game consists of two rounds, the CrossWire round and the HighWire round.

In the CrossWire round you will play three out of the four categories, trying to match nine pairs of clues before time runs out. Every time you correctly match a pair of clues you will win points, but every time you incorrectly match a pair of clues, you will lose points.

If you win 2500 points or more, you will go on to the HighWire round. In the HighWire round you will play only one category, where you must match the eight correct pairs of clues before time runs out, while avoiding the fake clues (also called bombs).

If you can successfully match the clues, you will win big points and fun prizes.

Selecting a Skill Level

Before you can begin playing CrossWire, you must choose one of three levels of difficulty. Later, you can change the skill level at any time by pressing (MENU) and highlighting the Level menu.

The skill level changes the amount of time you have to match clues, and it shuffles the categories into different game numbers. So for example, Game *1* will have different categories at the Challenging level than at the Leisurely level.

1. Press ⇧ or ⇩ to highlight the desired level, if necessary.

| INSTRUCTIONS	LEVEL SETUP
	LEISURELY
	✔ CHALLENGING

- *Leisurely* is the easiest level. You have more time to match the clues. You may want to begin at this level.
- *Challenging* is the default level. It is intended for intermediate players.
- *Wired* is the most challenging level. You have less time to match the clues. This is for expert players.

2. Press (ENTER) to select the level.

Selecting a Game

With CrossWire you can test your trivia knowledge by playing up to 100 different games. Note: You may press (CLEAR) at any time to exit a game and return to the *Play Game Number* screen. The game number will be the same as the game you exited.

1. Use ⇧ or ⇩ to select a *game number*.

```
Play game number:
        1
```
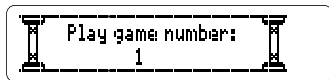
You can also press (NEW) (the red key) to increase the game number by one, or you can type in the desired game number using the number keys. To erase a game number, press (BACK).

2. Press (ENTER) to play the game.

3. If you want, you can end your game at any time by pressing (NEW) (the red key).

Press (Y) to go to the next game.

Press (BACK) to keep playing.

Selecting a Category

In each CrossWire round, you must play three out of the four categories, each of which are drawn from one of fifteen fields of knowledge. Each field of knowledge is indicated by an abbreviation (see "Fields of Knowledge" for the abbreviation list).

In the following example, you will select the *Sidekicks* category (the field of knowledge abbreviation *POP* stands for Pop Culture).

1. Use ⇧ or ⇩ to highlight a category.

```
SIDEKICKS          POP
WHICH PARTY?       HIST
TOURIST TRAP       GEO
GOOD PLAY!         SPTS
```
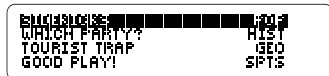
To see the field of knowledge name, press ⬚ᐟ⁎ .

2. Press (ENTER) to play.

Once you have completed a category, you will return to select another category. The categories you have played will be italicized and no longer selectable.

➤ Fields of Knowledge

Here is a list of the fields of knowledge: Art (*ART*), Commerce (*COM*), General Knowledge (*GEN*), Geography (*GEO*), History (*HIST*), Language (*LANG*), Literature (*LIT*), Movies (*MOV*), Music (*MUS*), Nature (*NAT*), Pop Culture (*POP*), Science (*SCI*), Sports (*SPTS*), Television (*TV*), and Theatre (*THTR*).

➤ Save Your Best for Last

The value of correct matches increases for each category that you play in the CrossWire Round (see "Scoring in the CrossWire Round" for more detail). So it is a good idea to save your best category for last.

Remember, you only have to play three of the four categories, so you can skip the most difficult one.

Each CrossWire category starts by displaying a pair of scrambled clues, one on the top and one on the bottom. Each clue on the top has a matching clue on the bottom. You must cycle through the clues and match as many as possible before time runs out.

1. Do one of the following:

To...	Press...
view the top clues	⇧ or ⇩
view the bottom clues	⇦ or ⇨

```
       Batman
       Tonto
```

Repeat until you think the two clues match each other according to the chosen category.

The time remaining is indicated by the bar at the right of the screen.

2. Press (SPACE) or (ENTER) when you think you have a match.

```
       Batman
       Robin        ✔
```

If you have correctly matched a pair of clues, a large check mark will appear to the right of the clues and both clues will be removed from the category.

```
  ✗  Lone Ranger
     Ed McMahon      |
```

If you have incorrectly matched a pair of clues, a large *X* will appear to the left of the clues.

3. You may press (SCORE) (the green key) at any time to see how many points you have scored.

```
  (    Score: 300    )
```

4. Correctly answer as many clues as you can before time runs out.

5. After you have finished a category, see "Between Categories" on page 12 to go on.

Playing a Category

CrossWire Tips

➤ Scoring in the CrossWire Round

Here is how many points you get for each correct and incorrect match in the CrossWire categories:

- *1st Category Played*
  correct: +100   incorrect: -50
- *2nd Category Played*
  correct: +150   incorrect: -75
- *3rd Category Played*
  correct: +200   incorrect: -100

If you correctly match all nine pairs of clues in nine guesses, you win 300 bonus points.

If you do not score 2500 points in the three categories you do not move to HighWire and will return to the *Play Game Number* screen.

➤ Shared Clues

In some categories, the clues may be shared (i.e., clues from one column match more than one clue in another). So these clues may not disappear if you select them.

Here are some tips that you can use in the CrossWire Round that will help you to play better.

➤ Scan Clues Then Match

A good strategy in the CrossWire categories is to scan all of the clues first. Then match the pairs you know are correct. Matching the easiest pairs first helps you to match the remaining, more difficult ones.

➤ Look Before You Leap

The field of knowledge matched with each category is indicated by an abbreviation (for example, *POP* for Pop Culture). To see the full title of the field of knowledge before selecting a category, highlight the category and press ⟨?*⟩.

➤ Watching Your Score

If you have scored 2500 points already (or you are close to scoring 2500 points), you may want to be careful when answering more questions. One incorrect answer might keep you out of the HighWire round.

Between Categories

After you complete a category, you can see the correct answers, see your current score, or read a Fun Fact about one of the answers before you go on. Note: Not every category will have a Fun Fact.

1. After a round is complete, the following screen appears.

```
꒦ꕉꕷ ENTER to Continue
     ANSWER for Answers
     FACT for Fun Fact
```

The screen will be different, if the category does not have a *Fun Fact*.

2. Do one of the following:

To...	Press...
see the correct answers	(ANSWER) (blue)
read a Fun Fact	(FACT) (yellow)
see your current score	(SCORE) (green)

3. Use the arrow keys to read.
4. Press (BACK) to go back.
   If you are viewing your score, you do not need to press (BACK).
5. Press (ENTER) to continue playing.

The HighWire Round

If you win 2500 points or more in the CrossWire Round, you then get to play the HighWire Round where you can win big points and unique prizes.

The HighWire Round is played exactly like the CrossWire Round except there is only one round and one category to choose from. Plus, the top and bottom clues both contain one bogus clue known as a bomb. These bombs do not match any other clues. If you try to match one of the bombs with another clue or the other bomb, your game is over.

Note: Since there are two fake clues, you only have to match eight pairs of clues in HighWire instead of nine.

1. Press (ENTER) to play the HighWire category.

```
MAKE A BET              GEN
```

Remember, there is only one HighWire category. So, you do not have a choice of categories.

2. **Use the arrow keys to view the pairs of clues.**
3. **Press (SPACE) or (ENTER) when you think you have a match.**
   Remember to watch out for the bombs! If you try to match a bomb, your game is over and you cannot win a prize.
4. **Correctly answer as many clues as you can before time runs out.**
5. **Once you have finished the category, read the "Between Categories" to go on.**

➤ **Viewing HighWire Answers**

After your HighWire round is over, you can view the eight matching pairs of clues and the bombs. Press (ANSW) (the blue key) and then press ⇧ or ⇩ repeatedly until the bombs appear.

```
┌─────────────────────────────┐
│   Land on black        ▟     │
│                              │
│   Baccarat             ▟     │
└─────────────────────────────┘
```

➤ **Scoring in the HighWire Round**

Here is how many points you get for each correct and incorrect match in the HighWire round:

- *HighWire Round:*
  correct: +250　incorrect: -125

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Winning a Prize

In the HighWire Round, you have the chance to win some interesting and fun prizes. Here is how many clues you must match to win prizes.

- If you match one of the bombs or if you match five pairs or less, you will only win points.
- If you match six or seven pairs of clues without finding a bomb, you will win a Consolation Prize.
- If you correctly match all eight prizes before time runs out, you will win a Super Prize.

Here is what to do if you do win a prize.

1. Do one of the following:

To...	Press...
read about a prize	(R)
view a prize	(V)

```
ENTER to Continue
V to View your prize
R to Read about prize.
```
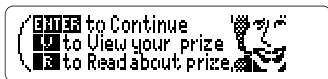
Note: You cannot view a Consolation Prize.

2. Press (ENTER) to return to the *Play Game Number* screen.

When you return to the *Play Game Number* screen, the game number will have increased by one (e.g., if you were playing *Game Number 32*, the game number listed will be *33*).

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Appendices

In this section you will learn how to care for your BOOKMAN book cards, and learn how to reset your BOOKMAN if any problems occur.

This is also where you will find all of the warranty information as well as the index.

Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press (CLEAR) and then press (ON/OFF) twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN unit erases settings and information entered into its built-in book, and in an installed book.

1. Hold (CLEAR) and press (ON/OFF).
   If nothing happens, try Step 2.

2. Use a paper clip to *gently* press BOOKMAN's reset button.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, (ON/OFF), or by removing/replacing batteries.

➤ Troubleshooting BOOKMAN

- Make sure your book card, if any, is installed correctly.
- Check that your book card's metal contacts are dirt-and dust-free.

Book Card Care

- **Do not touch the metal contacts on your book cards.**
  Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.

- **Do not put excessive weight on your book cards.**
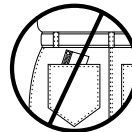
- **Do not expose your book cards to heat, cold, or liquids.**

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