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## Menu commands

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These commands are issued through the main menu.

### Main Menu



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# Game

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These commands start a new game or exit [Hang Man](#).

## Main menu

|                    |        |
|--------------------|--------|
| <u>N</u> ew        | G      |
| <u>G</u> uess word |        |
| <u>E</u> xit       | Ctrl+X |

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New  
Exit

Guess word

# Options

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These commands change the general game options.

## Main menu

Sound

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## Sound

# Game-New

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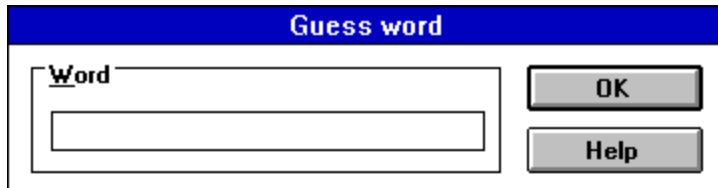
This menu command quits the current game (word) and starts a new game (word).  
Depressing **G** or the **Give up** button will also invoke this command.

# Game-Guess word

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This menu command allows for the current word to be guessed. One guess may be made per letter guessed. Depressing the **Guess word** button will also invoke this command.

## Guess word dialog-box



The image shows a dialog box titled "Guess word". It has a blue header bar with the text "Guess word" in white. Below the header, there is a text input field with the label "Word" and a cursor. To the right of the input field are two buttons: "OK" and "Help".

# Game-Exit

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This menu command exits the Hang Man program completely. Depressing **Ctrl+X** or the **Quit** button will also invoke this command.

# Options-Sound

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This menu command toggles whether sound will be played.

# Playing the game

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# Introduction

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Hang Man is a word game for children and adults. It is based on the popular pencil and paper game of the same name. The computer picks a word and displays blanks corresponding to the number of letters in the word. The player continues to guess letters until the hang man is complete (the player loses) or the word is complete (the player wins). After each letter is guessed, the player gets one chance to guess the whole word. The number of times a player wins and loses is stored and displayed after each game (word). The list of words is stored in a file named (HANMAN.LST). More words may be added using a simple text editor (such as MS-DOS Edit or MS-Windows Notepad).

# Word

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This is the word that must be correctly guessed before the hang man is completely formed (9 missed guesses).

# Hang man

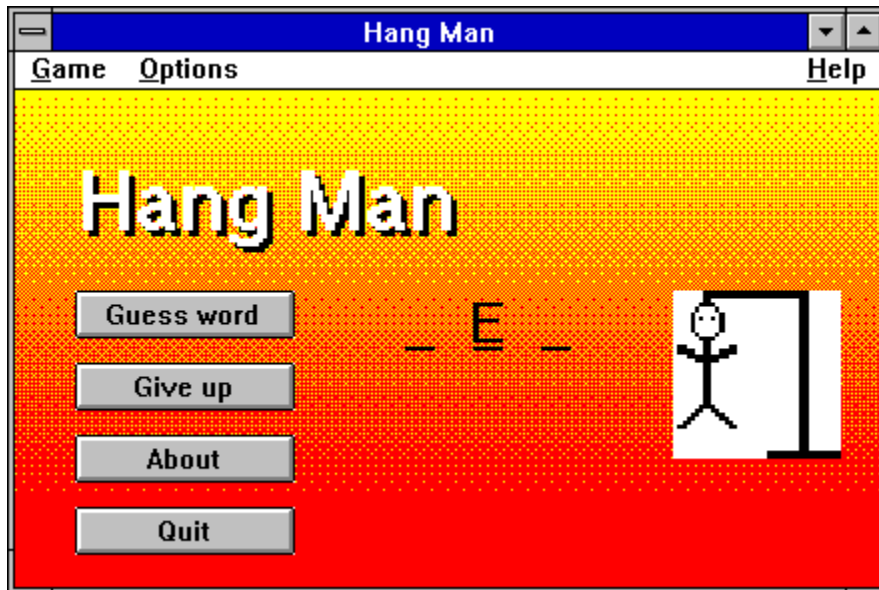
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The hang man is the figure that is filled in every time a wrong letter is guessed. The hang man consists of a head, torso, two arms, two legs, two eyes, and a mouth for a total of nine missed guesses. When the hang man is completely formed, the game is lost. If the word is guessed before the hang man is completed, the game is won.

# Game screen

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This is the main game screen. It consists of the title, four buttons, the word, the hangman, and the Guess letter dialog-box.



# Game buttons

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Guess word

Give up

About

Quit

# Help-About

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This menu command displays basic information about the Hang Man program. Depressing the **About** button will also invoke this command.

# Guessing a letter

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This dialog-box is used to guess a letter in the word.

## Guess letter dialog-box



# Results

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This dialog-box is displayed after a game (word) is won or lost. The dialog-box will display a happy or frowning face, whether the game was won or lost, the correct word, and the number of games won and lost.

## Results dialog-box





# Questions and answers

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**Question:** How do I guess a letter.

**Answer:** Use the Guess letter dialog-box by clicking on a letter button. The letter will disappear and can not be chosen again for that game (word). If the letter is in the word, the letter(s) will be shown. Otherwise another part of the hang man will be shown. If the hang mans whole body is shown before the word is guessed, the player loses.

**Question:** How do I guess a word.

**Answer:** Use the Game-Guess word menu command or the Guess word button to invoke the Guess word dialog-box. To guess a word, simply type in the word. There is no penalty for a wrong answer, but only one guess is allowed per guessed letter.

**Question:** How do I add to the word list.

**Answer:** Use an editor such as Edit for MS-DOS or Notepad for MS-Windows and simply add words (in any order), one per line. Do not include any spaces or other punctuation.

# Registration

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Hang Man is a shareware program that has a two week evaluation period after which a payment of \$12 is required. As shareware, Hang Man was distributed freely in order to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before purchasing them. If a shareware program is useful or entertaining, please support it through registration. The registration fee for Hang Man is only \$12. These twelve dollars entitle you to the newest version of the program, a printed manual, customer support (through the mail or on CompuServe, AOL, Delphi, Genie, or the Internet), and information (and discounts) on other offerings from Burnham Park Software, Inc. To register, go to the Registration Form page and use the File-Print Topic menu command. Fill out the resulting form and send to:

**Burnham Park Software, Inc.**  
**P.O. Box #814**  
**Chicago, IL 60690-0814**

**Phone: (312) 922-6313**  
**BBS: (312) 922-2839**  
**CompuServe: 71532,3271**  
**AOL: J null B**  
**Delphi: MARBRO**  
**GENie: XRG36978**  
**Internet: snlmhb@hawk.depaul.edu**

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# Registration form

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Name: \_\_\_\_\_

Street: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip code: \_\_\_\_\_

Country: \_\_\_\_\_

Phone: \_\_\_\_\_

Program registering: \_\_\_\_\_

Type of disk - 3.5: \_\_\_\_\_ 5.25: \_\_\_\_\_

Computer: \_\_\_\_\_

On-line services or BBSs: \_\_\_\_\_

\_\_\_\_\_

Where did you get the program: \_\_\_\_\_

\_\_\_\_\_

Amount enclosed: \_\_\_\_\_

\* Add \$1.00 shipping to Canada and Mexico. Add \$3.00 shipping to anywhere outside of North America.

Send to:

**Burnham Park Software, Inc.**  
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**Chicago, IL 60690-0814**

