

Hangman Help Contents

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Menu Commands

This section contains information about the menus and commands in the Hangman game. You use the application's menu commands to perform specific tasks.

[Game Menu Commands](#)

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Tasks and Topics

This section contains information about the things you can do in Hangman.

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Game Menu Commands

New

Sets up a Hangman game.

Start

Starts a game with the current settings.

Stop

Stops the current game.

High Scores

Displays a list of Hangman's high scores.

Exit

Exits the Hangman application and returns you to the desktop.

Options Menu Commands

Introduction

Turns the introduction music and animation on or off.

[Turn on Introduction](#)

[Turn off Introduction](#)

Hint

Displays a hint for the current word in a game.

Give up

Displays the current word in a game.

Victim Type

Selects the type of victim you want to use in a Hangman game.

Sound

Turns Hangman's sound feature on or off.

[Turn off Sound](#)

[Turn on Sound](#)

Talk

Turns Hangman's speaking feature on or off.

[Turn on Speaking](#)

[Turn off Speaking](#)

Repeat

Repeats the last clue for the current word.

Help Menu Commands

Contents

Displays the contents for the current application's Help topics.

Keyboard

Displays information about accelerator keys that are available in this application.

Note: The Hangman application does not have any accelerator key combinations available, so there is no topic available for this command.

Menu Commands

Displays Help topics about the current application's menus and commands.

Tasks and Topics

Displays Help topics about the current application's tasks and topics.

Using Help

Displays Help topics about using WinMate's online Help.

About Hangman

Displays information about the Hangman application.

About Hangman Dialog Box

This information gives you copyright and version number information about Hangman. You might need to reference this information if you are talking with a customer service representative.

Choose *OK* to exit the *About Hangman* dialog box.

Change the Current WinMate User

- 1 Click on the *Identify* icon.

The *Identify* dialog box appears. The current user name appears in the *Current User:* field.

- 2 Click on the photo icon for the user you want to select.

- 3 Choose *Sign On*.

The *Confirm Sign-on* dialog box appears. The user's full name appears in the *Sign on user:* field.

- 4 Choose *OK* to sign on the new user and return to the Hangman screen.

OR

Choose *Cancel* to exit the *Confirm Sign-on* dialog box and return to the Hangman screen without changing the user.

Choose a Victim Type

- 1 Choose the Options Menu's *Victim Type* command.
- 2 Choose the victim type you want to use.

[MORE](#)

Additional Tasks:

[Define Hangman Settings](#)

[Start a Game](#)

Confirm Game End Dialog Box

- Choose *Yes* to end the current game.
- Choose *No* to resume the current game.

***Confirm Reset* Dialog Box**

- Choose *Yes* to reset your personal best scores.
- Choose *No* to exit the *Confirm Reset* dialog box without resetting any scores.


Define Hangman Settings

- 1 Choose the File Menu's *New* command.

OR

Click on the [New](#) icon.

The *Game Setup* dialog box appears.

- 2 At the *Player Name* fields, type a name for up to two players.
- 3 At the *Word List* fields, choose the difficulty level for the words that will appear during your game. (Click on the  icon to display a list, and then highlight the desired word list.)

Note: Repeat this step for each player you have listed in the *Player Name* fields.

- 4 At the *Misses Allowed* fields, type the number of misses you want to have for each word.

Note: Repeat this step for each player you have listed in the *Player Name* field.

- 5 At the *Rounds Per Game* field, type the number of words you want to guess in each game.
- 6 Choose *OK* to change the settings.

OR

Choose *Cancel* to exit the *Game Setup* dialog box without changing the settings.

Additional Task:

[Start a Game](#)

Display a Hint for the Current Word

Choose the Options Menu's *Hint* command.

OR

Click on the [Hint](#) icon.

Note: You might have points deducted from your score if you use the hint feature.

Additional Task:

[Give up on a Word](#)

Exit Hangman

Choose the Game Menu's *Exit* command.

OR


Click on the [*Finish*](#) icon.

Game Setup Dialog Box

Player Name Fields

Type a name for up to two players.

Word List Fields

Choose the difficulty level for the words that will appear during your game. (Click on the  icon to display a list, and then highlight the desired word list.)

Note: Repeat this task for each player you have listed in the *Player Name* fields.

Misses Allowed Fields

Type the number of misses you want to have for each word.

Note: Repeat this task for each player you have listed in the *Player Name* fields.

Rounds Per Game Field

Type the number of words you want to guess in each game.

OK and Cancel Buttons

Choose *OK* to save the game settings you have specified.

Choose *Cancel* to exit the *Game Setup* dialog box without saving any changes to the game settings.

Give up on a Word

Choose the Options Menu's *Give up* command.

OR

Click on the [Give up](#) icon

Additional Task:

[Display a Hint for the Current Word](#)

Hangman High Scores Dialog Box

- Choose *OK* to return to the Hangman screen.
- Choose *Reset Scores* to reset the scores to zero.

If you choose *Reset Scores*, the *Confirm Reset* dialog box appears. Choose *Yes* to reset the scores.

Hangman Rules

The object of the game is to guess each word before you exceed the number of allowable misses. Simply click on the letters at the bottom of the screen (or type the letters on your keyboard) to spell the word.

Additional Tasks:

[Define Hangman Settings](#)

[Start a Game](#)

Repeat the Last Clue

Choose the Options Menu's *Repeat* command.

Additional Task:

[Display a Hint for the Current Word](#)

Show High Scores

- 1 Choose the Game Menu's *High Scores* command.

OR

Click on the [High Scores](#) icon.

The high scores dialog box appears, displaying a list of Hangman's high scores.

- 2 Choose the appropriate button.

[MORE](#)

Start a Game

Choose the Game Menu's *Start* command.

OR

Click on the [Start](#) icon.

Additional Task:

[Stop the Current Game](#)

Stop the Current Game

- 1 Choose the Game Menu's *Stop* command.

OR

Click on the [Stop](#) icon.

The *Confirm Game End* dialog box appears.

- 2 Choose the appropriate button.

[MORE](#)

Switch to Another Application

Use this feature to switch to another application without closing the current application.

- 1 Click on the [Pause](#) icon.

A list of applications that are currently running appears.

- 2 Choose the application you want to open.

Note: If the application you want to run does not appear on the list, choose the desktop from the list, and run the desired application.

Introduction

Use the *Introduction* commands to turn the introductory music and animation on or off.

[Turn On Introduction](#)

[Turn Off Introduction](#)

Turn off Introduction

Choose the Options Menu's *Introduction* command to uncheck it.

Additional Task:

[Turn on Introduction](#)

Sound

Use the *Sound* commands to turn the sound feature on or off.

[Turn On Sound](#)

[Turn Off Sound](#)

Turn off Sound

Choose the Options Menu's *Sound* command to uncheck it.

Additional Tasks:

[Turn off Speaking](#)

[Turn on Sound](#)

[Turn on Speaking](#)

Talk

Use the *Talk* commands to turn the speaking feature on or off.

[Turn On Speaking](#)

[Turn Off Speaking](#)

Turn off Speaking

Choose the Options Menu's *Talk* command to uncheck it.

Additional Tasks:

[Turn off Sound](#)

[Turn on Sound](#)

[Turn on Speaking](#)

Turn on Introduction

Choose the Options Menu's *Introduction* command to check it.

Additional Task:

[Turn off Introduction](#)

Turn on Sound

Choose the Options Menu's *Sound* command to check it.

Additional Tasks:

[Turn off Sound](#)

[Turn off Speaking](#)

[Turn on Speaking](#)

Turn on Speaking

Choose the Options Menu's *Talk* command to check it.

Additional Tasks:

[Turn off Sound](#)

[Turn off Speaking](#)

[Turn on Sound](#)

Keyboard Short Cut Keys

There are no accelerator keys for the Hangman application.



***Finish* Icon**

Click on the *Finish* icon to exit the Hangman application and return to the desktop.



Give up Icon

Click on the Give up icon to show the answer for the current word.



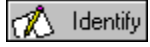
High Scores Icon

Click on the High Scores icon to display a list of Hangman's high scores.



Hint Icon

Click on the Hint icon to get a hint for the current word.



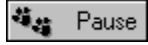
***Identify* Icon**

Click on the *Identify* icon to change the current WinMate user.



New Icon

Click on the New icon to define Hangman game settings.



***Pause* Icon**

Click on the *Pause* icon to switch to another application without closing the current application.



Repeat Icon

Click on the Repeat icon to repeat the last hint or clue.



Start Icon

Click on the Start icon to start a game with the current settings.



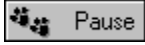
Stop Icon

Click on the Stop icon to stop the current game.

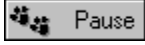
- Choose *Yes* to stop the current game.
- Choose *No* to resume the current game.

- Choose *OK* to return to the Hangman screen.
- Choose *Reset Scores* to reset the personal best scores to zero.

If you choose *Reset Scores*, the *Confirm Reset* dialog box appears. Choose *Yes* to reset your personal best scores.



Choose *Gallows* to use the traditional hangman drawing.



Choose *Weight Lifter* for a change of victim.

