



Hangman Help Contents

How To Play

[Overview](#)

[Playing the Game](#)

[Scoring](#)

[Version History](#)

[Registration](#)

[Credits](#)

Click on a button for help



Overview

This computer game is based on the popular game of hangman played between two or more players. The idea of the game is to guess the word or sentence before the man is hung. A word is selected at random from the chosen subject.

The game ends if the man is hung or you complete the specified number of word puzzles. On completion your score may be high enough to reach the Hall of Fame.

Playing the Game

To select a subject

Click on the Subject button to display the [Subject dialog box](#).

To start a new game

Click on the Start button. The word is displayed as a number of dashes.

To guess the word

Click on the letter buttons or use the keyboard. If you guess the right letter one or more dashes will be replaced by the letter. If you get it wrong then part of the hangman will be drawn.

Winning the game

If you manage to guess the word or sentence before the hangman is completely drawn then you will be given another word until you have guessed all of them. The number of words that can be guessed is between one and ten. The number is specified in the [Options dialog box](#)


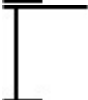


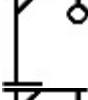

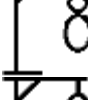
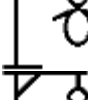



After completing the game you may have a higher enough score to be included in the Hall of Fame..

Losing the game

If after a total of eleven guesses you have still not guessed the word or sentence, the game ends.

Scoring

If you guess the whole word or sentence without getting a letter wrong, the total score is 99. Every time you guess a letter incorrectly you lose 9 points.

Hangman	Score	Incorrect letters
	99	0
	90	1
	81	2
	72	3
	63	4
	54	5
	45	6
	36	7
	27	8
	18	9
	9	10
	0	11 (End of Game)

Version History

Version	Release Date	Description
1.0	August 1995	Released as freeware
2.0	December 1996	Released as shareware. Total rewrite of the game including: <ul style="list-style-type: none">- a new interface- a new editor for maintain word lists

- a new help system
- user defined number of questions between 1 and 10
- plus lots of other improvements

2.0a January 1997 Error fixed in Windows 95 version, which occurred when high score table was updated.

Version 2.0 is available for both Windows 3.1 and Windows 95.



Subject

Each subject has a different word list. Click on the tab at the top of the dialog to display different subjects. Choose a subject and then click on the OK button. The subjects are grouped under the following:

- | | |
|------------|--|
| Variety | Animals, British Towns, Colours, Countries, Food, Kitchen, Occupations, School, Sport, Proverbs, Transport and Weather. |
| Own Choice | 12 blank subjects available for you to create your own lists. The titles of the buttons can be changed in the Options dialog accessed by clicking on the Options button. |



Options

Modify Hangman options.

Hall of fame location

The hall of fame location is located in either the application directory (the same location as hangman.exe) or in the windows directory. The default is the application directory.

If the game is being run from a CD-ROM then the windows directory needs to be used (usually c:\windows). This is because the CD-ROM is read only.

Alphabet buttons

Switch the buttons used for selecting letters and showing which letters have already been selected, between uppercase and lowercase.

Number of questions

The number of words or sentences that you will be asked. The default is 10.

Sound Effects

Switch on or off sound

User defined subject titles

Use the twelve fields to modify the buttons on the Own Choice buttons. Words are modified using the Editor.



Hall of Fame

The hall of fame for the selected subject. The hall of fame shows the score, date of game, players name and comment.



Editor

Use the editor to add your own word lists or modify existing ones. Each word needs to be shown on a separate line.

Note

The Editor is only available if you have registered Hangman, and have entered the correct name and number using the registration dialog box.

New Top Score

Congratulations. You have reached the Hall of Fame. Enter your name and a comment in the boxes below.

To move from the name box to the comment box use the TAB key.

Registration

This is an unregistered version of Hangman. Please feel free to distribute copies of this unregistered version. If you like this game a registration fee of £10 would be greatly appreciated.

When you register, you will receive the following:

- A registration name and number (by e-mail or post)
- The legal right to continue using the software
- Ability to create your own words using the built in editor.
- Thanks from the author

Please send a letter to

Keith Avery
PO Box 621
SUTTON
Surrey
SM1 2ZS
UK

containing:

- your postal address
- e-mail address (if you have one)
- any feedback on the game
- a cheque for £10 (UK sterling) made out to Keith Avery

or \$18 using the CompuServe Shareware Registration forum. GO SWREG and register program number 14355.

If you have any comments or suggestions about Hangman please mail me at the postal address above or send me an e-mail to 100273.3122@compuserve.com

Thanks

Keith Avery

Exit game

Exit game

Start

Start a new game

Help

Display this help

Credits

Software development:

Keith Avery, BSc(Hons)

Keith is employed as a software developer by an international IT Consultancy based in the UK. His work has taken him as far as Brunei and involves developing a variety of application from database systems to multimedia applications. Recent developments include a multimedia product to support self tuition of the Welsh language and an educational program which enables teachers to teach their students how to improve their short term memory. Much of Keith's spare time is taken up with developing educational shareware programs, such as Pairs and Hangman.

Speech:

Ginny Clarke-Avery, LLAM, PGDip (Voice)

Ginny is a highly qualified voice coach and speech and drama tutor. Her many professional performance credits cover all aspects of TV, radio, film ("The Wall") and theatre (from Shakespeare to Aykboorn). Her voice has been used extensively for software programs. Her many commitments include teaching speech and drama, at a senior school, and running voice workshops for theatre companies, teaching institutions and businesses. Ginny is currently studying towards a Masters Degree at Central School of Speech and Drama, London, where she also teaches (voice).

