

WORDHANG

A word guessing game
using full colour graphics

---GH

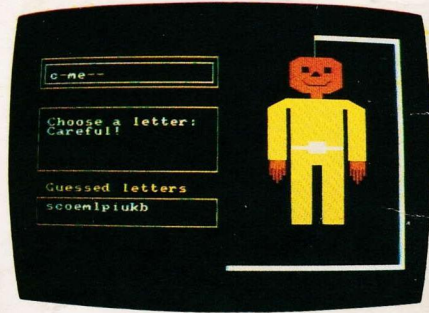
Choose a letter:
Careful!

Guessed letters
DFGHJKL



Bourne Educational Software

AMSTRAD CPC



"Hangman programs proliferate for every micro, but Wordhang is the Rolls-Royce of them all."

Acorn User



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- Encourages children to learn to spell.
- Helps children learn common sound blends and word building.
- Improves understanding of occurrence of vowels and consonants.
- Improves spelling skills at all ages.

SPECIAL FEATURES

- Fun for all the family as each tries to outwit the other with unusual words!
- Watch his expression change when he realises he is about to hang!
- That weekly spelling list easily saved for use with Wordhang.
- Detailed information available on individual's performance via the BES MONITOR facility.
- Words from the lists appear at the screen in random order.
- Complete with fully explanatory booklet.
- Widely used in schools.

Suitable for all ages of 5 years and upwards.

WORDHANG

The program selects a mystery word which appears as a series of dashes. The object is to discover what the word is by choosing appropriate letters. If the letter chosen is part of the word, then it is shown in its correct position. Gradually the word appears as more and more correct letters are chosen.

When a letter does not appear in the word – part of a man is drawn. He has only ten parts, after ten wrong letters he will hang! He can only be kept alive by using your language ability.

The program already knows over 250 words*. You can add as many more words as you like. A player can race against the clock or play against someone else. *including lists from F. J. Schonell, 'The Essential Spelling List', published by Macmillan Education.

In the event of any problems with the use of this program, or ideas as to improvements which could be incorporated, please do not hesitate to contact BES at the address on the back cover.

Please note: Minor variations in specification may occur due to characteristics of different microcomputers and operating systems.

WORDHANG PROGRAM NOTES

TAPE CONTENTS

WORDHANG

WH2

LIST - 1

LIST - 2

LIST - 3

LIST - 4

LIST - 5

LIST - 6

WORDSTORE

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INTRODUCTION

This version of the well-known "Hangman" word guessing game has been specifically designed to meet the needs of teachers, parents and children in the classroom or at home.

It is aimed at helping children to discover information about how words are built up from letters. This includes such areas as the frequency with which letters occur, the use of vowels, and common structures, eg "... ion", "... ing", etc.

The program is designed to be as flexible as possible. Words can be used from various sources, either from lists on tape, or by entering words one by one - this is popular when the program is used by two children, one turning away whilst the other enters a word, whereupon the first then has the task of discovering what it was. There are also six pre-recorded lists of words on the tape, which can be loaded as described later. This option gives a choice of up to 50 words in each list. Finally, there is the facility "WORDSTORE" that allows spelling lists to be readily incorporated in the program. Note that it is also possible to use foreign languages with WORDHANG, although care should be taken since accents cannot be entered.

In common with most BES programs, use of the ESCape key takes you back to the main set of program options. Simply press ESCape twice to revert to the main menu.

LOADING

It is best to press CTRL and SHIFT and whilst holding them down, press and release the ESCape key. This

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resets the computer before loading. The cassette should then be placed in the Datacorder with the label upwards and the tape wound back to the beginning.

Simply press CTRL and the small ENTER key, followed by pressing the PLAY key on the Datacorder and then pressing any other key.

Loading of the program takes about five minutes in all. Having completed loading, the program displays the title and copyright screen for a few seconds. No entries are necessary and the program will automatically move on to the main menu screen.

THE MAIN PROGRAM

1. Input Words One by One

This option can be chosen when two or more are playing WORDHANG. It allows children to pit their wits against each other.

The word is entered – with the opponent not looking! Capital letters can be used with CAPS LOCK on, or lower case used by turning CAPS LOCK off (for an explanation of CAPS LOCK see the User Guide). Entering the word (followed by ENTER) will move the program onto the main screen.

2. Using A List In Memory

In this option the computer sets the words – selecting them from a list in memory. When the program is first loaded LIST-1 is automatically loaded into memory. Alternatively another list on the WORDHANG tape or any list that has been prepared with WORDSTORE can be loaded as described under option 4.

After a name has been entered, a group of words can then be chosen from the menu. LIST-1 as an example is a selection of words from Schonell's "Essential Spelling List" which has been split into six groups according to age. The appropriate group is chosen (followed by ENTER) whereupon the program moves on to the main screen and words are selected from the group in random order.

THE MAIN SCREEN

The gallows are drawn first and then the word that needs to be discovered is printed as dashes. A letter is chosen by pressing the appropriate key. There is no need to press ENTER after each guess. If the guess was correct then it will be displayed in its correct position in the word. If more than one occurrence of the guessed letter is in the word then all will be displayed – that letter needs to be chosen only once.

If, however, the letter guessed is incorrect then another section of the man will be drawn.

The man has ten lives and when all are lost and he is complete then he will hang! Only with skill and knowledge of word structures can he be kept alive. If the word is guessed before the man hangs then a tune is played and congratulations given.

If the player believes he has guessed the word correctly then in order to avoid frustration, the whole word can be entered at once. Press the key marked @ to use this facility. Beware though – a wrong guess costs three lives!

3. Set A Time Limit

The time can be set at between 1 and 60 seconds. In the event of no time limit being set the program allows infinite time to enter a letter. If no letter is entered within the time limit then a % sign appears in the guessed letter box and a bad guess registered. After setting the time limit the program reverts to the menu. To reset to no time limit use this option and enter zero for no time limit.

4. Load A New List

To change the list of words in memory a new list should be loaded. The new list may be on the WORDHANG tape or may be one that has previously been saved on a different tape by WORDSTORE.

Place the tape in the Datacorder. Note that if a new list only partially loads, the list in memory may be destroyed. Press PLAY then any key to obtain a listing of the filenames of the wordlists on the tape. Use the REWIND, Fast Forward and PLAY in order to position the tape correctly immediately in front of the list required to be loaded. When this is done, press ESCAPE twice, depress the PLAY key and then any other computer key. The list will then load – but under **no** circumstances operate the ESCAPE key until either the 'successfully loaded' message appears, or you are informed of an error. Should the latter occur then you will be returned to the main menu.

If the loading is successful press the space bar to be returned to the menu. If the list fails to load then first check that the list was correctly positioned.

Rewind it and press play again. Do not press ESCAPE – you will lose the main program and have to reload. If the list you require does not load, try another list.

5. Look Up Monitor Results

All BES programs contain a performance recording system or MONITOR. Using this, teachers, parents or the child can see how well a task is being performed. Each time a new name is entered after starting the program from the main menu, a new monitor record is created. The facility will hold the record of the last six children (after number six, number seven will be recorded over number one, eight over two, etc.).

The WORDHANG Monitor records the name of the player, length of time taken, the source of the words, the number of correct words and the number of hangings.

Careful analysis of the information stored in these records can provide a valuable guide to the needs and successes of each child.

WORDSTORE

The WORDSTORE program, a utility word editing and storage program, follows immediately after the word lists and is loaded by pressing CTRL and the small ENTER key, followed by pressing the PLAY key on the Datacorder and then pressing any other key. The program is loaded in the same manner as the main program.

Having loaded the program a menu is displayed featuring:

1. EDIT and/or ENTER

This leads to the ability to create new lists of words as described in the subsequent screen, or to edit a list in memory as loaded by the option (3) below. The editor allows creation of, or changes to, any list by means of the A to Z and delete keys. The arrow keys on the top right-hand side of the keyboard act as follows:

- | | |
|---------------|--|
| "Right Arrow" | to return to main menu |
| "Left Arrow" | to use the edit mode to enter a new word, or change a word in the editor line. |
| "Down Arrow" | to enter "view" mode and to scroll the list of words through to the end of the list. |
| "Up Arrow" | to enter "view" mode and to scroll the list of words through to the start of the list. |

Words are grouped by entering a % sign followed by the group name in letters only (not numbers, dashes, spaces, etc.). An example of an acceptable list is as follows:

- | | |
|--------------|---------------|
| 1. %GROUPONE | 7. ENGLAND |
| 2. AFRICA | 8. WALES |
| 3. AMERICA | 9. IRELAND |
| 4. FINLAND | 10. %GROUPTWO |
| 5. GREECE | 11. ATLANTIC |
| 6. SCOTLAND | 12. |

Note that the number of words in any list should not exceed 50, the number of groups within a list should

not exceed 6, and the number of words within a group should not exceed 10.

The words may be entered in upper/lower or mixed case letters. They should be entered as they are required to appear in the main program.

2. Save A List

Having made a new list or adjusted an existing one, it is necessary to save it to tape so that it can be used later and loaded into the main program.

An appropriate cassette should be placed in the Datacorder. The place to record the list should be found in the same manner as described in Section 4. Be careful you do not overwrite any other file. The program is designed to make this process easy – press PLAY and any other key and the tape will be catalogued – any files recorded will be listed. It is easy therefore to find the end of the last file – where the new list may be recorded.

When the tape is in the correct place press ESCape twice, depress the RECORD and PLAY keys, followed by any other key on the computer and the file will be recorded in the normal manner explained in the User Guide.

To check that the file has recorded properly, return to the menu and choose the catalogue option. The tape should be rewound. Press PLAY and the file should appear in the catalogue list as it plays.

3. Load A List From Tape

This option is the same as in the main program. It can be used to load existing lists to edit or adjust them.

See the section under the main WORDHANG program for details.

4. Catalogue A Tape

Use this option to check the contents of a tape or to ensure a list has been recorded properly.

5. Erase A Current List

This option simply clears memory and allows a new list to be loaded or typed in.

OTHER BES PROGRAMS

Wordhang is one of a series of Microcomputer programs produced by Bourne Educational Software Ltd with the aim of making learning both easy and enjoyable. The programs are aimed at both home and school use, and are designed to enable children of the appropriate age range to operate them readily through common use of such items as ESCape key to return to a menu of program options; < SPACE > to move on to a next screen and so on.

A common feature with most BES programs is the BES MONITOR system, which allows the teacher, parent or child access to the specific entries made, so allowing identification of specific achievements or problem areas. This does not preclude the use in appropriate programs of a more simple and visible scoring system, which is designed to aid motivation.

BES programs are designed to be largely self-explanatory, and follow similar styles. Children rapidly familiarise themselves with new programs, and can use them if required with the minimum of help.

Other programs in the range include:

Timeman One

The program helps children tell the time and set a clock. Attractive scoring with man and a ladder keeps childrens' interest. Choice of twelve progressive stages of difficulty, together with the usual attractive sound, colour and monitoring facilities. (Age 4-9 years).

Timeman Two

Companion program covering minutes to the hour, half and quarter hours and the 24-hour clock. Same attractive features as Timeman One with progressive stages of difficulty, together with attractive sound, colour and monitoring facilities. (Age 4-10 years).

Happy Numbers

A program to help children learn their numbers and count without need of reading skills. Attractive graphics and scoring make this a favourite with 3 to 5 year olds. (Age 3-5 years).

Happy Letters

The program to teach children to match small and capital letters both on the screen and the keyboard. They love trying to stop the crocodile eating the fishes. Features attractive use of sound and colour as well as easy identification of problem letters for further practice. (Age 3-6 years).

Map Rally

Try to find the hidden checkpoints in a race against your opponent or the clock! Map co-ordinates and directions are soon mastered as children learn to control the cars. After each rally they can watch the cars retrace the routes taken, showing how well each driver did. (Age 7-13 years).

Happy Writing

The program helps children form their letters and numbers correctly and encourages them to practise writing. A moving pencil point shows clearly where to start each figure. Tractors, attractive colour and sound all help to keep their interest. (Age 3-5 years).

World Wise

Two programs to stimulate children to 'teach the computer' about geography. Encourages the use of atlases and reference books, helps exam studies and introduces the use of the computer to store information. Data can be readily saved and reloaded at any time. (Age range 7-15 years).

Animal/Vegetable/Mineral

This program provides hours of fun and enjoyment as the computer tries to guess the object a child has thought of. The computer's failure to guess correctly encourages children to help the computer to tell the difference between the various objects. The program stimulates discussion and the use of reference books. Suitable for all ages 7 years and upwards.

THIS BOOKLET

BES programs always include explanatory booklets of this type to satisfy several aims. Firstly, to identify the objectives of the program, and to give guidance as to some possible uses of the program based on experiences during the extensive in-classroom and in-house testing period. Secondly, they are designed to give an understanding of the sequences encountered in the programs, since in many situations the time of access to the micro may be at a premium. Thirdly, the booklet will assist in using the substantial content of BES programs to the full, through reference to it before, during and after use of them on the micro.

WORDHANG – SPELLING LISTS

The cassette is pre-recorded with spelling lists which should satisfy most situations.

The first list loads into the computer memory automatically on loading "WORDHANG" and is based on F. J. Schonell's Essential Spelling List*.

Subsequent lists are loaded by means of a menu option in the main program of "WORDHANG". The use of this option over-writes List 1 in the computer memory by the list chosen.

Other lists can be created as described in the program notes for "Wordstore".

*Published by Macmillan Education, Basingstoke

"LISTONE"

Group one	Group two	Group three	Group four	Group five	Group six
		Average age			
7	8	9	10	11	12
man	wing	playing	almost	describe	preferred
hot	plate	prison	express	gradually	consideration
good	slide	nobody	advice	courage	swollen
drum	kiss	beef	bough	mistress	wholly
bread	window	visit	wearily	estimate	tributary
school	town	threw	desire	exploration	scribble
father	night	heaviest	scripture	tongue	radiator
house	belong	matter	saucer	surrender	skilful

"LISTTWO" – HISTORY

Group A	Group B	Group C	Group D
King	Queen	William	Harold
Throne	Dynasty	Parliament	Arrow
Tower	Battle	Castle	War
Princess	Crown	Moat	Capture
Defend	Henry	Prince	Stockade
Armour	Keep	Charles	Royal
Edward	Heredit	Court	Reign
Drawbridge	Damage	Onslaught	Justice
Courage	Dispute	Siege	Invasion
Parapet	Battlement	Storm	Jewel

"LISTTHREE" – GEOGRAPHY

Group A	Group B	Group C	Group D
England	Town	Building	France
River	Scotland	Country	Capital
Cathedral	Hotel	Hedge	Longitude
Shrub	Orchard	Wales	Negro
Chalk	Local	Harvest	Europe
West	East	South	Stream
Africa	Germany	America	Ireland
Latitude	Rural	Cultivate	North
India	Climate	Gulf	Sea
Canal	Australia	Russia	Tropical

"LISTFOUR" – MATHS

Group A	Group B	Group C	Group D
Square	Add	Divide	Area
Half	Exercise	Isosceles	Equilateral
Angle	Compass	Line	Centre
Diagonal	Circle	Count	Multiply
Subtract	Division	Two	Three
Radius	Metre	Triangle	Rhombus
Setsquare	Fraction	Product	Divisor
Middle	Rectangle	Division	Cube
Centimetre	Number	Sum	Litre
Point	Multiple	Double	Average

"LISTFIVE" – TRANSPORT

Group A	Group B	Group C	Group D
Car	Railway	Wheel	Speed
Bridge	Canal	Horse	Aeroplane
Miles	Kilometre	Flight	Tandem
Pack	Coach	Barge	River
Tyre	Engine	Airport	Petrol
Boat	Sky	Steam	Pavement
Lorry	Bus	Road	Cart
Sea	Track	Bicycle	Diesel
Locomotive	Oil	Ship	Passenger
Glider	Traffic	Motorway	Destination

"LISTSIX" – SPORT

Group A	Group B	Group C	Group D
Rugby	Club	Diving	Rowing
Wembley	Ball	Run	Race
Referee	Racquet	Tennis	Finish
Squash	Running	Bunker	Swimming
Goal	Netball	Sailing	Ring
Weights	Court	Exercise	Boat
Hiking	Climbing	Track	Shuttlecock
Foul	Athletics	Soccer	Badminton
Net	Mountain	Boxing	Dinghy
Bowls	Golf	Jumping	Course